

MEGA DRIVE AND MEGA-CD GAMING FROM THE UK, USA AND JAPAN

NOVEMBER 1994 ISSUE 26

# MEGA

NOVEMBER £2.50



## SONIC & KNUCKLES EXCLUSIVE PLUG-THRU REVIEW

SONIC AND KNUCKLES : DOOMSDAY ZONE REVEALED INSIDE  
FEATURING : EARTHWORM JIM, LION KING, MM2 AND MORE





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The image shows the box art for the 'HELP!' Mega Drive compilation. At the top is the 'SEGA MEGA DRIVE' logo. Below it, the word 'HELP!' is written in large, blue, 3D block letters. To the right of the letters is a small illustration of Sonic the Hedgehog. Below the letters are five game covers: 'SPACE HARRIER II', 'KRUSTY'S SUPER FUN HOUSE', 'INDIANA JONES and the Last Crusade', 'SONIC THE HEDGEHOG', and 'SUPER WRESTLEMANIA'. Below these covers, the text 'A SPECIAL LIMITED EDITION CHARITY COMPILATION' is written. At the bottom right, a red starburst contains the price 'ONLY £49.99!'. At the bottom left, it says 'SPONSORED BY: Acclaim entertainment Ltd.' followed by the 'SEGA' and 'U.S. GOLD' logos.

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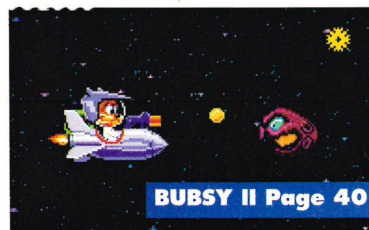
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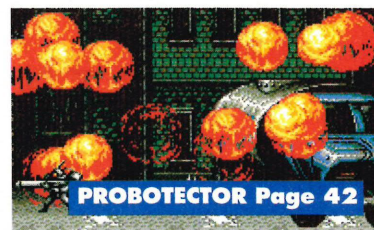
Gerry Doak - Lost in Wales  
Sophie Jane K. - Lost in Russia



**BUBSY II Page 40**



**ECCO II Page 52**



**PROBOTECTOR Page 42**

## BUBSY II .....40

That Bobcat has bounced back, this time taking on a pig intent on stealing history

## EARTHWORM JIM .....52

Heard of Earthworm Jim? No? Well, he's a worm in a robo suit that has a very big gun. Obvious really

## ECCO II .....44

My there are a lot of sequels in this month's mag. This one needs no introduction

## EYE OF THE BEHOLDER .....46

Adventure freaks rejoice! It may be a few years late but it's finally here

## LEMMINGS 2 .....58

Way hay! This is more like it. I love Lemmings in a deep, meaningful and physical way

## MAXIMUM CARNAGE .....62

Spidey's back and his main enemy is an old costume he used to own. Maybe he should have washed it a bit more often

## MEGA BOMBERMAN .....54

We like blowing things up here at Mega. It's simple and

it's a good laugh. Just like Lee really

## MICKEY MANIA .....50

Another right smart platform game from Sony. Will nothing stop this ageing mouse?

## MICRO MACHINES 2 .....38

Another sequel and another fantastic game. Eight player fun will cause all sorts of havoc late at night

## PROBOTECTOR .....42

If you want a completely insane shoot'em-up with no regard for reality whatsoever then this is the thing for you!

## SONIC AND KNUCKLES .....12

Watch out, it's a platform game. And there was me thinking it would be a virtual reality based flight simulation

## URBAN STRIKE .....48

Another excellent game and another sequel. What will you spend that Christmas money on?

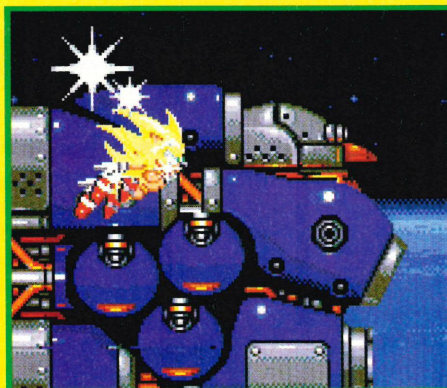
## VIRTUAL BART .....60

Watch out, a game that's not a sequel. And it's not very good. Oh dear

# SONIC & KNUCKLES..12

You have probably read about this before in other rival magazines (we all love each other really) but in an amazing stroke of luck we are the first people outside of Sega to have seen the complete version and are the first to see exactly how this game can be used in conjunction with the other Sonic games. Backward compatibility is the name of the game as this is the legendary Sonic 3 expansion pack, and it is a completely new game as well! Check out the in depth review on page 12 and read in awe as we reveal about how to access

ALL the hidden features of the game that others have only ever dreamed of seeing. The Doomsday Zone has been a well kept secret, but we've found it along with many other surprises. So, what are you waiting for? Turn to that page now!





# REGULARS

## MEGA CITY .....6

What's been going on in the Mega Drive world recently? Turn the page to find out

## MEGA PLAY.....66

Loads of hints and cheats including an interesting peek at the gorier bits of Mortal Kombat II

## MEGA CODES .....72

Blimey. It just keeps on getting bigger and bigger. Fnar fnar

## SUBSCRIBE .....80

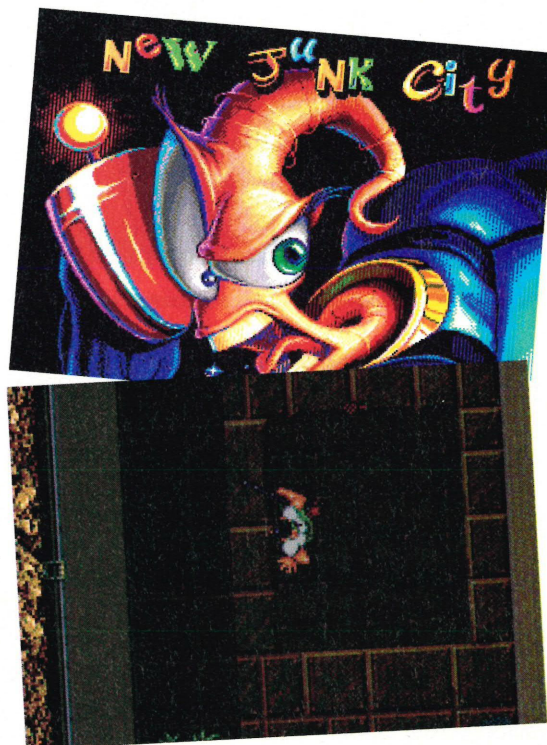
Please? Go on, you know you want to. After all, what else are you going to spend your money on?

## TOP 50.....74

These games are top, and there are fifty of them. Ladies and gentlemen, may I proudly present the Top 50

## LETTERS .....64

It's the arena where intellectual readers raise valid points about the world we live in and we take the mickey out of them for using flowery headed note paper



# MEGA

# PREVIEWS...

### SECOND SAMURAI .....18

Get those ninja pants on as it's high kicking time again

### NBA LIVE '95 .....20

Get those basketball pants on as it's high dunking time again

### THE LION KING .....22

Get those lion pa(STOP BEING A LAZY GIT AND GET ON WITH IT - LEE). Oh. Check out the latest forthcoming spectacular Disney tie in from Virgin

### PITFALL.....24

Many moons ago Pitfall was the game to play. Now it has been reborn like a Phoenix rising from the flames of the gaming world (What are you on? - Lee)

### THEME PARK.....26

John's got brewer's droop, he feels intimidated by the dirty pigeons, they love a bit of it. (I'm warning you! - Lee)

### RED ZONE .....28

Better dead than red. Better red than a Birmingham City fan

### GENERATIONS LOST ....30

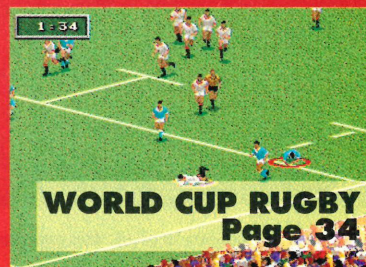
Life is the name of the game, and I want to play the game with you

### LETHAL ENFORCERS 2..32

Death is the name of the game....

### WORLD CUP RUGBY ....34

Sick of all the football games around? Then take a butchers at this great new title then



MEGA CITY	6
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# PRIMAL RAGE



The graphics are superb throughout the game, and the animation must be seen to be believed.



The two opponents size each other up, neither wanting to make the first move



Get that stitched sonny Jim! Of course, video games do not induce violence at all.

**H**ave you been down to your local arcade recently? If you have then you may very well have seen a brand new one on one beat'em-up called Primal Rage. The difference between this and others like Street Fighter II and Mortal Kombat is that the fighters aren't human, they're dinosaurs. Clay models of seven different dinosaurs were made and painstakingly digitised using stop motion. The result is some of the best arcade graphics and animation ever seen. As is the trend these days all of the characters have lots of special moves and some finishing moves too. As you can imagine with dinosaurs at the helm there are some nasty things to be seen, if you're good enough that is.

That's all very well, but this is a Mega Drive mag and you want to know about Mega Drive games instead of arcades don't you? Well, the good news is that in September 1995 Primal Rage will be converted to your favourite Sega format by Time Warner Interactive, previously known as Atari Games.

It may be almost a year away but if you've played the game in the arcades then you will know that this could soon become the best fighting game on any home console format. Keep an eye out for sneak previews that we'll be running in the not so distant future



Well, go on then. Get battling you big pair of pansies!

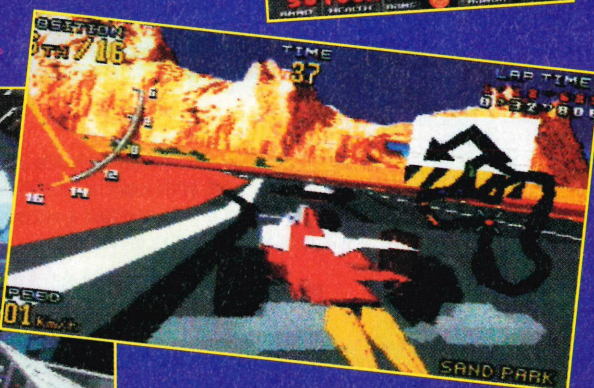
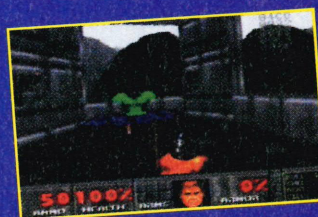


# 32X IS HERE!

We've been going on about it for ages now and the good news is that the Mega 32X will finally be with us next month. Having seen some nearly finished games such as Doom and Virtua Racing up and running we can safely say that the 32X will do for the Mega Drive what the Mega CD failed to do, in other words there are some amazing games on the way. At its present stage Doom runs at the speed of a standard 486 PC and this might even be improved upon! More news about that next month. As promised the 32X will be ready just in time for Santa to pick up a few at Woolies and shove them down your Chrimbo stockings along with some other smart titles like Virtua Racing Deluxe, Cosmic Carnage, Star Wars Arcade and Metal Head. Mind you, if you are a regular reader of Mega You'd know that already but what you wouldn't know is that Core Design are also releasing their most popular titles on the 32X. Can you imagine Thunderhawk in 32,768 colours? How about Soul Star showing the 32X's texture mapping facilities off a treat,

maybe even taking advantage of the ability to manipulate 50,000 polygons per second? They've even got a completely new game lined up featuring undulating terrains and silicon graphic players. It all sounds pretty pant wettingly good to me and who knows, all this technology might actually make a half decent game out of BC Racers too.

Anyone thinking of holding out for a Saturn instead of a 32X should think again as the Saturn isn't going to be available over this side of the pond for a very long time, but if you've got enough spondos then you might splash out on an imported version when they finally start shipping. If this happens then Core have some more tricks up their sleeves, namely Battlecorps 2, Fractal Racer, Tomb Raiders, and The Swagman.



## CORE DEVELOP ON 32X



Constructing the Swagman

(Left) The Swagman for the 32X certainly looks to be shaping up well



(Left) Some three-armed thing from Swagman apparently



All the images for Tee-Off on the 32X shown here, are actually Silicon Graphics versions from the development stage, although the Sega version will still look fantastic



## NEWS....

### BUBSY IN HOT BABE EXCLUSIVE

Were you around HMV Level One in Oxford Street on 22nd October? If you were then you may have noticed things were a little bit different in there than usual. To celebrate the launch of Bubsy II: Lost in the Amazatorium Accolade enlisted the help of every male teenager's dream, Dani Behr. Poor old Lee couldn't contain himself as she drove down the street in a rather flash car in order to host the special games challenges that took place. He tried it on but to no avail. Better luck next time mate

### HEDGEHOG BEFRIENDS JAGUAR

Over the last four years Sega and Atari have been fighting various battles in the courts and a settlement has just been made where Sega bought eight per cent of Atari for a whopping \$40 million. Not only does this do Atari a lot of



good in the wallet department but it also assures us games players of some pretty nifty titles as well. As a part of the deal a cross licensing deal has been arranged. This means that Sega titles will soon be appearing on Atari formats and Vice Versa. Can you imagine a Jaguar version of Sonic and Knuckles? Or how about a Mega Drive version of Cybermorph or the spectacular Tempest 2000? This agreement can only lead to more great games on both Mega Drive and Jaguar formats. Three cheers to everyone involved



## GAMES MORE POPULAR THAN MOVIES?

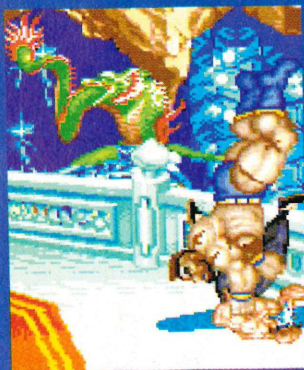
If you think about the biggest films to be released this summer you would be thinking about high



grossing films such as The Mask, True Lies, and the Lion King. Lion King looks set to be one of the biggest money making films ever but did you know it made less money than Mortal Kombat II did in one week? Over two and a half million copies of the game were shipped world-wide reaching sales of over £30 million in one week. Makes you think, doesn't it?

## SFII GAME OF THE MOVIE

Now this is a bit weird. Street Fighter II is one of the first games to be turned into a film (lets forget about Double Dragon OK?) and we all know loads about the film starring Jean Claude and Kylie etc but rumour has it that Capcom are going to release a game based on the film! It will supposedly be like Mortal Kombat, with digitised sprites of the actors, and the gameplay of the original StreetFighter II!



A CITY NEWS MEGA CITY NEWS MEGA CITY

What does the term Rocket Science mean to you? Well we can't all have degrees in Physics now can we? (Hey, I had to get it in at some point didn't I?). Anyway, Rocket Science is a software house based in Los Angeles who are interested in designing CD based games that look better than anything you have ever seen with playability to match. With the artists and animators who brought us Jurassic Park, Terminator, Alien and Total Recall working hand in hand with their programmers and the results are looking truly spectacular.

Loadstar: The legend of Tully Bodine is described as the most original space epic since Star Wars and stars Ned Beatty and Barry Primus. Tully Bodine is a bit of a space smuggler and his latest assignment is to smuggle some camels off a 22nd century moonbase. Naturally the police aren't too happy about this and rival tuckers also want a piece of the action and will do anything to get it.



Rocket Science's other biggie is Cadillacs and Dinosaurs. Based on the popular graphic novels by Mark Schultz the game is set 600 years in the future where men and dinosaurs both roam the Earth. Driving through treacherous jungles and other post apocalyptic landscapes the aim is simple; save the planet and halt a second cataclysm. Easier said than done, and there's no sign of Doug McClure either



## MACAULAY CULKIN STRIKES BACK

Oh no! After cutseying us to death in the Home Alone films Hollywood's golden boy is back in the first ever simultaneous movie and video game launch ever. Pagemaster tells the story of a young boy, Richard Tyler, who got lost on the way home from running an errand for his Dad and found himself in the local library surrounded by curious stacks of books. He then found a mural of many famous fictitious characters when suddenly the paint started to drip onto him, turning him into a cartoon! After this followed a series of adventures through different books as the Pagemaster (Christopher Lloyd) took Richard through the realms of fantasy to places he'd only ever read about. The game is a platform affair through three separate lands that closely follows the plot of the film. Each of these stages is split into many levels which feature characters based on those found classic novels such as Treasure Island, Jekyll and Hyde, Frankenstein, and fairy tales like Three Little Pigs, Jack And The Beanstalk and even Humpty Dumpty! Both the film and the game will be out very soon. Expect an in depth look next month





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## SEQUEL CITY

When a game is really popular it is inevitable that there will be a sequel of some kind. This issue we have reviewed Earthworm Jim and a little dickie bird tells me that a sequel is already in the pipeline. Also JVC are going back once again to visit their good chums Andy and Terry Bogard in a special CD edition of Fatal Fury: Imaginatively titled Fatal Fury: Special Edition.



"What other sequels are coming?" I hear you cry. Well, how about Road Rash III? This is by far the best motor cycle game we've seen yet but it will come up against stiff competition When Kawasaki Superbikes finally sees the light of day.

## XENOPHOBIA

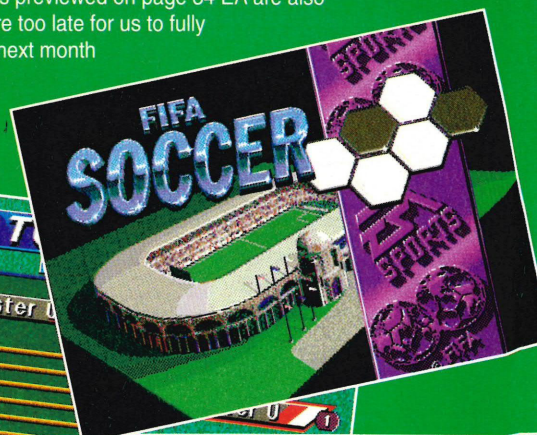
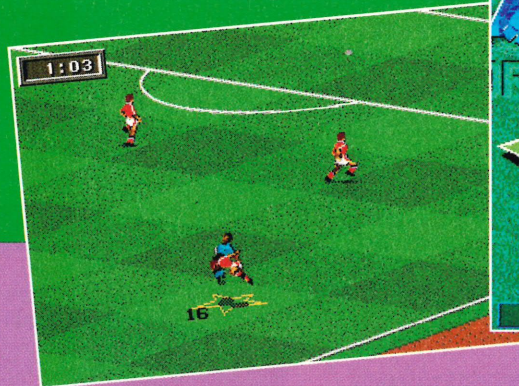
In space no one can eat ice cream. Oops, wrong film. Aliens is the name of the game. Acclaim have just announced that they are to release a Doom-esque style game based on the Alien trilogy. Unfortunately this will only appear on the 32X/Saturn formats but if it can capture the dark, ominous atmosphere of the first film and have the fast paced action of the second with as little as possible to do with the third then this should be the game to watch out for

## WOLVERINE

Also from Acclaim comes yet another in a long line of Marvel licenses. Have you guessed it yet? I think that rather large title gives it away somewhat. Based on my favourite X men character the game will be a platform affair following the progress of the lycanthropic hero. With his razor sharp extendable claws and his virtually indestructable skeleton Wolverine has to fight against many mutant criminals with only a small amount of help from the other X-Men

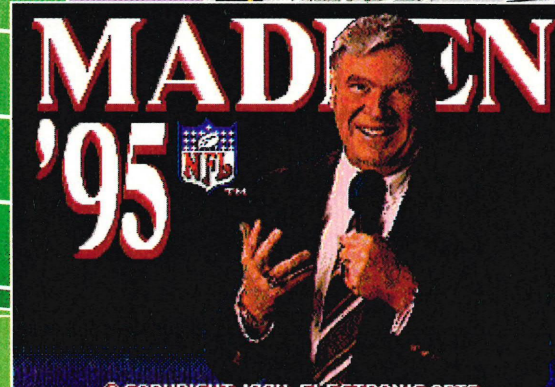
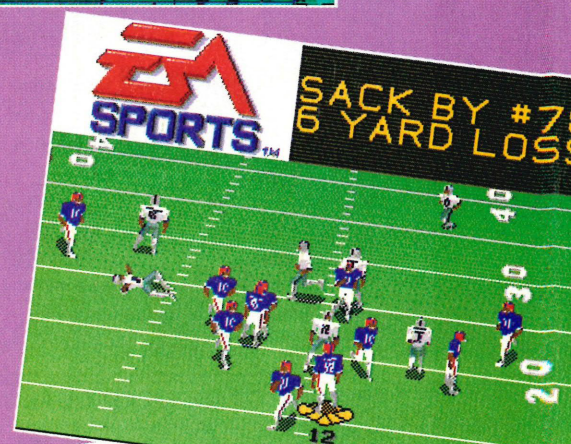
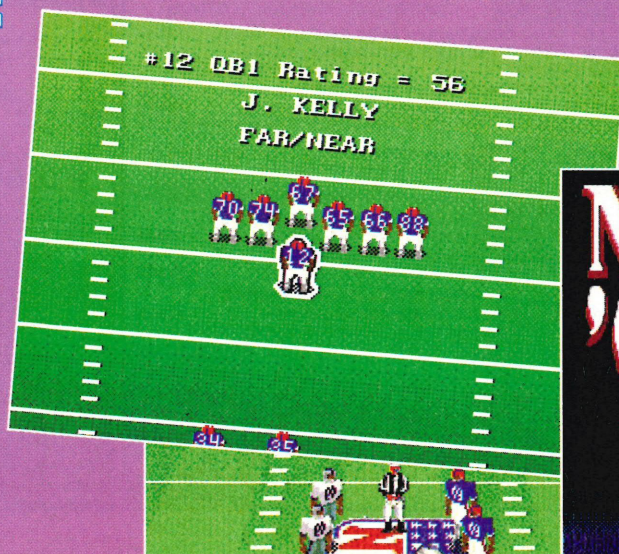
## FIFA '95

Last year there was great debate as to whether FIFA was better than Sensi or not. Some said yes, some said no (making quite an exciting debate really) but the general consensus was that they were both excellent. FIFA beat Sensi in every way except perhaps in the gameplay department. With rotoscoped graphics and digitised sound samples FIFA looked as good as you could imagine a football game to look. The problem was that the game didn't play fluidly, a fault which has been corrected in this updated version. FIFA '95 now moves more fluidly and realistically, but this is not all. Virtually every cup or tournament you could ever dream of can be played with all the teams involved being accurately represented. You may want to play as Man U. against Villa or as Brazil against Argentina. Take it from us, the first FIFA was great but this is so much better. FIFA '95 is a football fanatic's dream come true



## JOHN MADDEN '95

You may think that this is getting a bit silly now with John Madden's being updated yet again, but American Football enthusiasts are in for a real treat. The game view used in Madden '92 has been revisited but this time the player sprites are more detailed and the animation is much more true to life. The game also runs at a slightly faster speed, and there are more rules, plays and strategies than ever before. As always anyone who owns some of the previous games may be a bit wary about adding this to their collection but this is going to be the definitive American Football game





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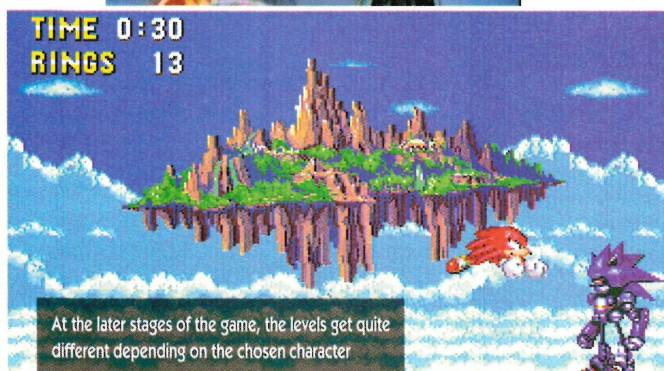
# SONIC



**Once again Mega have come up with the goods, beating everyone else. You may have read about Sonic and Knuckles elsewhere before, but NO ONE has seen the completed version until now. Rich Lloyd investigated and found the elusive Doomsday Zone...**



It's Rich and Lee off to a fancy dress party. Nice socks mate!



At the later stages of the game, the levels get quite different depending on the chosen character



Friend or foe? Sonic and Knuckles put the boot in, completely ignoring the clue to get to the Doomsday zone in the background

**E**ven before Sonic 3 was released there were rumours of a special expansion cartridge that would turn it from a 16meg game into a 24meg game with extra levels and features. Anyone that managed to get the level select cheat to work knows that there were some levels that could not be accessed, which only went to further the rumours of such a cartridge.

Since then we've heard lots about a new Sonic game, Sonic And Knuckles, which is actually the sixth game in the Sonic series! The most surprising thing though, is that the much-rumoured expansion cartridge and the new game are actually one and the same thing. The Sonic and Knuckles cartridge is primarily a completely new game in its own right but it has a flap on top which when opened reveals a cartridge port rather like an Action Replay device. Slot in that old copy of Sonic 3 and get ready to play Sonic And Knuckles 3! Using revolutionary programming techniques and a hell of a lot of advanced planning Sega have produced one of the most remarkable cartridges yet seen. As well as letting you play as Knuckles in Sonic 3 and adding new levels, it also expands on Sonic 2 as well!

## LOCK ON

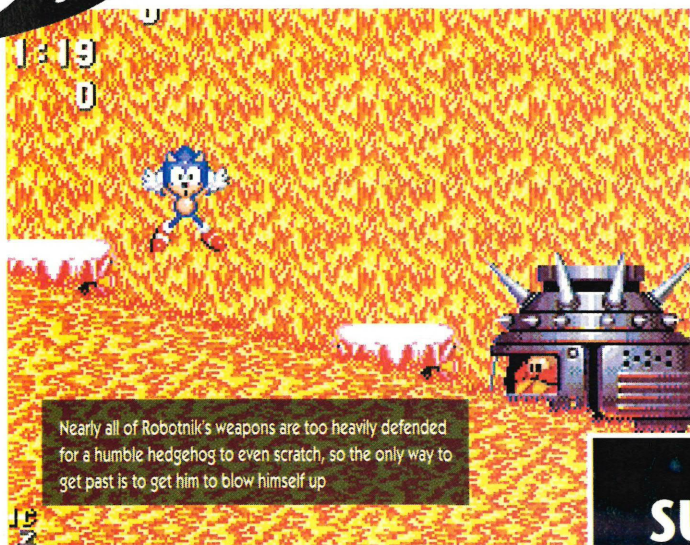
"What about Sonic 1?" I hear you cry. Lock a copy of this into the expansion slot and things seem to get a bit disappointing. All that happens is that you get a picture of Sonic and Co. standing there saying "No Way!". A



Handy weights can be used to catapult our heroes to greater heights



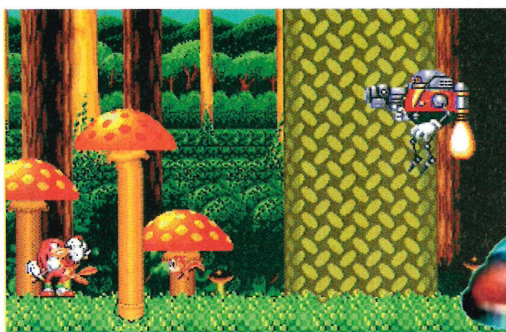
# 



similar thing happens when you slot in a normal cartridge as well, except the picture is in black and white. So sadly nothing special happens, or does it? Could we be keeping something from you? Actually, yes we are, but you can read more about it in the following pages.

## S&M? NO, S&K!

All this would be very well on its own but as I said before Sonic And Knuckles is a completely new Sonic game in its own right. The game can be played in two different ways. If you choose to play Sonic you have to fight against Dr. Robotnik (as usual), who is helped by Knuckles the mischievous Echidna. Choose to play Knuckles and things are a bit different as it seems that he is a good guy after all who was misled by the wicked Robotnik into thinking that Sonic was the evil one. Alas, Miles Prower, A.K.A. Tails, only puts in a



It turns out that Knuckles was a good guy after all, who was fooled into thinking Sonic was the bad 'un

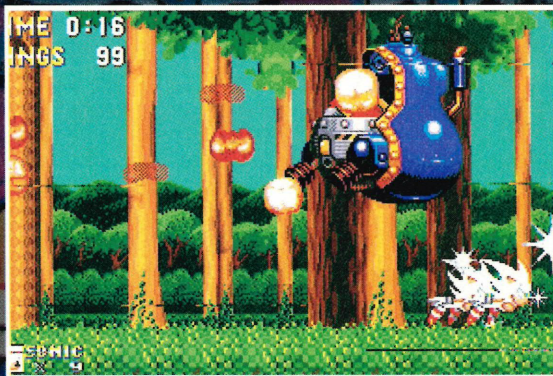


## SUPER SONIC AND KNUCKLES

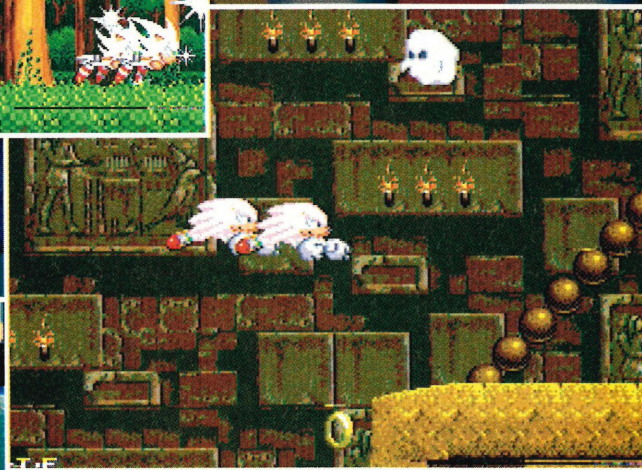
In Sonic 2 the blue bloy obviously listened to Oasis too many times because he gained the power to become Super Sonic. This was done by completing all of the special stages perfectly and collecting the Chaos Emeralds at the end of each one. Not an easy task I can tell you. Similarly in Sonic 3 he could transform himself, and so could Tails as well. In this game when Sonic jumps twice as Super Sonic he will perform a devastating new attack! As if this

wasn't good enough we can now bring you the first pictures of, wait for it, Super Knuckles! He flies through the air with the greatest of ease and as long as he's got a lot of rings in his possession he'll retain his super powers.

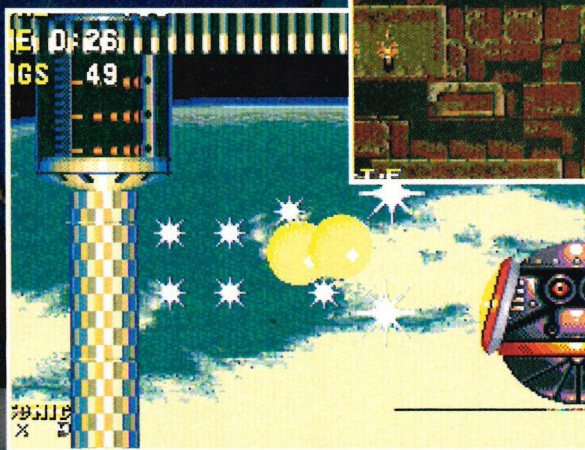
(Left) Come and have a go if you think you're 'ard enough.....



(Right) With all the emeralds watch Knuckles become a super powered Echidna



(Left) This guy has a shield that even super sonic can't penetrate



The name Lava Reef is quite appropriate for this section, don't you think?



fleeting appearance in the game and doesn't actually do anything helpful. By now virtually everyone in the known universe knows about how Sonic is a speedy little chap who is



constantly plagued by Robotnik in his quest for the Chaos Emeralds. Knuckles on the other hand is relatively unknown as he only made his first appearance in Sonic 3 and could only be controlled in the miniature race mode. Now he has some new powers and although he can't run as fast as Sonic he can go where the spiky one cannot, as he has the ability to fly and climb walls. In Sonic 3 there were sections where it was impossible to reach until now, but by using this plug through device and playing as the pink rodent all becomes clear. Talk about Sega forethought! The main game is basically the same no matter which character is being used but there are occasions where it is possible to take more than one route. For example at certain places there are walls that Sonic can't get past but Knuckles can punch through them. Sadly there is no two player co-operative feature as in Sonic 2 which would come in very handy at these places. The most striking thing about the levels though is the size. They're absolutely enormous. There's no way anyone will ever claim to finish any of these stages in twenty

seconds. As always there is a time limit of ten minutes and even playing at a fair pace I found myself running out of precious time!

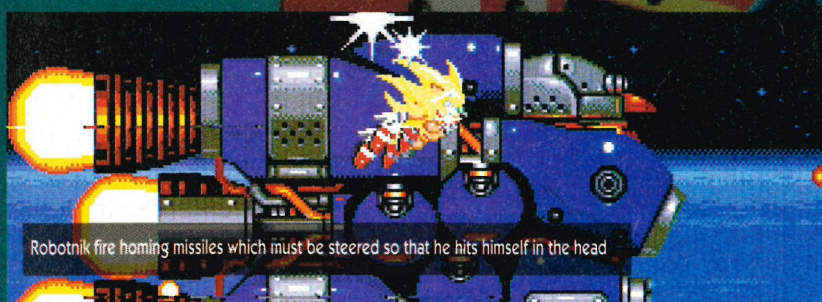
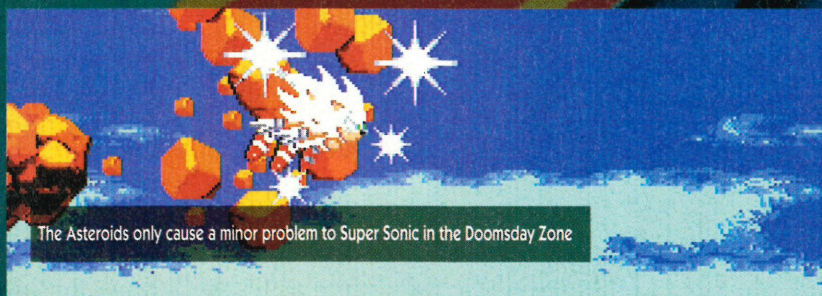
Another change is with the bonus stages. Touching a restart point whilst holding a certain amount of rings causes some stars to appear. Jump through to enter one of two bonus stages. The first is a combination of the fruit machine from the Casino Night Zone in Sonic 2 and the original bonus game from the first Sonic game. Sonic or Knuckles must work their way through a rotating maze to get to the fruit machine in the centre where all manner of bonuses are waiting. The second bonus stage is very strange affair where there are lots of spinning balls everywhere and all you have to do is try to get as far up to the top of the level as possible before the rising electric beam fries you. There are also giant rings secreted away in hidden parts of some of the levels which transport you away to that chequered rolling sphere from Sonic 3, when it becomes time to collect all the blue balls again in order to get a chaos emerald.

Sonic fans are in for a real treat if they get their hands on this. The main criticism about the first three games being too easy could in no

**Using revolutionary programming techniques and a hell of a lot of advanced planning Sega have produced one of the most remarkable cartridges yet seen**

## DOOMSDAY ZONE EXCLUSIVELY UNVEILED!

According to the rumours there is a hidden zone called the Doomsday Zone and we're the first people to work out how to get to it! To get there you have to have collected all of the seven Chaos Emeralds and be playing as Sonic. Alas Knuckles can't reach this top secret level. This level is entirely set in outer space and is a chase through an asteroid field to catch Robotnik as he escapes with the giant Emerald. All the way through the level Sonic must keep collecting rings and avoiding the missiles as otherwise he will turn back to normal and fall to his death.



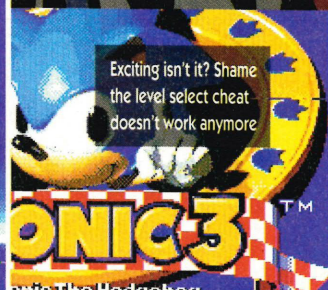


# LOCK ON!

As I've already mentioned, Sonic And Knuckles is not only a brand new game it is also an enhancement on the other games in the series. At first impressions it just looks like the main sprites have been replaced by the pink sprites of that darn Echidna but this is not so. A lot of the levels have been completely redesigned in order to stretch Knuckles' talents to the limits. Remember there were sections of rock that Sonic couldn't pass or there were rings high up that couldn't be collected? Well now you know why.



Look at that, bye bye Sonic and Tails, Knuckles is here to stay



Exciting isn't it? Shame the level select cheat doesn't work anymore

## RINGS 14

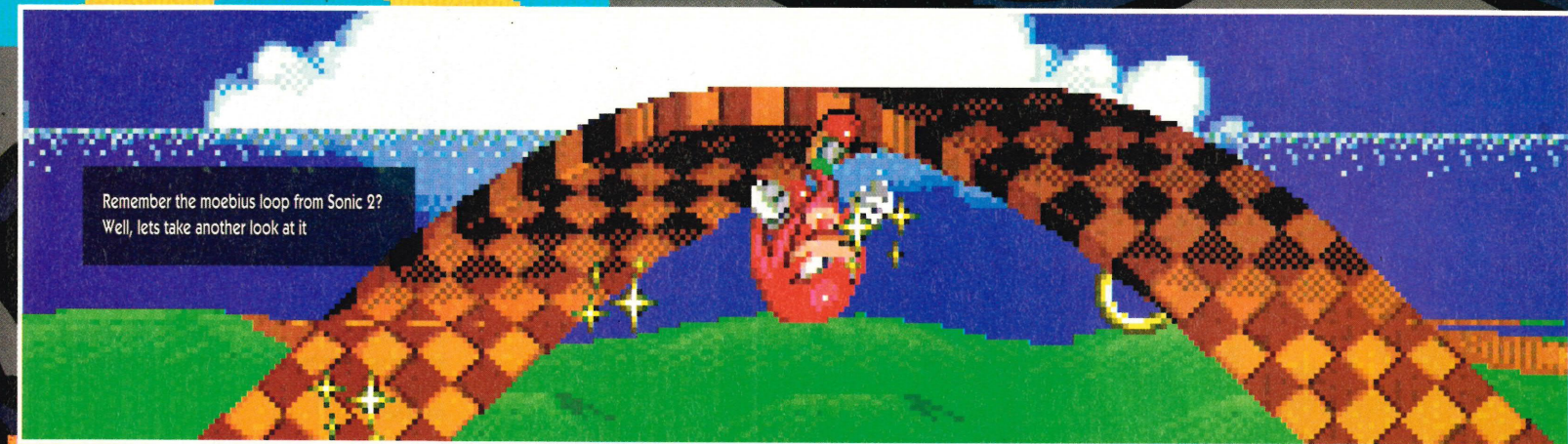
All the special stages in Sonic 2 can be played, this time with your favourite anteater at the helm

If you thought the only difference to the games would be that you could play as Knuckles instead of Sonic then think again

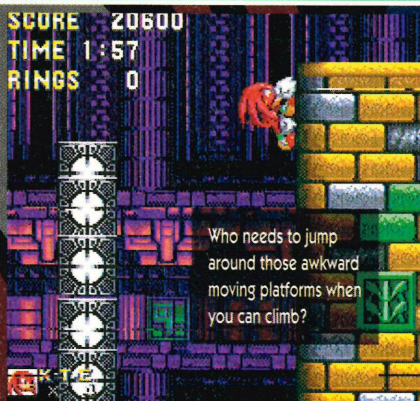


Sonic 3 can be played as Sonic, Tails, Knuckles, or Sonic and Tails together!

Remember the moebius loop from Sonic 2? Well, lets take another look at it



I bet you never got to this part of Sonic 3 before!



Who needs to jump around those awkward moving platforms when you can climb?



Knuckles can't jump as high as Sonic so against some of the bosses he needs a helping hand

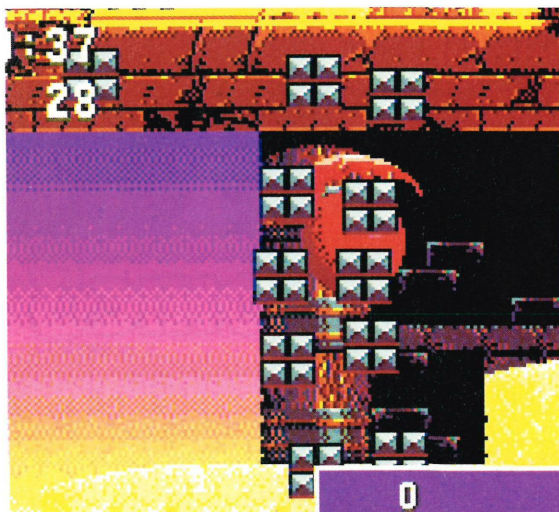


Some of the levels in the old games have been altered to put Knuckles to the test

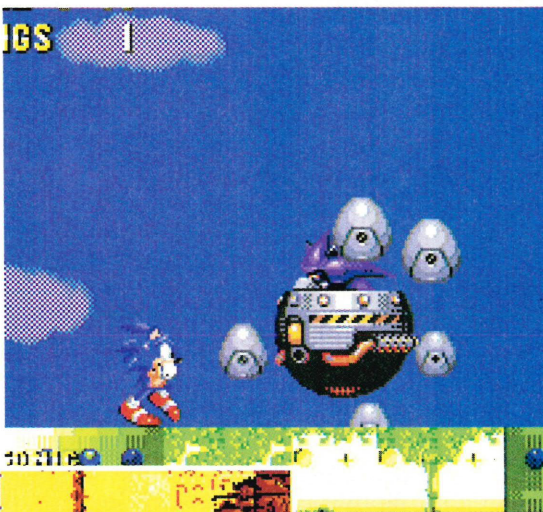


(Below) Is this nostalgia or just plain unoriginality? Another previous Sonic boss makes an appearance!

(Right) In the Sandopolis Zone ghosts start to appear as it gets darker

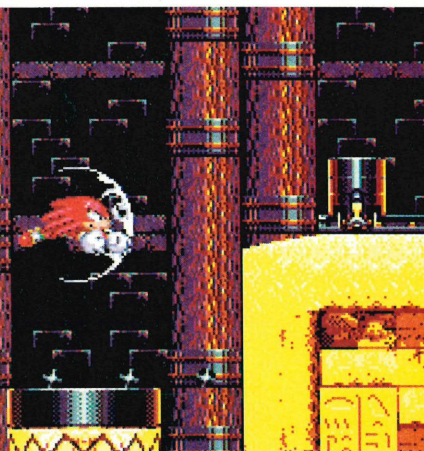


(Above) Can nothing stop this guy?



(Right) Knuckles can find secret places everywhere just by climbing around

(Below) Help! Something is strangely amiss here...



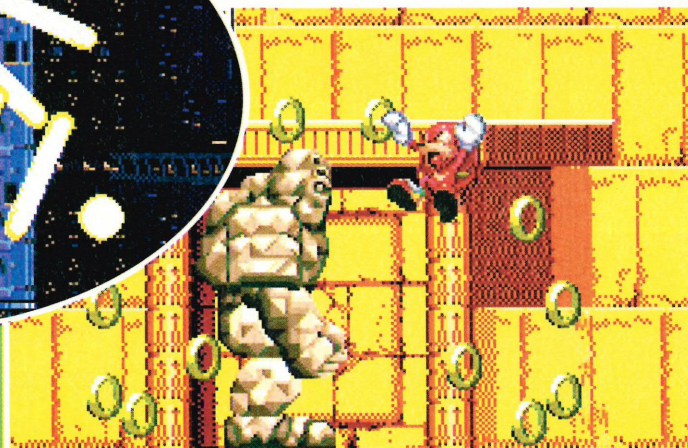
(Above) A puzzle! The switch on the right has to be held in position by the block on the left but how do you get them together?

(Left) This guy can be knocked down but he can't actually be killed. Talk about hard

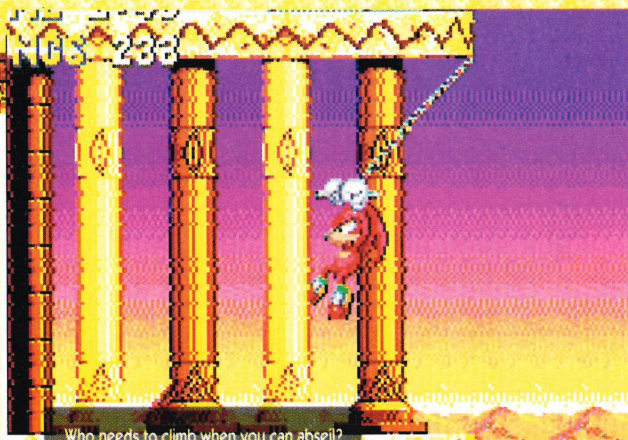
(Below) The second bonus stage is a race against the clock up to the top of the screen via these spinning balls



Collect those blue balls to get the Chaos Emeralds



The bonus stages just get weirder and weirder



Who needs to climb when you can abseil?



He's good at climbing but he can still fall arse over tit just like the rest of us





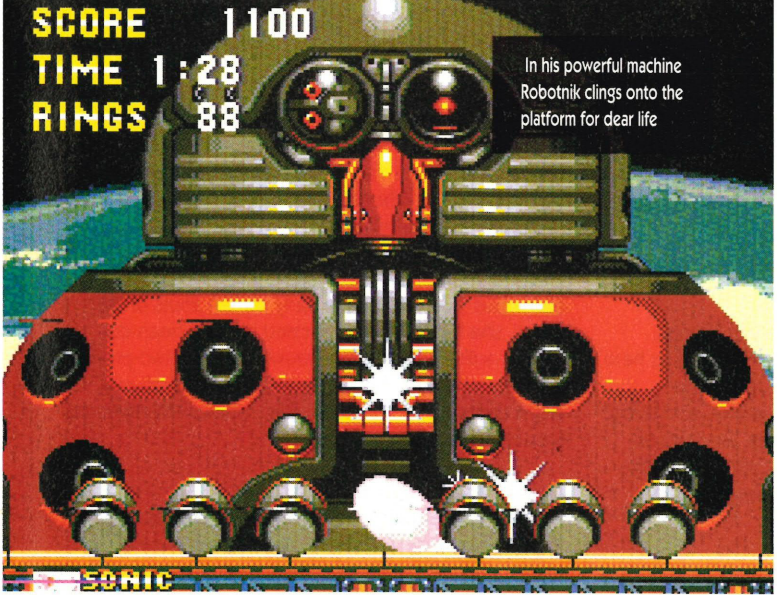
# ACTION REPLAY SPECTACULAR

If you own an Action Replay device then do we have a treat for you! Once again Mega has beaten off the opposition as we have already come up with some cheats of our very own.

FFFFE00001: Level Select  
 FFFE090001: Debug Mode  
 FFFE120009: Infinite Lives  
 FFFE180099: Infinite Continues  
 FFFE24000F: Infinite Time

FFFE210063: Infinite Rings  
 FFFFB1000X: X=Number Of Chaos Emeralds  
 FFF760007F AND FFF76300FF: Super Speedy Sonic Or Knuckles

## MEGA FOCUS



## LEVEL SELECT

Whenever a Sonic game has been released there has always been a race to be the first to prove that there is a level select and a debug mode available and we don't like to blow our own trumpets but hey, you know how it is. To access this enter the level select and debug codes and hold down the A button as you select your character. The chosen character doesn't really matter as on this screen you can change characters simply by pressing the C button.

As you can see from the picture there are many more levels displayed on this cheat screen than are in the game. This is because some of these levels are the additional ones as found when using Sonic 2 or 3 in conjunction with the cartridge. This is also a very quick way to get to the elusive Doomsday Zone or to practice endlessly on the various bonus stages. A quick way of getting all the Chaos Emeralds is to play the special stage and getting the emerald. Then, quickly reset the machine and do this seven times to get them all. The Debug mode is called up as usual by pausing the game and then pressing different buttons to change the main sprite and position them around the screen.

ANGEL ISLAND	1 2	LAVA REEF	1 2
HYDROCITY	01 1 2	LAVA REEF	3 4
MARBLE GARDEN	1 2	SKY SANCTUARY	1 2
CARNIVAL NIGHT	1 2	DEATHEGG	1 2
ICECAP	1 2	THE DOOMSDAY	1 2
LAUNCH BASE	1 2	BONUS	1 2
MUSHROOM HILL	1 2	SPECIAL STAGE	1 2
FLYING BATTERY	1 2	SOUND TEST	*13*
SANDOPOLIS	1 2		

(Left) Here we are, the level select screen as discovered by yours truly

## AND THERE'S MORE

As we've already said if you plug in Sonic 3 you get to play a new version of Sonic 3, and the same with Sonic 2. If you put in the original Sonic or any other cartridge a screen will appear with Sonic and chums saying "NO WAY!" and that's the end of that. Or is it? Well actually no, that was a complete lie. Whilst mucking about our Lee discovered that by pressing the A, B, and C buttons together causes something special to happen. If you try this with the first Sonic game locked in you will gain access to hundreds of special stages with a unique password system to continue from where you left off at a later date. If however you are using any other cartridge that is less than 16meg in size then you will be able to play a single stage depending on the cartridge used. Slot a different cart in to play a different stage. Effectively what this means is that Sonic And Knuckles can be used with virtually every cartridge game in existence!



way be applied to this! On its own this is just another Sonic game with a new character replacing Tails but when used in conjunction with other games it really comes into its own. This is a completely new concept. At the end of the day if you didn't like Sonic 3 then there is absolutely no reason for you to like this at all. There are a fair few new ideas, like the machine that has to be cranked to make it climb upwards and the ability to abseil down walls but the basic gameplay is exactly the same as Sonic 3. On the other hand if you are a fan of the Sonic series then this will complement your collection wonderfully.



# 92 PERCENT

THE BEST SONIC GAME TO DATE, WHICH ALSO BREATHES NEW LIFE INTO THE OLD ONES. A SONIC FAN'S WET DREAM

GRAPHICS	9	GAMEPLAY	9
SOUND	8	GAME SIZE	9



# SECOND



**"So on with the first official duty of editorship then, eh Lee? What it it? A preview of Second Samurai actually." "Stop talking to yourself you stupid gimp!"**

Scrolling beat 'em-ups, eh? You just can't beat 'em. (Ho Ho Ho). The Super Nintendo is cursed with the largest amount of poor quality scrollers of any home console. The situation on the Mega Drive is not quite that bad yet, and Vivid Image, through Psygnosis, plans to make sure it doesn't add another tick in the 'crap' column. The next instalment in the Samurai series is currently nearing completion. The first, in case you were unaware, was based on the antics of a particular Samurai, who decided to kick several kinds of ass in a platform-based game. It was a puzzle-solving non-scrolling type affair, and was generally well-received.

Well forget that! Second Samurai isn't like that at all. What you get here is a Hack 'n' Slash scrolling game, with lots of platforms and baddies thrown in, as well as a little exploration for good measure. The aim of the game is to progress through the levels freeing souls from jars which allows you access to further parts of each level. Battling to the end of a level presents you with a large boss to defeat, and killing him rewards you with the password to the level just completed, so you can continue at your leisure.

As you can see in the screen shots dotted around the pages, the graphics are

shaping up very well, and little is likely to change before the final product is ready for shipping. You hero can perform a wide variety of moves, including punching and kicking in different directions, and using both swords and knives to good effect. The various baddies you kill reveal scrolls when they die, and the colour of them shows what they will bestow on the player when they are collected.

## SAMURAI THREE - THE REVENGE

Smart bombs, swords, knives and extra health are all possible, as well as a handy teleport scroll that will transport you back to the last soul freed when you collect it. The enemy attacks come in thick and fast, and you might think you need a friend to handle it all. A

good job then that Vivid Image has decided to make Second Samurai a two-player game, very much in the Golden Axe mode. You and a friend can take control of both a male and a female samurai, and use co-operate to destroy the evil hordes.

The lady of the piece is every bit as able as the chappie, and although she has changed from the bikini-clad vixen we saw in early screen shots of the game, she has been transformed into the clean-cut woman with a terrific roundhouse kick. The two-player option is where the shows its best moves of course, and it also proves more enjoyable because there seem less enemies around.

## VIVID IMAGE VIOLENCE

Sound has a distinctly oriental feel to it, as you might expect, and the sound effects are the usual metal on stone clanks we have come to expect in the genre. Game play though, is currently well up to the standards already set in the scrolling scene, and when the game is actually released in a few months time, we really ought to have something special on our hands.

Of course, before the game hits the shops, the MEGA team will have had their grubby mitts all over a finished copy, and will have brought you a full review. So watch out for it!

(Below) Take that in the face! Actually don't you wish some of Take That would take it in the face!



(Above) The Samurai chap sticks it to a large vase. I wonder if it had done anything wrong. Maybe he didn't like the colour or something.

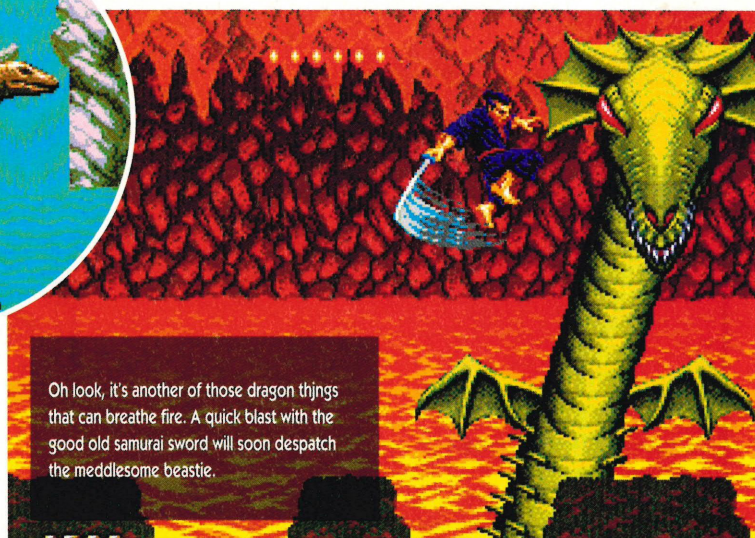
(Left) Now this is quite scary really. A huge skull with massive pointy teeth. Do you notice the large bulge in the back of the Samurai's trousers?

The hero of the piece is riding up a tunnel on a piece of flying rock. And that's likely!





# SAMURAI



(Above) An explosion above the samurai's head will probably knock him to a crumpled heap on the floor.

(Left) Up against the feaseome 'flying skull' out hero has found himself with no sword. So it's time to crack out the punches and give him a good hiding.

The samurai approaches a sort of monkey thing. You will get see a lot of these monkeys, and they are bloody annoying too. They come in herds, and attacks all at the same time leaving you slashing away with your sword until you ultimately die.





# NBA '95



**Jacob has been feeling a little down lately. What with the new S\*M\*A\*S\*H record being a little duff and all. We chucked him the new basketball game from EA and he soon cheered up.**

If basketball has an equivalent of a midfield tussle this is surely it

**B**asketball is not what we could really describe as massively popular in this country is it? Of course not, we are a footy-loving people – beer, ciggies and football, but not necessarily in that order...and don't forget large donners and rucks. Ah, I'm proud to be British! Despite all of this EA has decided that this is the sport for them. Flushed with the acclaim of the likes of FIFA, NHL and PGA EA has decided it's time for another (undoubtedly) successful sports simulation, and another sequel no less. When you're onto a good thing why stop, eh?

## WE HAVE THE TECHNOLOGY

NBA '95 has incorporated the 3D viewpoint that worked so well for FIFA Soccer and it seems to work just as well with NBA '95 has it did with FIFA Soccer. The side-on view of the pitch leaves a player-friendly and uncluttered basketball court which scrolls very smoothly in



The Celts storm off again. There's no stopping this mob I can tell you

every direction. Players can dribble, pass on the run, chuck a few low balls, block, leap...in fact everything a human counterpart can do, and probably a little more.

The player sprites are very fluid and incredibly detailed – everything we have come to expect of Electronic Arts actually. The details include team strips, colour pigment and the likeness of every player. OK, so I wouldn't recognise a basketball player if he hit me with brick,



A goal mouth scramble. The keeper's off his line, the shot must be on



Forced out wide, a good turn should result in a spectacular cross the like of which John Collins is famous for



A crunching tackle is on the cards here. Showing off in the middle of the field is not on in this game





He's beaten the whole defence and it's only the keeper (or loop) to beat. I say outstanding skills from the mature defender



(Below) Open goal – straight through the defence and into the net. Watch this boy, his name will be well-known soon enough

Look it's the Worcester Sauces. Love the strip lads



The replay feature shown in all its fantastic glory...we think

but you have to admit that some thorough programming has gone into this game. I wonder if any of this will be stuck into any of the FIFA games, I can hardly wait to see what they do with Peter Beardsly and Terry Hurlock – pull a sprite from Castlevania or something? A mere jest there Peter.

Another new feature which has been incorporated into NBA '95, but has



It would appear that this is the team schedule sheet



featured in many of the newer EA games is the trading option. This gives any budding basketball managers the chance to construct what our Atlantic cousins have entitled a "Dream Team" I think this is the term they would have applied to the Man Utd double winning team...well, perhaps to Giggsy if you happen to be Dannie Behr. I think you get the general idea.

### BOSTON CELTICS

If building a dream team from scratch is all very tedious and uninteresting for you simply select one of the five dream teams already included in the programme. They include many famous players from the NBA including Shaq and Carl 'The Mail Man' Malone. Of course your do-it-yourself team and play off results can all be saved to the battery back-up which is included in the cart.

Other new animations included in the game, according to EA at least, are the two-player alley-oops (????), tip in slams and international fouls (now you're talking). Of course the game will be compatible with the EA 4-Way Play adapter.

Look out for the all-important review in the next exciting issue of Mega.

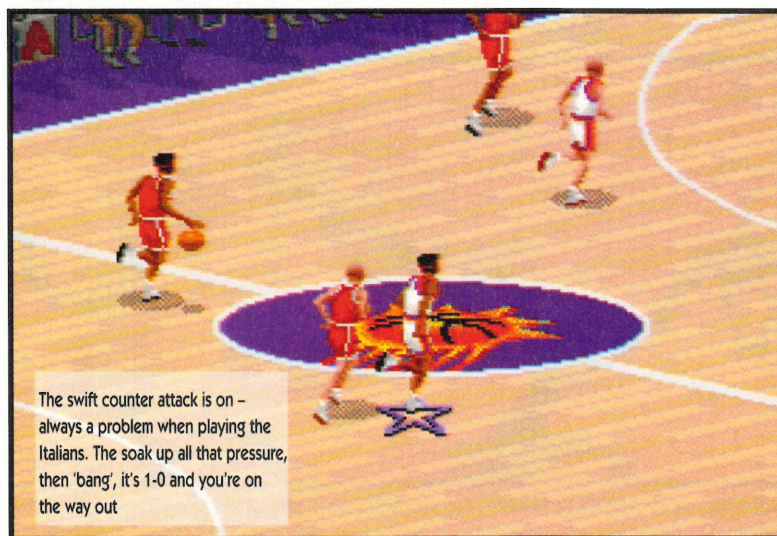


Obviously the best team in the league with a name like that, Boston Celtics score a goal against the Orlando Huns. Some things never change, eh!



(Above) A shot from just outside the box. Stopped on the line but I'll say it was worth a go

(Left) Erm yes, it's another team schedule. This time it's LA Vs Atlanta



The swift counter attack is on – always a problem when playing the Italians. The soak up all that pressure, then 'bang', it's 1-0 and you're on the way out





## Disney seems to be taking over the world of platform games. First Aladdin, Mickey Mouse, and now this!

**T**he Lion King is the latest film from the wonderful world of Disney that should be on general release sometime next month. It features some of the best animation ever used and could very well become the biggest grossing cartoon of all time.

The film tells the story of a little lion cub called Simba who lives happily with his friends and family, until he is betrayed by one of his friends and later sent out all on his own into the wilderness. After many adventures he soon feels his calling to return back to the pack and take his rightful place as the Lion King, but some of the others aren't too keen about it.

### DUDLEY

The game is going to be based very closely on the film, following Simba from when he was a little cub up to a grown lion. It boasts graphics and animation better than that of Aladdin and it has much more playability too. With the help of the animators at Disney Virgin has produced a product that will make your heart melt – you forget that lions are lethal killing machines and just sit there saying “wook at da wickle wion” as Simba casually strolls around with his ginormous paws and plays with the little animals.

Lion King is the latest 24 meg game to be made which means that like Virgin's most recent platformer, Earthworm Jim,

the programmers have lots of memory with which they can pull out all the stops. Graphics, gameplay, digitised sounds, sampled speech...you name it, they can do it. With all this extra memory available it is possible to turn what would be an average platform game into something with more depth and appeal.

### ARFUR

The platform levels will require great platform skills, but there are some other levels that will need the player to use their noggin for once. On one stage there are lots of animals around, with a load of monkeys high up in the trees. By jumping on a rhino it will fling you up in the air and the monkeys will throw you all over the place. The direction the monkeys throw you can be changed by roaring at them. A great deal of thought

has to be given to find out the correct positioning for all the monkeys that will allow our feline friend to progress. Other sections include a waterfall with logs rapidly falling downwards which Simba must climb, and an incredible 3D section similar to the one in Mickey Mania where Simba is chased by a stampeding herd of moose.

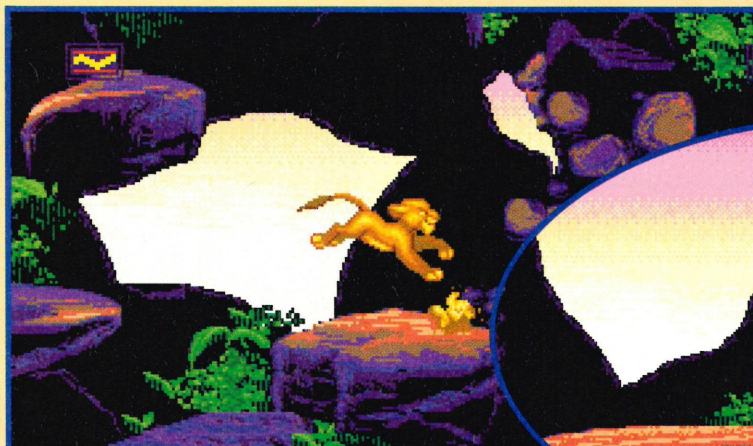
As of yet no one here has seen the film (What happened to my complimentary tickets then?) so we can't really comment as to how accurately the film is represented, but according to Virgin this is the world's first truly interactive movie, or so it says on this press release. Having played an unfinished version extensively I can say that if this game follows the movie accurately then it is going to be one of the biggest hits this year.

I know that this is only a preview and I'm supposed to save the final verdicts for when we actually look at a finished copy because lots of changes might still be made. However, I'm sure no one would mind if I said that I completely adored everything about this game and can't wait to play it for ages under the pretence of reviewing it next month!

He may be small but he can still kill things that are smaller than him. Such is life



He may look cute and make you say “Awwww”, but given half the chance he'd eat your fingers like they were sausages



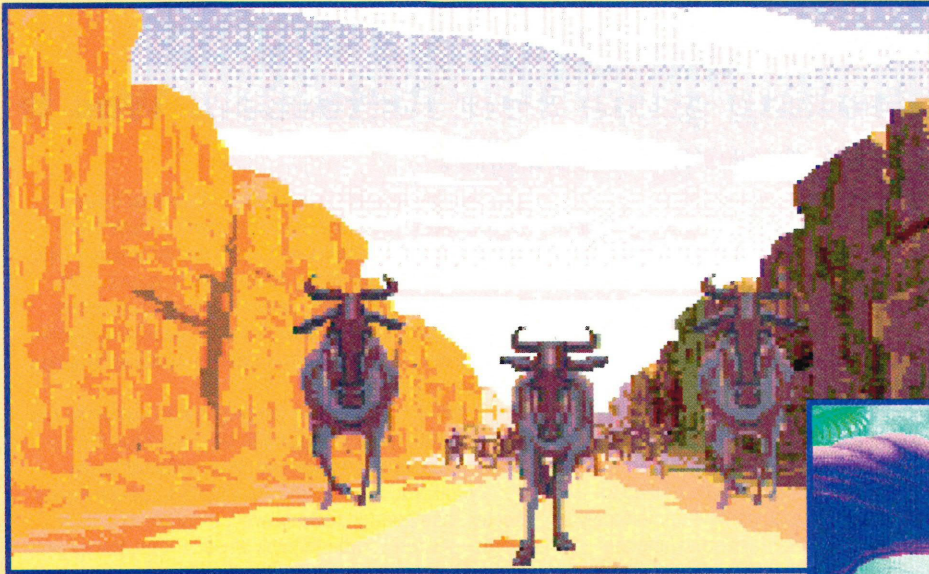
Cats: cute little animals or vicious little sods?



Cats are supposed to be the cleanest animals around as they wash constantly. Mind you, you wouldn't think I was clean if I was always covered in cat sputum would you?



# N KING



Supposedly the stampede scene in the film was so bad it had to be censored!



(Above) These prickly little fellas can't be pounced on because they're spiky but they can be bowled over instead



(Above) OK, who's been painting the animals pink?



(Above) They say cats always land on their feet when falling from a great height. After extensive research I can reveal that it is only eight times out of 10



(Above) The poor wee thing looks scared, and so he should be because water is dangerous, right kids? Well, that's my good deed for the day. I'm off to watch Hard Boiled and Brain Dead whilst quaffing some exotic sodas



Now this bit isn't tricky at all is it?



What a cheeky monkey...oh dear I can't believe I've just said that



(Above) After sorting out a pack of panthers the wise old baboon (Pam what are you doing in this game?) comes and clears the way



(Above) What a boar this game is. Oh, ha ha!

(Right) Take control of Simba's mates when playing the hidden bonus games



Have some of that! Armed with fully developed claws Simba can give his foes a right good kicking





# PITFALL:

Very dangerous indeed. Under no circumstances should the simple readers at home try this, unless under supervision

## Jacob Macca gets all excited over this great looking game from Activision. Was it worth the energy though?

**O**K, we all know who that Dave Perry bloke is don't we? Yep, top game producer/programmer of Aladdin, Earthworm Jim etc. His stuff is pretty special, but when the news reached us that Kroyer Films was animating the new game from Activision, Pitfall: The Mayan Adventure we were sure something extra special was on the cards.

Kroyer Films brought us Fern Gully...ring any bells? Bill Kroyer is none other than the man responsible for all the animation in Tron, that great oldie of video games (Erm, but I'm talking about the film, not the game OK). Now, he and partner Brian McEntee (the person dealing with art direction in Disney's Beauty and the Beast) have put their two massive talents together and come up with what could turn out to be one of the surprise hits of the year, Pitfall.

### LA AZTECS

First things first, graphics. In short they are excellent. The young hero, Harry Jnr out on a rescue mission to save his old man, leaps and bounds through jungles, ancient ruins and abandoned underground mines with a grace very few games can match. He has literally hundreds of moves, each a joy to behold, which range from great backflips when he does a 'Fred Astaire' on flat walls to a smart little meditation number he performs when he gets that hanging-around sensation.

It's not only Harry who has all the moves, quite the opposite is true. There are over 25 enemy creatures lurking in that there game you had better believe that Messrs Kroyer and McEntee have allowed

imaginations and art packages to run amok.

Expect to encounter ghostly Aztec warriors who chuck fireballs around willy-nilly and turn to skeletons when hit several times. Surprisingly ancient temple paintings come to life and hunt out any intruder who ventures into their sacred places. Throw this ghastly lot in with the animals of the jungle, including a jaguar possessed by sinister forces, and we have the largest rogues' gallery this side of Ibrox on a busy Saturday afternoon.

Special mention though must go the crocodiles lurking around the lagoon section of the game. These beasts lie motionless in the murky water waiting for prey to slip into the lagoon, and pounce immediately if any unfortunate soul slips, their tails smashing the surface water as they drag their prey into the depths.

### CATHERINE SCHELL

Of course many of you may be suspicious of Pitfall, after all on the surface it appears to be just another

platform game with great graphics Consider however the runaway train sections of the game where Harry swaps temples, jungles and waterfalls for a small 'coal trucks' which whizz along at breakneck speed. With three parallel rail tracks, obstacles littering each line and phantom heads closing from the back, this section will test the skill of any games player and it adds a new element to the gameplay.

Pitfall is however one tough game to complete and with 10 large stages begging to be completed this is one game that will not be over in a matter of hours.

For all you older players out there a special bonus section has been included...well, a couple of bonus sections when I come to think about it. Yes, the original Pitfall Harry game in all its '8K of memory' glory is there for anyone who really wants to have a go - this is an exact replica of the game that first appeared on the Atari 2600. There is also a version of Simon, the memory game in there, but it is very far removed from that big, chunky thing that many of us will remember.

Pitfall is one hell of a game and we should have a full review copy in out hands in time for the next issue.



(Above)  
Whey-hey. This is what we paid our money for. At the end of this lurk monsters a-plenty

It's not all fast cars and women, but a spot of grafting never did anyone any harm

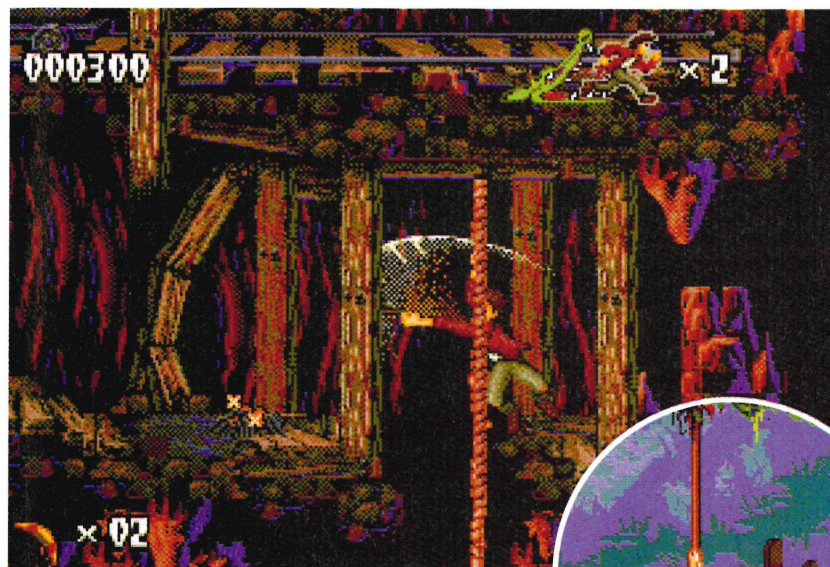


Actually they are quite nice, docile animals. Man has never fully understood the beauty and awesome power of the crocodile. I think!





# THE MAYAN ADVENTURE



I've always hated spiders, don't know why, but I've always hated the little bleeders. Pitfall offers me the chance to let out a few of those frustrations



Yes I know, it was travelling too fast for me, I was too slow. I do have eyes you know

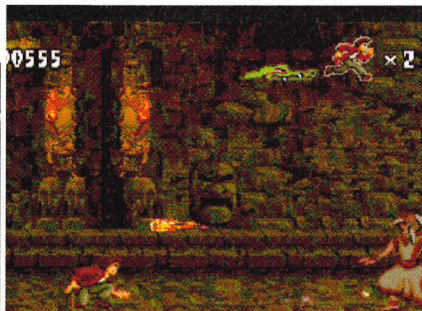


Oh yes, think so, do you big man? Let's tango then

Well blow me down, it's the old flame-trick thing. Ah this could bring a tear to the eye make no mistake!



Tarzan? Me bum! It's me and make no mistake



Another one of the natives. They're not too friendly round here. Something to do with the water they say



Oh your knees serf...and that sort of thing

Quicksand is it - one big jump will do me fine thank you very much



Spiders and snakes? Pah, bring them on that's what I say



Hold on a second aren't these the monsters that appeared in Splatterhouse II? Difficulty finding work, eh lads. Yes, times are tough indeed



One cat to go



# THEME PARK

**Bored of platform games? Sick to death of shoot'em-ups? If the answer is yes then hold onto your horses for the ride of a lifetime**

One of the most common questions in letters that we get asked is "Is there ever going to be a game on the Mega Drive akin to Sim City where you have to use your noggin instead of just holding right on the joy pad and pressing a button occasionally?" (although not usually in those exact words). Finally I can now answer this question by saying that one of the most successful PC games of this year is very shortly going to appear on your Mega Drive screens, and the name of the game in question is Theme Park.

Theme Park has won many awards on the PC and the CD version is currently at the top of the charts. I for one was eagerly anticipating seeing this for the first time on the Sega, as I'm sure you will be if you have seen the PC version, and it came as quite a shock to hear that it had been improved upon and given more features!

For the uninitiated Theme Park is set in a, well, you can guess where it is set, and you as the player take the role of the park owner. The aim of the game is to produce the most exciting and cost effective Theme Park possible which is easier said than done. Budding designers will have a great time trying to create their own personal version of Alton Towers but as always there is one snag - money.

## GIRLS AND BOYS

At the start of the game you are allocated a certain amount of capital and are given a completely empty park. From here the sky's the limit as you have free reign over every possible aspect of what takes place in a theme park. At first, small exciting rides like bouncy castles with a couple of cafes and burger bars at cheap prices are enough to start the money rolling in. Invest some of this in research and development and the

technical guys in the design department will tinker away designing new rides and attractions.

Soon the park will have a fair complement of rides and shops which all cost money to run, and you'll have to put your business trousers on when the customers start to get unhappy with the price of entry or the cost of food.

The key to success is keeping the customers happy. If they have a good time it will be reflected in your bank balance. This means that a lot of thought and planning has to be put into the design of the park. Making a ride fast and exciting is all very well, but if it isn't safe and kept in good nick horrendous accidents could occur, which isn't good in the popularity polls.

## TO THE END

Obviously if a burger bar is put next to a hair raising loop the loop some green faces will appear which can



Bouncy castles may be simple but they're great crowd pullers. Until they explode that is



The Dome Spinner is a pretty nifty ride and it isn't prone to spinning off into crowds of hundreds of people at all



Who's that gutturd marchin'? You want to cut down on your pork life mate, get some exercise! That wasn't predictable at all really was it?



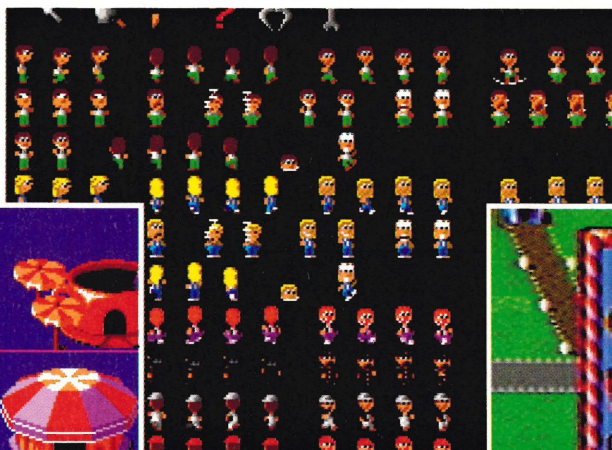
(Left) So many people, and they all go hand in hand....

(Right) All the fun of the fair





(Below) As time progresses soon you too will be able to build fine food establishments such as these



(Above) Look at all these lovely peeps (for that is what they are affectionately known as in the Theme Park world). We love them, but we also love watching them fly out of their seats on rollercoasters too

(Below) The only thing you need to remember from the PC version to ensure your park stays in business is this - never run out of Mr Whippy!



get quite messy. If this happens then the park has to be kept clean by staff members all of whom seem to like to get pay rises every now and then or they go on strike. The fact that some customers beat them up doesn't make them too happy either! By now it should have become clear that it isn't just a matter of making smart new rides and watching the customers flock in. There are loads of variables to consider and a lot of business acumen is required to succeed.

## TRACY JACKS

At the end of each fiscal year you'll be given the opportunity to sell the current park and move onto a new location. In England the grass is green and everyone is reasonably happy but over in Egypt

there's sand everywhere and all the happy peeps wear shades. The advantage of moving locations is that some rides can only ever be developed in particular areas which means that just when you think you've seen everything the game has to offer some more surprises can pop up. With 27

rides available, many different locations and the individual characteristics of every little person in the park, Theme Park looks much better than any of us ever dreamed was possible on the humble Mega Drive. Watch out for the grand opening in February '95



Some of the various rides that your Theme Park can contain



Rollercoasters are the most popular attraction but they are also the most dangerous. At least they are when I design them

Some animation frames for the Ghost train

Assorted little bits and bobs from the game



(Left) The key to success in this game is keeping the people happy. One of the easiest and cheapest ways of doing this is to put in trees and lakes and so on

(Right) A full complement of rides will soon be yours if you invest your funds wisely instead of blowing it all on beer like I usually do





# RED ZONE

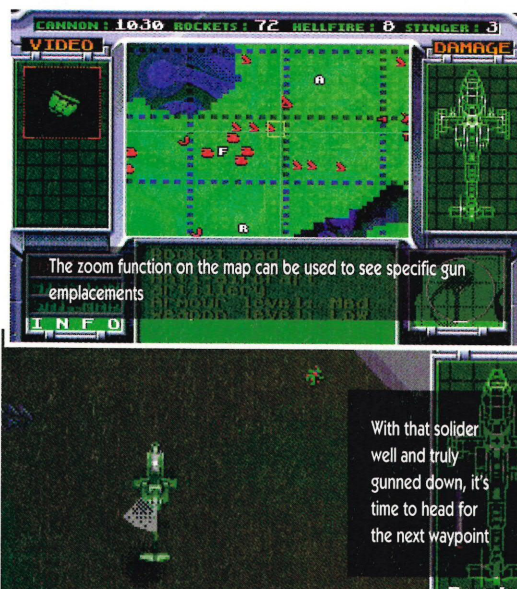
**A military coup in a small country brings a crack unit of special forces into operation. The current Haiti situation? Nope, the new release from Time Warner**

**Z**yrinx it seems, is quite a talented team. In fact, its first release, SubTerrania, caused quite a stir in the Mega Drive market. A fantastically playable shoot 'em up that was, unfortunately, a little too short for most people. With its next release, Red Zone, I can safely say it has tried its best to make the game as challenging as possible. In fact, it is VERY hard. However, you shouldn't let that put you off.

As the screen shots clearly show, the game is a helicopter sim. Taking control of a team of three 'hard-as-nails' soldiers, you fly your Apache through ten increasingly difficult missions, trying to stop the evil mad-man Ivan Retovitz. His Zyrastian party have overthrown a former communist country, seizing the old Russian nuclear weapons in the process. They are now threatening world domination, and (as usual) a lone team must go to protect the rest of us.

The game comes in two main parts; The chopper missions and the foot missions. Much like Urban Strike, the chopper can land and the crew enter underground installations to destroy computers and the like. Unlike Urban Strike the game is not played from an isometric viewpoint. In fact, Zyrinx have developed their own 'Superspin' algorithm to enable all the action to take place from an overhead perspective.

As you fly around the screen, your chopper remains central (although it does turn) and all the buildings, trees and enemy positions twist about you. So as you



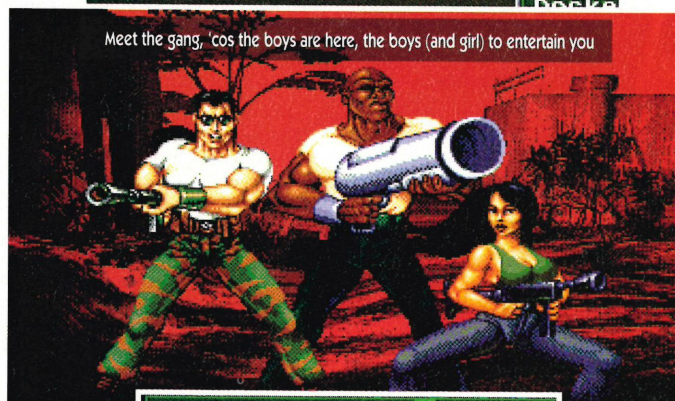
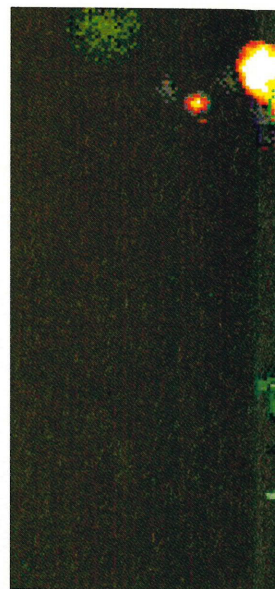
approach a building you can see its sides, but as you pass overhead you can see only the roof. In the on-foot missions the effect is even more impressive, with the walls of the room becoming more perpendicular to the floor as you approach. Description alone cannot do the idea justice, and you simply must see it in action.

## RED STORM RISING

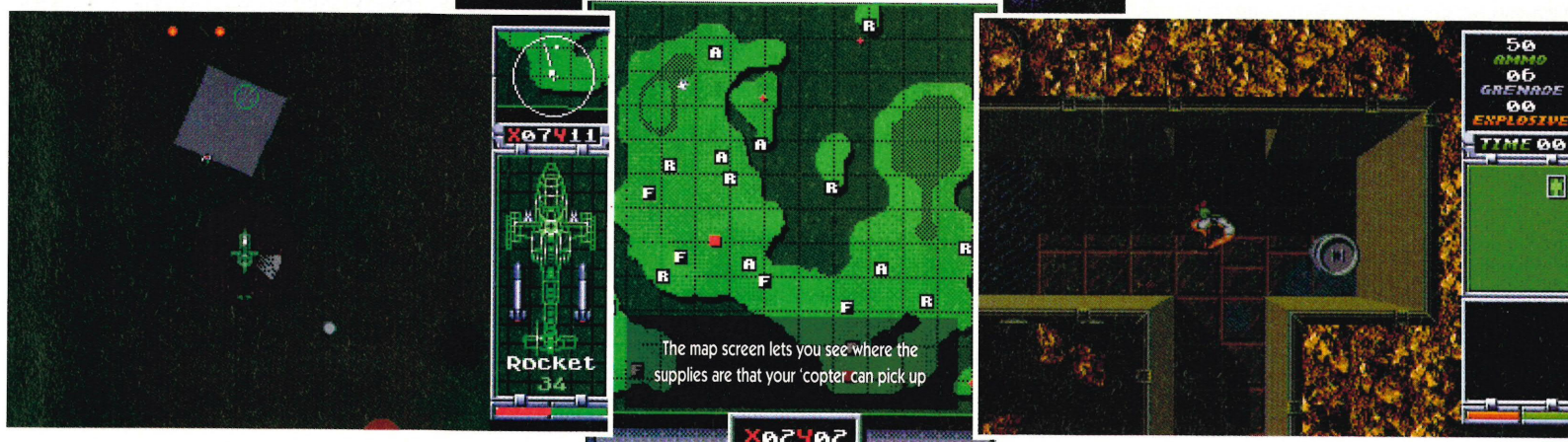
The chopper is armed with four different weapons. The 30mm chain gun is the standard weapon, and three sets of missiles accompany it; Hellfires for destroying tanks, Stingers for air-to-air combat, and standard rockets for smaller gun emplacements.

As you travel around you use up fuel and ammo, and sustaining hits damages your helicopter until it becomes more and more uncontrollable. Landing pads abound, and at most you can pick up fuel, ammo or a repair kit for the 'copter.

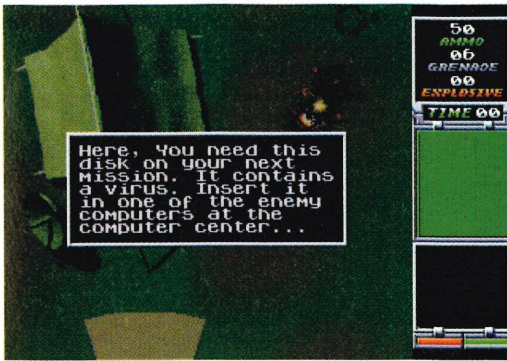
The in-game presentation is



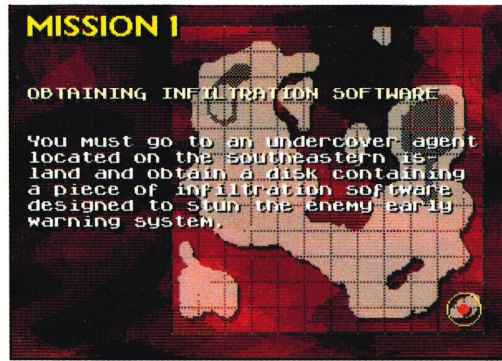
(Below) The chopper lands to drop off a member of the squad, allowing them to enter the enemy bunker



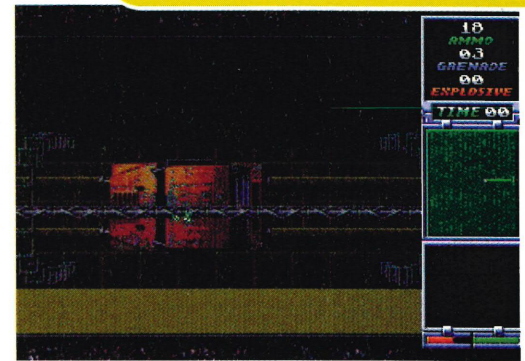




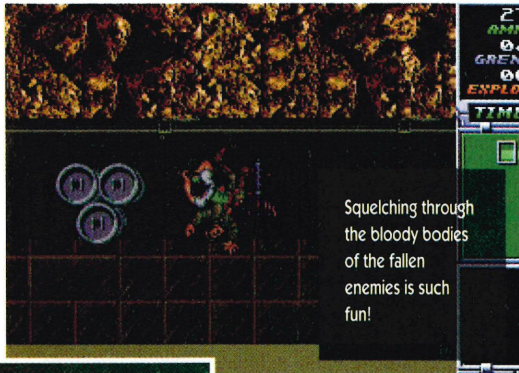
You've picked up the Virus disk to complete mission one



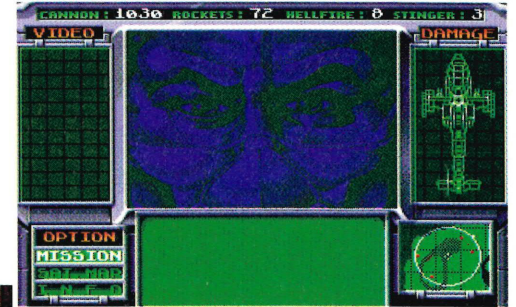
At the start of each mission this screen appears detailing what you must do



During mission three you discover an underground train. You'll have to use it if you want to get out quickly



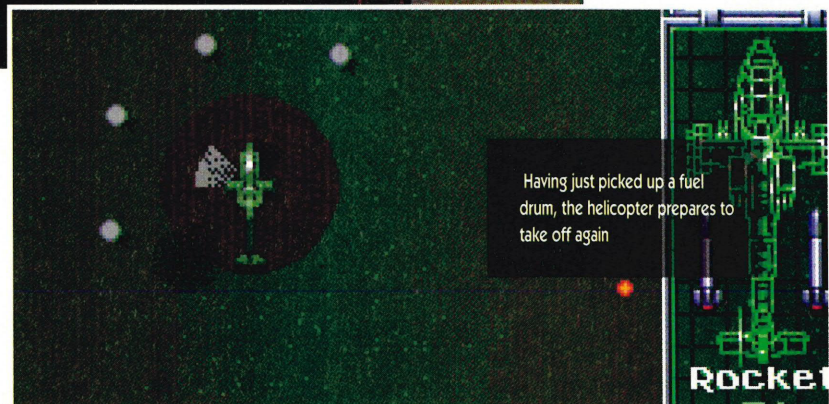
are unlikely to finish the game quickly. Flying your chopper around the levels is great fun, and all the sick people out there will revel in the chance of killing foot soldiers with hellfire missiles, or trampling over dead bodies and watching the blood drip out. Although we only received a preview version in the office, Time Warner assured us little will change before the full review version heads our way. If that is the case, there could be a real treat in store for Mega Drive owners.



(Above) This is the main computer on your helicopter, showing damage to your craft, a local map and a mission database



(Above) Shades jumps up from the floor below through a huge hole



superb, with some excellent cut-screens between levels, and a special mention going to the map section with its zoom function. Extreme mention must also go to the main introduction to the game. It is the first time I have seen impressive FMV on a cartridge, and although the whole thing is done in outlines, it actually all adds to the atmosphere. The sound also deserves a mention, and although it does tend to borrow heavily from SubTerra in style, the tunes are all good enough to not force a volume reduction.

Gameplay is excellent throughout, and the high difficulty level means that you



(Left) Part of the introduction sequence features two fighter planes that turn to fly towards the screen!



(Right) The evil fascist Ivan Retovitz looks a bit like Mussolini really. I wonder if that was intentional?



# GENERATION

## A sublime mix of Flashback and Spiderman or a load of old toss? Lee Brown investigates.....

**G**ames are too easy you know. Although it could be that having to play console games day after day hones your reflexes a little more than the average gamer, I still think they are too easy. Take Flashback for example. Great storyline, superb graphics and gameplay, four hours later its all over! Would you Adam and Eve it? Time Warner though, has other ideas. It's new game, Generations Lost, has arrived in for preview, and blow me if it isn't quite a toughie.

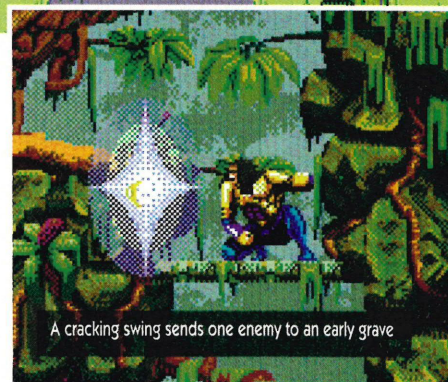
In case the little introduction at the top of the page didn't explain clearly enough what the game is like, I'll go into a little more detail. Take a planet. Any planet. Now imagine that strange things have started to happen. Lightning storms ravaging the land, people floating in the air, bizarre mutated creatures roaming



These recharge pads are the only way for Monobe to regain his lost energy



Hanging from platforms is sometimes the only way to hit switches safely



A cracking swing sends one enemy to an early grave

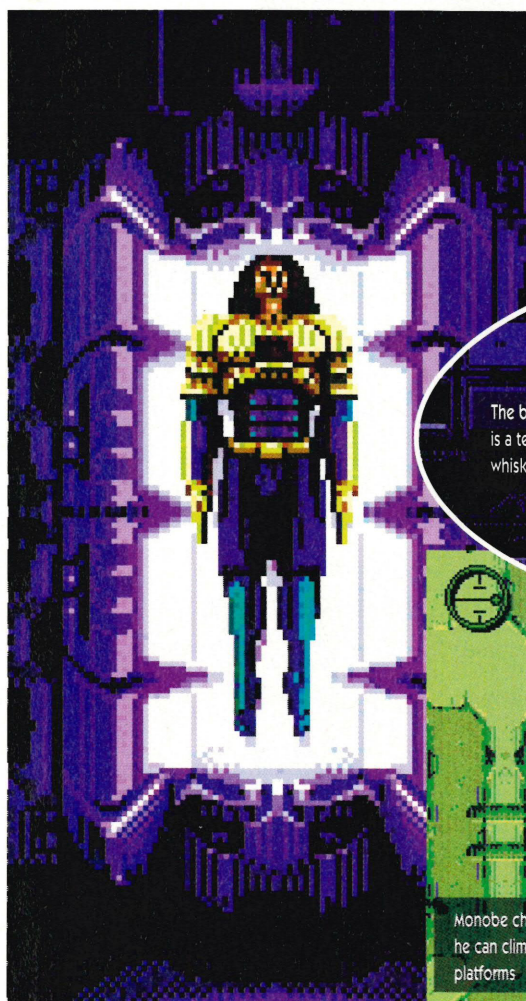
about, you get the general idea. Being the top geezer that you are, you are summoned to the tribal leader (surprisingly called 'geezer') and given the task of finding the cause of the problems, before it is too late (cue worrying music). Thus begins the game, and a bloody good game it is too.

### ERAD ANTICS

The best bit of the game is the main character himself. And the best bit of the character, named Monobe, is his suit. You see, his suit has this special attachment at the arm called an Erad. By pushing a joypad button the Erad may either be fired as a weapon, or shot at a platform and used as a rope to climb up

(get the Spiderman reference now?). It can also be used to suspend yourself from platforms so you can collect items that might otherwise remain out of reach.

Extra collectibles extend the range of your 'ropes' or even give you the ability to swing Tarzan-like through the screens. As you progress through each of the levels, more and varied problems are encountered. Spikes, arrows, and eventually monsters bar your path, and only lateral thinking (and a quick trigger-finger) will ensure your safe passage. Yep, it's a bit of a puzzle-platformer, and as you can see from the distinctly similar graphics, it's been programmed by the team behind



The big blue thing on the right is a teleporter, which will whisk you between nodes



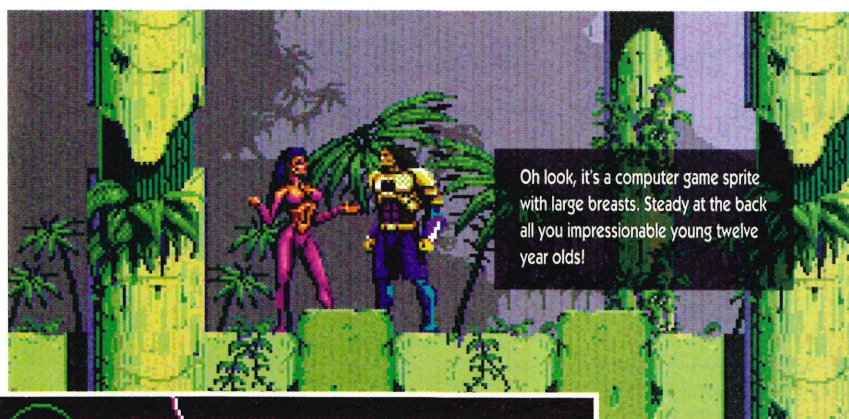
Monobe charges up his Erad so he can climb to much higher platforms



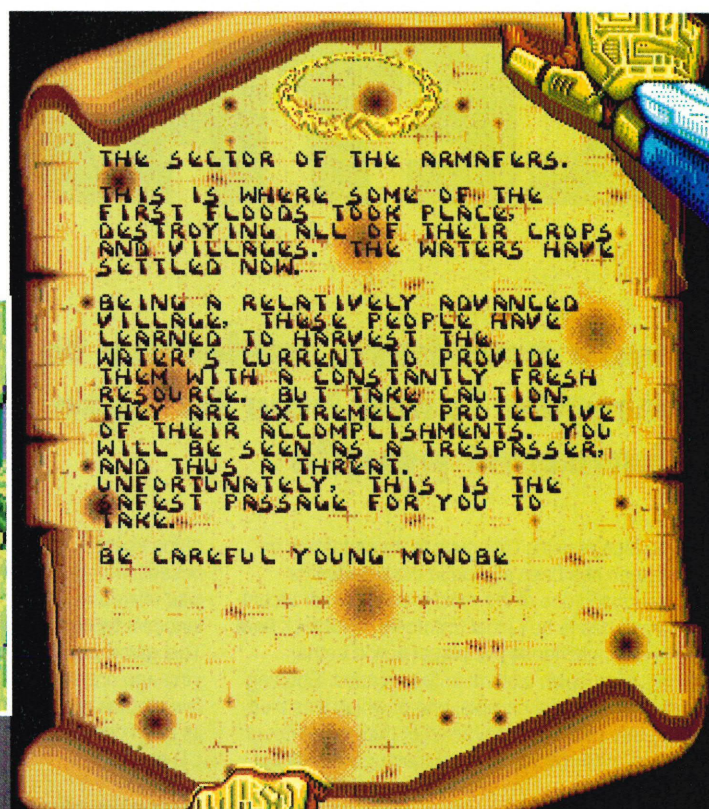
Activating this switch has opened the safe to the right



# S LOST



Oh look, it's a computer game sprite with large breasts. Steady at the back all you impressionable young twelve year olds!

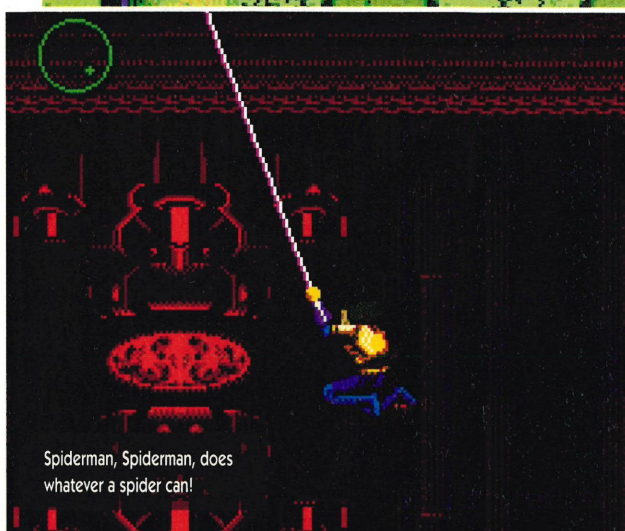


THE SECTOR OF THE ARMFERS.

THIS IS WHERE SOME OF THE FIRST FLOODS TOOK PLACE DESTROYING ALL OF THEIR CROPS AND VILLAGES. THE WATERS HAVE SETTLED NOW.

BEING A RELATIVELY ADVANCED VILLAGE, THESE PEOPLE HAVE LEARNED TO HARVEST THE WATER'S CURRENT TO PROVIDE THEM WITH A CONSTANTLY FRESH RESOURCE. BUT TAKE CAUTION, THEY ARE EXTREMELY PROTECTIVE OF THEIR ACCOMPLISHMENTS. YOU WILL BE SEEN AS A TRESPASSER, AND THUS A THREAT. UNFORTUNATELY, THIS IS THE FASTEST PASSAGE FOR YOU TO

BE CAREFUL YOUNG MONOBE



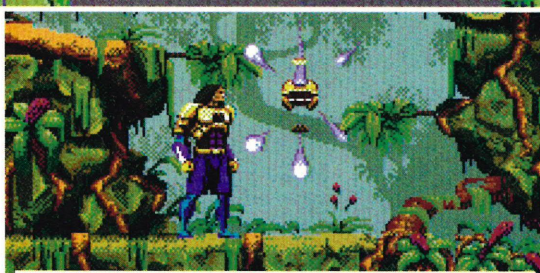
Spiderman, Spiderman, does whatever a spider can!



X-men.

Items can be collected that better your chances even more. A shield will protect you from enemy attacks, and there is even a search-and-destroy weapon for hard to reach enemies. The six different levels are each varied both graphically and in the type of puzzle they pose. In some, avoiding damage and simply progressing to the exit are your aim, while in others a locked door will require a good deal of mental and manual dexterity to pass in a small sub-game. Many items will help or hinder you in your travels. There are vents that open and close to blow you into the air to reach higher platforms and on a later level a cat must be coaxed onto a pressure pad to open the exit, and it isn't very co-operative.

The preview version of the game I played was nearly finished, with just some minor tweaking to be done. The graphics and sound are both well up to the best yet seen on the Mega Drive, and the gameplay is the most involving since (wait for it) Flashback. Monobe himself is very well animated, and his hair blows in the wind as he struts his funky stuff. I just hope that the game poses a long-term challenge, and I guess some more playing, and the MEGA review



INITIATE MANUAL OVERRIDE! COMBINATION REQUIRED FOR ACCESS

The incredibly difficult 'open the locked door' sub-game



Monobe uses one of the turbo-lifts to reach a higher level





# LETHAL ENFO

**Howdy pardners, welcome to Rich 'Yee ha' Lloyd's dude ranch where we learn how to rope horses, drink whisky and shoot lots of innocent people**

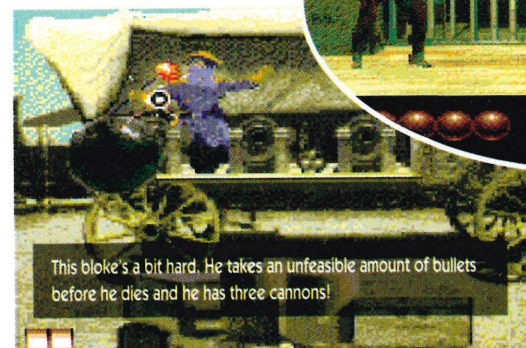
The idea of using light guns to shoot targets on screen has been around in the arcades for years and one of the most memorable of recent times has to be Lethal Enforcers. With rock hard action and simultaneous two player action Lethal Enforcers went down a storm in the arcades. Sporting two rather swanky light pistols, one of which was blue and the other pink, both players shot their way through the tons of criminals that popped their ugly heads out

of the scenery and eventually ended up taking on bosses armed to the teeth with helicopters! Accuracy was rewarded and the brutal slaughtering of the innocent bystanders was punished. This game was converted to the Mega CD about a year ago and was well received all round the board. A few months ago the sequel arrived in the arcades, and its been converted to both the Mega Drive and Mega CD already!

## SERGIO LEONE

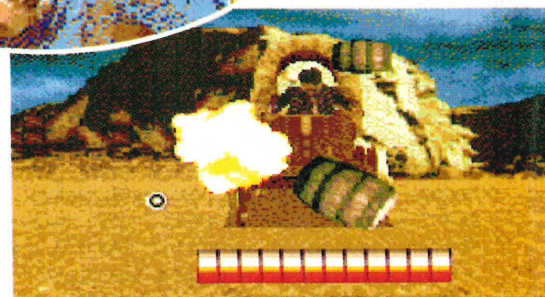
The game will be released in early December on both formats with the Mega CD version being slightly cheaper and featuring enhanced soundtracks that could have been taken straight out of Bonanza or Rawhide. Naturally both of these are compatible with Konami's Justifier light gun which is the most enjoyable way to play the game. People complain about the level of violence in video games but lets face it, there's nothing more satisfying than blowing away the bad guys with a six shooter is there? Contrary to popular belief, most of us can tell the difference between games like this and real life, and have a good time playing them.

Taking a completely new approach Lethal Enforcers 2 is set back in the old wild west where men were men, women were women, and small brown furry things were, well no I'm not going to be that predictable so I'll stop this line right now. You get the idea. Both you and a friend take the roles of gun fighters and blast through various different scenarios from a showdown in a bank, to riding shotgun shooting them 'pesky injuns' as they attack a stage coach full of dames. Lethal Enforcers 2 is made in true cowboy style with big bad bandidos jumping out everywhere



(Above) See the skill as I shoot my gun at a knife flying through the air before it comes to a stop in my jugular

(Below) Crikey. Sod this for a game of soldiers





# RCERS 2

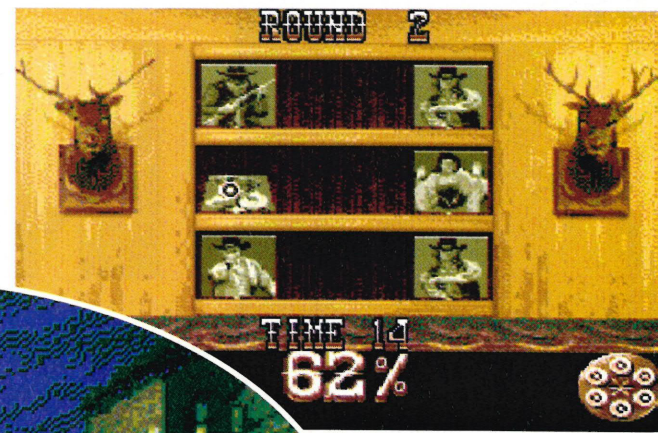
shouting things like 'He's gone loco!' and 'You pesky varmints!' and lots of stuff like that. On the stage coach level the Indians ride on horseback shooting arrows from the distance which can be taken out by a single bullet (if your aim is up to scratch), and later on in the game mine carts whiz past that may contain a gun-toting bandit, a granny with an elephant gun or an innocent civilian. Naturally the old firearms will get a bit more developed by shooting the thousands of bullets needed to go all the way through the game but accuracy is the key to success as shooting passers by in the head is not a very diplomatic thing to do. What a good job it is then that if your sights are off the various bonus stages and practice rounds allow you to see how true your aim actually is without the risk of getting your head blown off by a train robber with a Smith and Wesson.

We all played at cowboys and Indians when we were young and this certainly brings back the memories. Combining the cowboy atmosphere generated by Mad



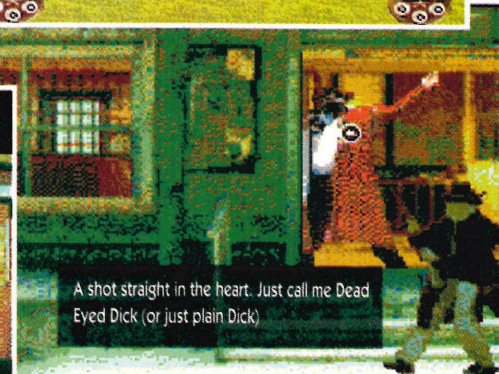
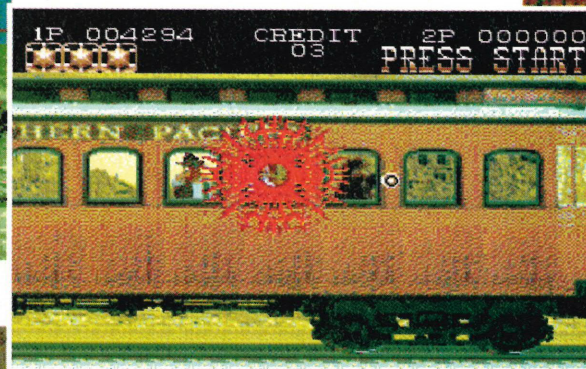
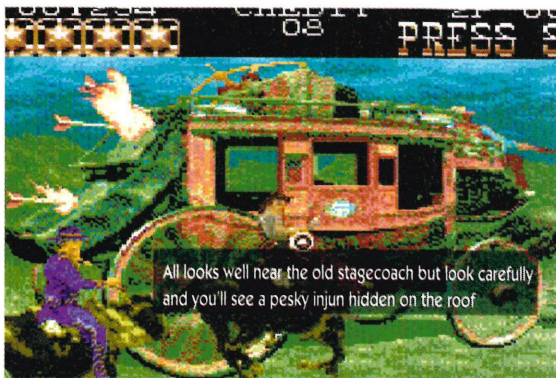
(Above) It's the gunfight at the OK Corral but this time it's three against one

Dog McCree with the relentless action of Lethal Enforcers, this sequel looks as if it is going to be a worthy successor to the original, and one game you should look forward to seeing lining the



(above) Got a tip of the target practice in stock heading off to the corral

(Below) I shot the sheriff....





# RUGBY

The All-Blacks are in desperate trouble as Australia break for the line.



Australia pass the ball along the line, after a successful line-out.

A knock-on has occurred. Oz can choose one of three options now.

And Australia are right back in there with a great try in the corner.



Options, Options, everywhere, and not a drop to drink.....



Enter the World Cup itself, and watch the drama unfold

**Public Schooldays are here again. It's time to dust off your straw boater, pull on your blazer and join Lee Brown as he roughs it up with a few chums in a good old game of rugger.**

**R**ugby is a bit of a confusing sport really. You see, if you just use the word Rugby you don't really know where you stand. You must follow it up with either the word Union, or League. In case of any misunderstanding I will quickly explain the difference. League is a game played by northern hard blokes, with thirteen on a team, and the aim being to stop the other team scoring within the six tackles they are allowed before they must give the ball to the other team. Union is a game played by ex-public school boys, with fifteen to a side, and the aim being to continuously

murder yourself by running around for 80 minutes with no rest, unless someone happens to drop the ball in the wrong place. In actual fact, League would probably make a lousy console game, although it does make a great spectator sport. Union on the other hand, is ripe for console conversion. There is already a Union game on the Mega Drive, the rather average International Rugby Challenge, from Domark.

## RA RA! UP THE COLLEGE!

EA's new rugby game is based around the Rugby UNION world cup, that will take place in South Africa in 1995. EA has in fact licensed the World Cup, and the thirty teams in the game include the sixteen that have qualified for the real thing, and although you might not play alongside Will Carling and Jeremy Guscott, you might find yourself playing with Nick Channon (EA's PR bloke)! EA hopes to make sure that their game lives up to the standards already set by the EA Sports label. To this end it has made sure that the game has been programmed in the UK, so those damned Americans don't mess things up. All the sprites in the game have been modelled on Silicon Graphics machines, which makes them look and move very convincingly indeed. In fact, each of the players has over 2000 frames of animation!

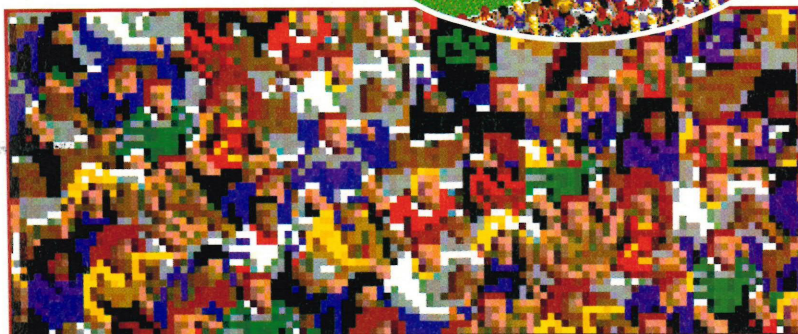
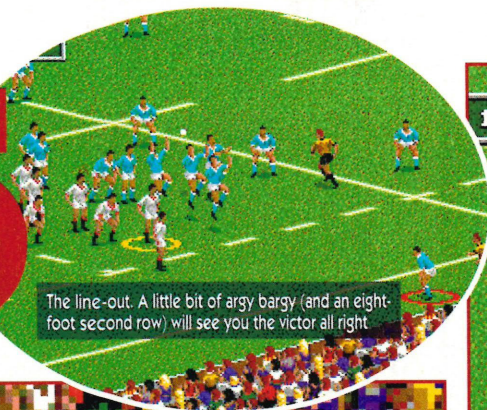
The amount of animation in the game enabled EA to include many of the sports more interesting moves. Rucks and Mauls both make an appearance, as do line-outs and scrums. There are even different types of kicks, including drop-kicks, huge



The toss-up. The fluke-up more like!



# 95



punts up field, and small grubber-kicks along the ground. Having seen the game in motion, and having soundly beaten Rich Lloyd in the process, I have to say 'I like it!' The game is an excellent representation of the game, and those people who have played the sport (like me) can quickly be playing on-screen like a pro. The game can, of course, be used with the EA four-way tap, so you and three friends can all join in the action.

Like FIFA, the game contains both Simulation and Action games. Action simply lets you get into a quick game, while simulation takes the relative

strengths and weaknesses of players into account to alter the game difficulty. You can, in fact, train the team before matches to increase their skills. The game also uses FIFA's trademarked StadiumSound techniques to bring the feeling of 'being there' even closer. As the December release date comes closer, we'll be sure to give the game the full review treatment it deserves, and if this preview version is

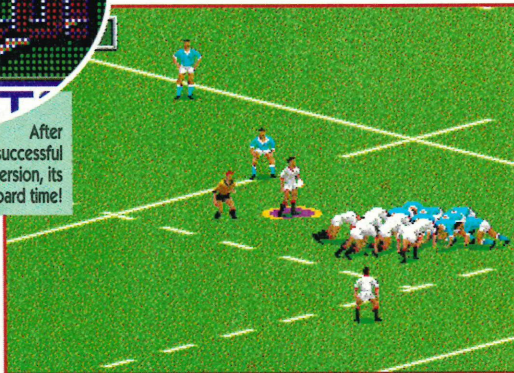
anything to go by, I wouldn't place any bets against it getting a good score.



After a successful conversion, its scoreboard time!



The little rugby ball has been rendered, so it looks really nice as it spins



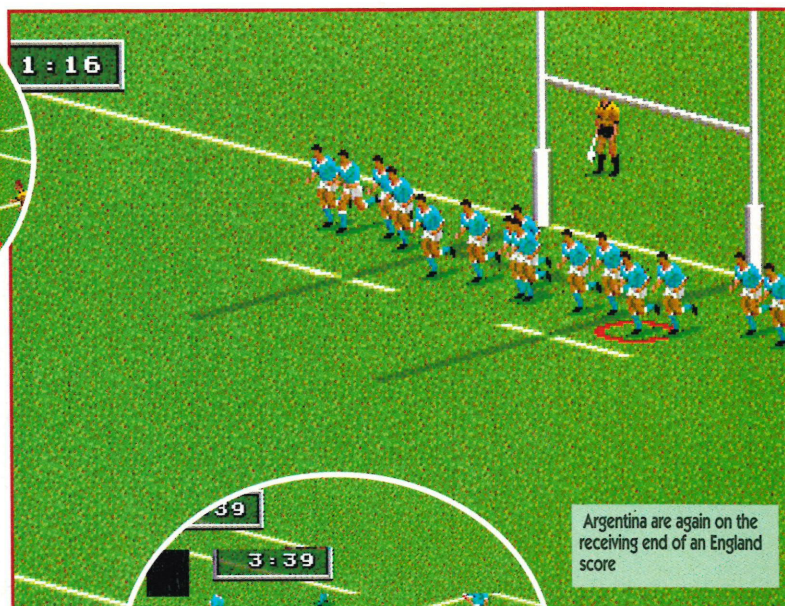
The scrum, where future Members of Parliament first meet



To take a kick-off you select the direction, then start the power bar and stop it between the lines.



"That's a try!" as my old History teacher/Rugby Ref Mr. Purland would say



Argentina are again on the receiving end of an England score



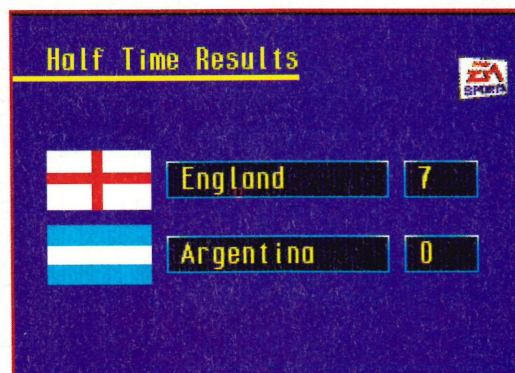
Argentina have knocked-on, i.e. they dropped the ball forwards



The Argentinian team is preparing to kick-off



More scoring FMV shenanigans



Well what did you expect?



It's all action as the blues take on the whites (What?!?)



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## SOME OF OUR LUCKY WINNERS

- Mega Drive & M/CD; A. Nicholl, Worcester. ● £250 games; L. Paul, Scotland.
- Super Nintendo; C. Wilson, Cornwall. ● Videos; E. Cooper, Wales. ● Mountain Bike; L. Hill, N. Ireland.
- Game Gear; D Strivens, Essex. ● Sports Kit; E. Evison, London. ● Amiga 1200; S. Jones, N. Yorkshire.
- Mega Drive; J. McLeod, London. ● Mega Drive & M/CD; P. Roe, Northumberland.

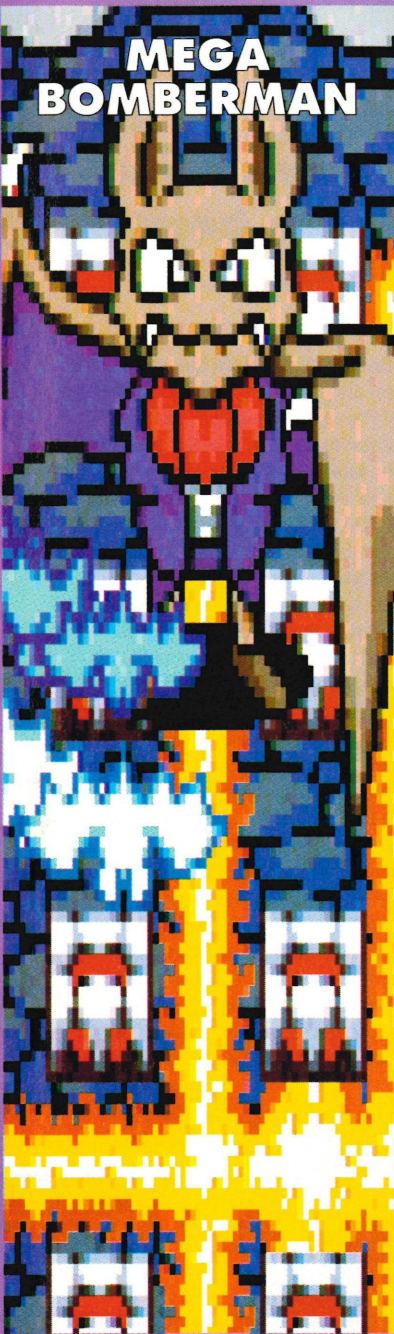
Calls cost 39p per min cheap rate, 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 30/11/94. All competitions have six multiple choice questions and tie-breaker. Where Instant Win is indicated there is no tie-breaker and prizes are won instantly by playing a deciding game. Nintendo/Sega/Amiga/Philips/Suzuki Vitaras are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners names please send SAE to NTC, PO Box 1608, Trowbridge, BA14 8JF.



# SUPER SMASHING SEQUEL SPECIAL

# REVIEWS

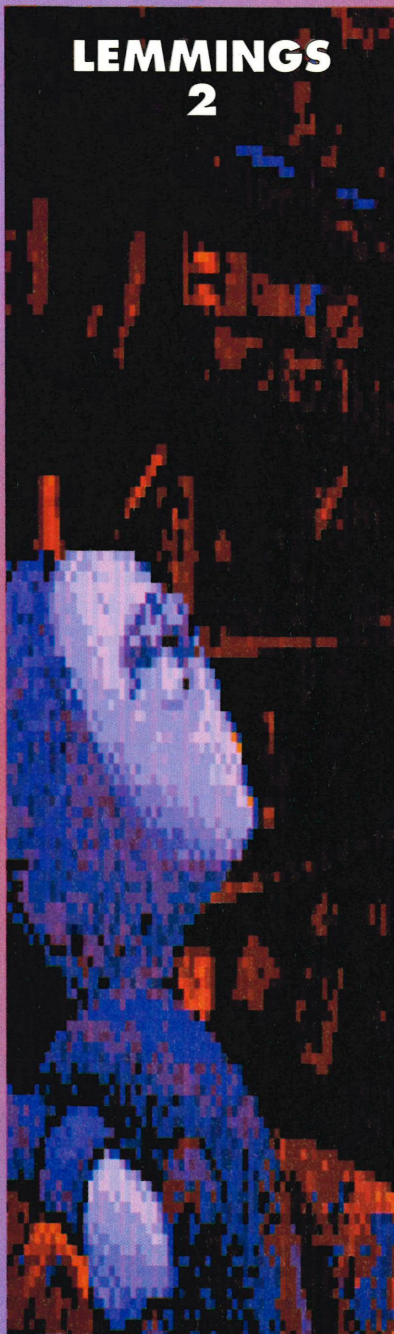
## MEGA BOMBERMAN



**LEE**

In case you hadn't already guessed, Lee is the Editor of this fabulous tome. Lee is often found working late into the night but could this be due to the fact that he is currently of no fixed abode? Does he in fact kip in the office after everyone has gone home? That would explain the curious lingering smell that has appeared over the last few days

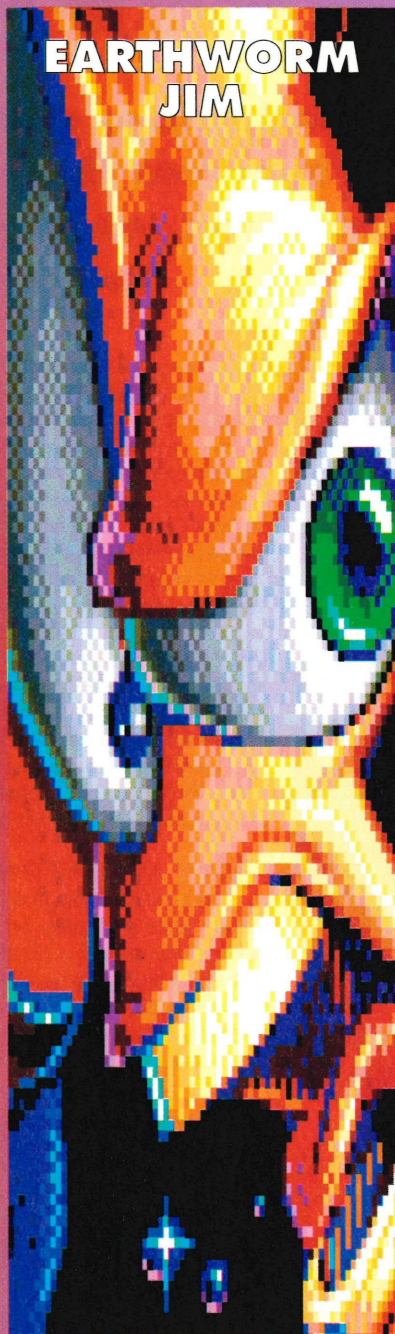
## LEMMINGS 2



**RICH**

Having recently discovered the joys of Blur our incredibly talented Dep. Ed has developed the annoying habit of quoting their songs for no apparent reason. Thankfully he has never managed to say "It's not about you joggers who go round and round..." and I've just beaten him to it. So there.

## EARTHWORM JIM



**JACOB**

What can be said about Miriam? Not much really. She must be one of the most uninteresting people ever. Even the Trainspotter's Guild threw her out for being boring. Mind you at least she doesn't start singing 'Halo' by Depeche Mode when she's in the pub like a certain member of staff did. The culprit shall remain nameless, but I'll give you a clue, an anagram of their first name is eel

Jacob is a bit of a prodigy really. He is in fact only nine months old and can't walk yet he is still a dab hand at playing games. He can in fact beat Rich at Street Fighter II even when held back by a full nappy.

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From: CODEMASTERS

Release: November

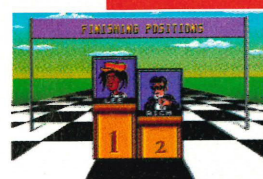
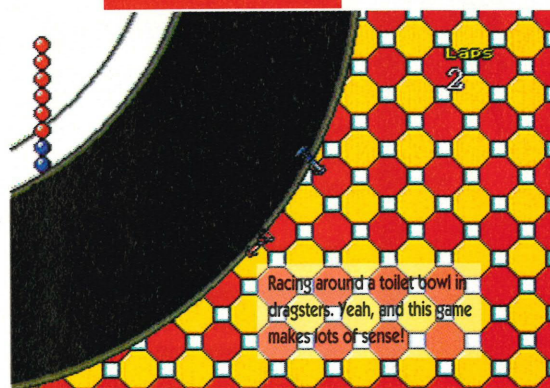
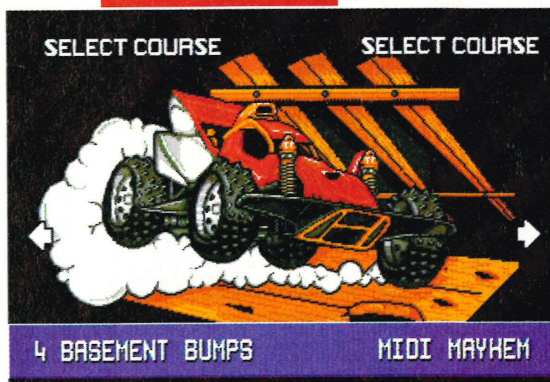
Price: £44.99

Levels: 26

Players: 8

# MICRO M

**"Good things come in small packages". Rubbish. When was the last time you got a Ferrari in a shoe box, eh? Codemasters though, are hoping to prove the proverb with MM2.**



The boys from Maverick trade places in two consecutive races

A long time ago, in a galaxy far, far away. Oops, wrong start. A long time ago, there lived a pair of brothers. Far from being Grimm, they were in fact the epitome of fair play, and well lived up to their Darling name. The brothers created cheap and cheerful games on Sir. Clive's machine, but never really achieved extreme success. They strove to improve their market position, and decided that playability was the true path for a console knight. So they sat down one day and devised the most simple of games, yet executed it to perfection.

Such was the brilliance of Micro Machines the first, that a sequel was always on the cards. It has been rightly named Micro Machines the second (or 2), with the sub-title Turbo Tournament. Verily. (Oh just shut it with the Medieval clap trap! - Rich). Alright then. Yes, it's sequel time again this month, and along with the superb Ecco II, comes Micro Machines 2. Can it live up to the stupid dolphin, and its predecessor?

## J-CART JIGGERY-POKERY

The most important feature is, of course, the fact that the game now comes on the Codies J-cart. Much like Pete Sampras, four players can now participate without the need for buying an extra adapter (just two more joypads). The four player games can be played as either two-on-two teams or every man for himself. In either case, if a player is left behind by the others and

leaves the screen he is excluded from the game until the next point is won or lost. This is also the case in the three player game. The usual two-player game is the standard 'race until you're a screen ahead' scenario.

Of course, if you look up to the top-left of this page you'll see the 'Players' item has a number eight next to it. "Eight?" you say, "Do they use three of these J-cart things then?". No. You stupid gimp. Much in the Game Gear mould, eight players can compete using only four joypads. One player uses the D-pad to steer and brake, and the other uses the three buttons to do the same. The cars constantly accelerate to simplify the whole thing. Konami's Hyperdunk is the only other Mega Drive game (I can think of) than lets eight people play simultaneously, but that needed eight joypads, two Sega taps, and was bloody awful anyway.

The graphics have certainly been polished up from Micro Machines One. The first game looked a little bit like a master system game, mainly because the resolution wasn't up to much, and the colour scheme didn't seem very well shaded. In MM2 though, the situation has been well rectified, with much crisper graphics, and much better use of the Mega Drive palette. The screen scrolls very smoothly even with eight players going for it, which is very impressive. Sound too has been beefed up, and although it is still very bleepy, it is still very acceptable, and the horn is a very welcome addition.

However,





In three player games, the last person not dropped as soon as they leave the safe zone.



## MICRO MANIA

Although the whole review looks to be heaped with praise, I do have one reservation. Once you have played the game with some friends, it is very unlikely you will want to play it solo, as it just isn't as much fun. People with absolutely no friends at all should run and buy the game now, as it is great fun. People with loads of friends should also rush to buy a copy. However, people who occasionally have some friends are better off without it, because I think you'd go mad waiting for your next multi-player fix.



**93**  
**PERCENT**

**THOROUGHLY  
ENGROSSING RACE  
GAME WITH ADDICTION  
LEVELS SOMEWHERE  
AROUND MARS. MULTI-  
PLAYER FUN AT ITS  
BEST.**

8

## GAMEPLAY

10

8

## GAME SIZE

5



From: ACCOLADE

Release: OUT NOW

Price: £39.99

Levels: 30

Players: 2

# BUBSY



**B**ubsy was one of Accolade's biggest releases of recent times and although most of the games playing public seemed to disagree with me, I didn't like it that much. At first glance it looked as if it was a highly polished platform game with hundreds of animations, bad jokes, digitised speech and lots of levels. The problem was that the gameplay wasn't as smooth as it could have been and was quite annoying in parts. Bearing this in mind Accolade got

together with people who had played the first game to death in order to work out exactly why some people such as myself didn't think it was the dog's hairy chestnuts. Bubsy II: Lost In The Amazatorium is the result. The Amazatorium is a revolutionary theme park designed by all-round porker Oinker P. Hamm and Dr.V.Reality, but behind the scenes something sinister is

**Who's the most modest animated superstar with the worst line in puns ever? There can be only one**



Who needs a level select when the game lets you start on any level anyway? What a great idea

going on. The good Doctor's aim was to use his equipment to scan certain periods in time and replicate them in the Amazatorium but something went wrong and instead his machine actually steals these time periods. Oinker instantly saw that he could hold history to ransom and charge anyone a stupendous amount of money if they wanted to find anything out about the past. Meanwhile, Bubsy and

his niece, Terri, and his nephew, Terry, were on their way with their chum Arnold Armadillo to check out this fantastic new tourist attraction but were disappointed to find they had arrived a day early and the place was closed. The kids were a bit disappointed and somehow managed to sneak in and subsequently became lost in the Amazatorium. Upon discovering that they are missing Bubsy sets out into the park and decides to travel through the attractions searching high and low for his relatives whilst trying to stop Oinker P. Hamm's evil plans before it is too late.

## ANDREW LLOYD WEBBER

The Amazatorium is divided up into two wings, each of which has three floors. These floors have five doors which lead to separate levels. The game can be played in a variety of different ways any of the levels can be accessed at any time. Each of the six floors can be played separately or alternatively it is possible to go for the grand tour where Bubsy must play through the whole building and then onto Oinker's HQ before finishing the





Nerf guns are all the rage in the states and Bubsy even has one in his rocket ship



Collecting tokens allows you to buy more items at the end of each stage

game. Essentially this means that although you have to finish all the levels on each floor and defeat the bosses to actually finish the game it is possible to practice any stage at any time without having to tediously wade through boring levels to the point you can't get past. Bubsy II is a vast improvement on its predecessor and although it looks similar the gameplay has been altered significantly. Bubsy can now use

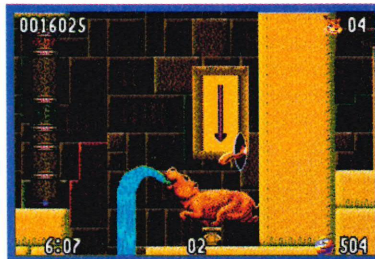
weapons like the nerf gun or get out of tricky situations with the portable hole. In the first game he died when coming into contact with water but now if he is wearing his diving suit then he can play one of the many bonus games and survive. The main difference however is that he can now take three hits instead of just one. The most annoying point of Bubsy in my book was the fact that you could be zooming along at a fast pace and then unexpectedly a meanie would pop up and you'd die instantly. This time round the game is much fairer, making it much more fun to play.

#### SARAH BRIGHTMAN

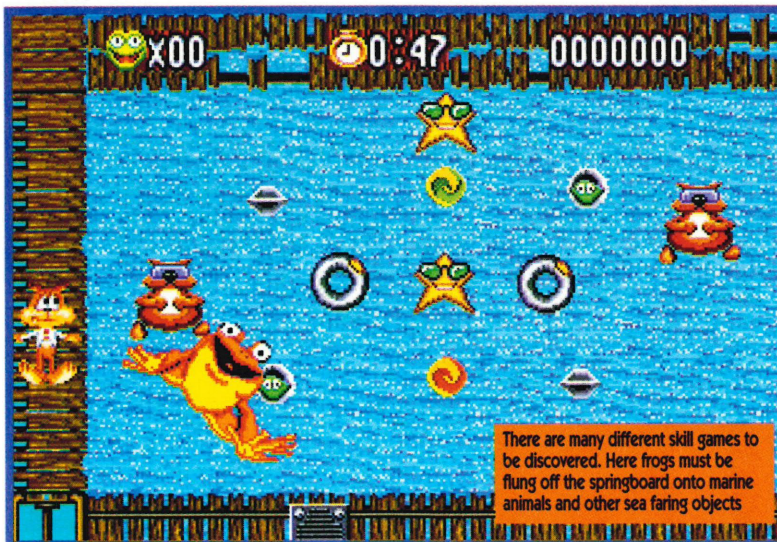
The bonus games are also quite unique. Usually sub games simply involve running around collecting items but here more skill is required to get those



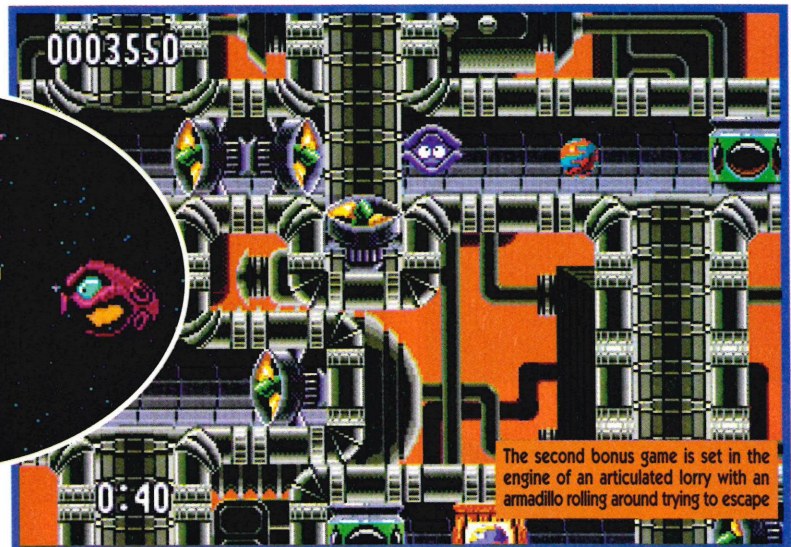
If cats have nine lives he's just lost at least two or three



What handy things these portable holes are. Just plop them against any surface and jump through



There are many different skill games to be discovered. Here frogs must be flung off the springboard onto marine animals and other sea faring objects



The second bonus game is set in the engine of an articulated lorry with an armadillo rolling around trying to escape

precious extra lives. In one game Arnold the Armadillo is trapped in the engine of a truck and has to roll around before dropping out of the bottom. Easy? No because there are three exits and two of them drop him in front of the truck's tyres. Not very nice as you can imagine. Basically, if you liked Bubsy then you will love this as it vastly improves on it, and if like me you weren't too keen on the first one then you might just find it pleasantly surprising as it is much more original than you would first think.



Bubsy can be helped or hindered by a second player playing as Terry, or is it Terri?



And there was me thinking brollies made great impromptu parachutes



When playing co-operatively Terry can be used to shoot any enemies with his nifty nerf launcher

# 86 PERCENT

A well thought out sequel that makes the first game look as if someone put it in a bag, hit it with a big stick and threw it in the river. Well worth a look

GRAPHICS	8	GAMEPLAY	8
SOUND	7	GAME SIZE	8



From: KONAMI

Release: NOVEMBER

Price: £44.99

Levels: 10

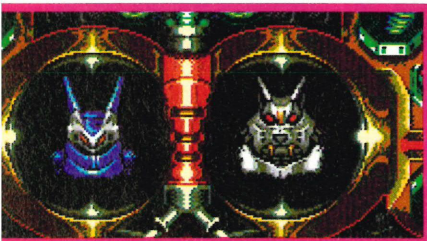
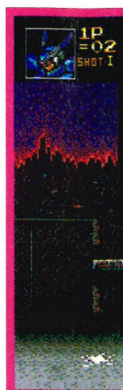
Players: 2



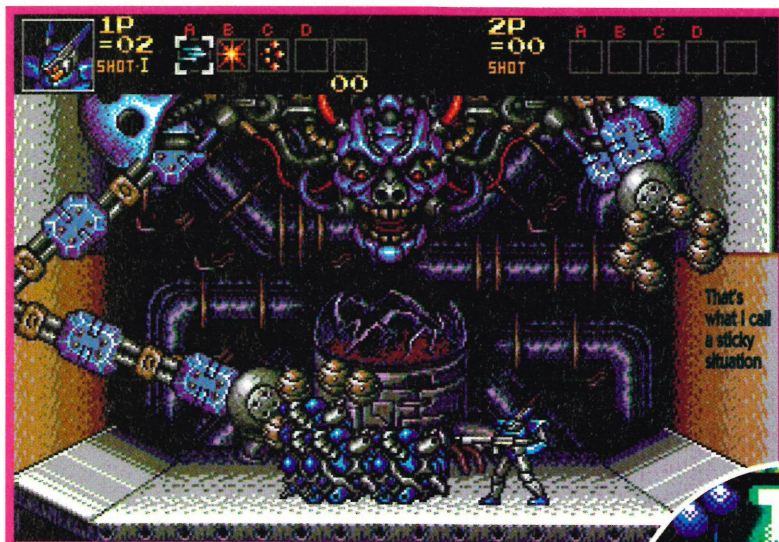
A typical day in the life of a magazine editor living in Oxford



This bloke looks hard. Pity he's a pushover really isn't it?



# PROBO



That's what I call a sticky situation.

It's that chopper again under attack from a spaceship with our solitary defender on the top



nonetheless. Veteran gamers will no doubt be aware that this is not the first in the Probotector series, which can be traced way back to the Contra series in the arcades. The best of the series by far was the SNES version, Super Probotector A.K.A. Super Contra III. A year ago I wouldn't have believed that the

Mega Drive could produce a game that came anywhere near Super Probotector, but Konami have come up with the goods once again.

## OLD BOOTS

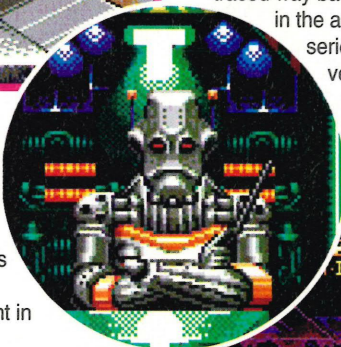
As we all know (activate cynic mode) the world is constantly under threat from alien invasion and as always it turns out that you are the only person in the world who can stop them. Not the bloke next door and not the millions of combat veterans around the world, but YOU. Anyway, in Probotector the aliens have been kept at bay and the city is protected by robots controlled by a central computer. Now some nasty gadger has gone and hacked into this computer and the robots have gone wild, leaving the world ripe for alien attack. So once more it is time for the two Probotectors to do their thing and sort it all out. At its heart Probotector is simply a scrolling platform

**Disengage brains and get your reflex pants on. It's time to take a course in surreal action from Rich Lloyd**

**D**on't ask me why, but Konami's recent games seem to have two things in common; they are (nearly) always excellent in every department and completely insane at the same time! Take Gunstar Heroes for example - it was immensely playable but would someone mind telling me just what the hell was going on? You'd be fighting this robot that turned into a metallic dog, then into a large gun and various other things as well! I guess reality just went for a wander when they designed that one, but so what? It was great!

## DIAMOND

Probotector on the Mega Drive is fairly reminiscent of Gunstar and some of the levels are equally mad, but fun



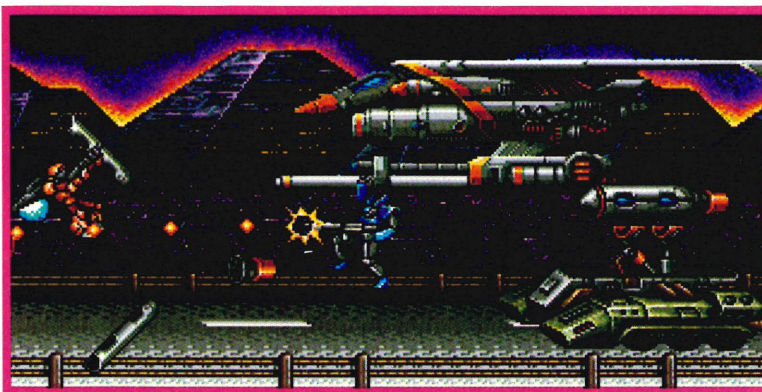
Taurus is on the rampage. I'll never doubt Russell Grant again





This is where things start to get a bit silly as this robot is just about to split in two and destroy the building in the background

Get this - you're hanging off a helicopter with a tank firing missiles containing people who shoot at you! Happens to me all the time, that does



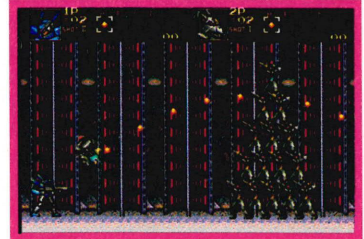
And here we are standing on some intercontinental ballistic missiles as they fly through the air whilst fighting aliens. Logic? Who needs it?

# TECTOR

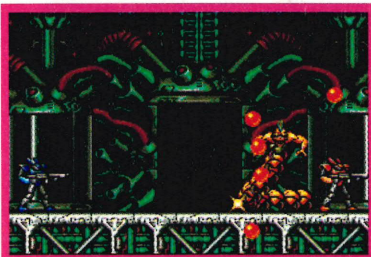
shoot'em-up for two players but in actuality it is much more than that. For a start it is incredibly challenging, i.e. it's bloody hard! With limited lives and continues this game is going to give you one hell of a beating before it concedes. Your Probotectors are constantly under attack from all sides by alien invaders and robots, so it is a good job that all four of them have their own weapons' repertoire. At first they only have a basic

machine gun but they can power up by collecting icons to get homing weapons, lasers, missiles and long range spray weapons. These all come in very handy, especially against the completely over the top guardians. The first large guardian on level one is a giant robot that throws cars and is beaten incredibly easily but the rest of them are stupidly hard to defeat and just when you think it's dead it changes into something else!

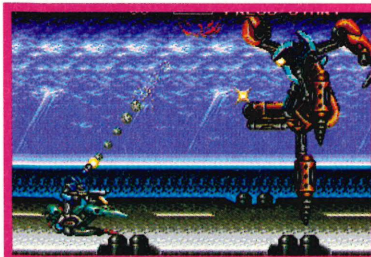
For example at one point you get to fight the hacker responsible for causing the trouble and he confronts you head to head in a V.R. machine. Here he turns into three signs of the zodiac and then for some reason into a grid of squares. The squares then rearrange into a giant tank, followed by a helicopter! Another unique point about Probotector is the ability to choose which way the story goes. At certain stages it will become necessary to decide what to do and the decision made affects the levels that are played. What this means is that even after completing the game for the first time there is still a lot left to see. Probotector seems a bit disappointing at first but it has that spark of originality in it that most games don't seem to have. This has to be one of the best games I've played recently but it is also the toughest, which a lot of people could find frustrating.



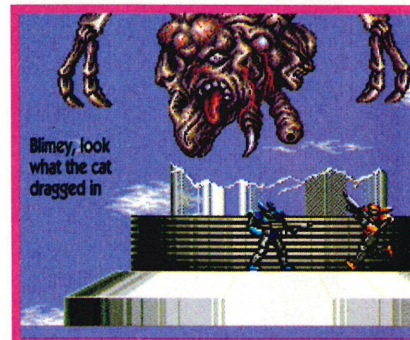
Those people from the Chinese Circus get everywhere don't they?



Someone's been watching The Fly again. Two aliens appear in the pods at the side of the screen and this gene splicer combines them into a giant monster



Well, here we have a giant robot walking on it's hands. you don't see that every day do you?



Blimey, look what the cat dragged in



This must be the hardest boss ever seen in a game. He constantly changes and takes about ten minutes to kill on a good day!

# 88 PERCENT

A ROCK HARD TITLE THAT HAS SURPRISES AROUND EVERY CORNER THAT WILL TAKE AGES TO FINISH

GRAPHICS	8	GAMEPLAY	7
SOUND	8	GAME SIZE	8



From: SEGA

Release: OUT NOW

Price: £49.99

Levels: LOTS

Players: 1

# ECCO 2 : TH

**What was recently hailed as one of the most original games ever recently? No I'm not talking about Lemmings, I'm talking about Ecco, and now it has a sequel. Somehow I think by definition this won't win the same originality awards...**

It was always inevitable that a game as good as Ecco would spawn a sequel. It came at a time when nearly every game was the same and was completely different from anything that we had seen before. Everyone ranted and raved about how playable and how original it was, but a few cynics got bored because "all you do is swim around and jump a lot". Well, the cynics can go and boil their heads for all I care because I loved the first one, and got extremely spaced out listening to the ambient music on the CD version which also caused most of the people in the office around me to 'mellow out'. At least I think it was the music that caused that. Anyway, you lot don't want to know about that really do you? You want to find out

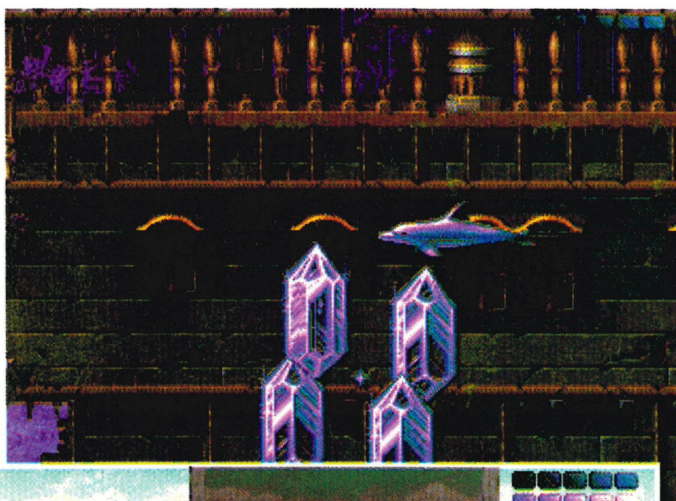
if Ecco 2 is any good or not. Well, to be brutally honest it was asking a lot for this to be as good as the original, but sadly it is. Yes folks, as much as I love slagging games off and giving them stupidly low marks like 2 percent and comparing them to things I've picked out of my shoes with Lee's tooth picks I have to admit that this is superb.

## STINGRAY

You would expect a dolphin to have an easy life but apparently not. Poor old Ecco had to save his pod in the first game after they all got mysteriously whisked away and after various weird encounters he managed to save his pals and gain the ability to breath

underwater from the asterite.

Now strange things are afoot, or aflipper if you like crap jokes, and only Ecco can help out. The future is in danger, and Ecco is the only one who can save the world from the ominous Dark Vortex. Whilst swimming around without a care in the world Ecco's mates communicated with him ultrasonically and told him that they were strangely attracted to a nearby Glyph. After solving this puzzle Ecco gained the power to travel to a secret cave where to his surprise a dolphin from the future appeared telling him that he was the only one who could save the light vortex and stop the dark one. This is where Ecco's quest begins properly and his adventures take him to the future where tunnels of



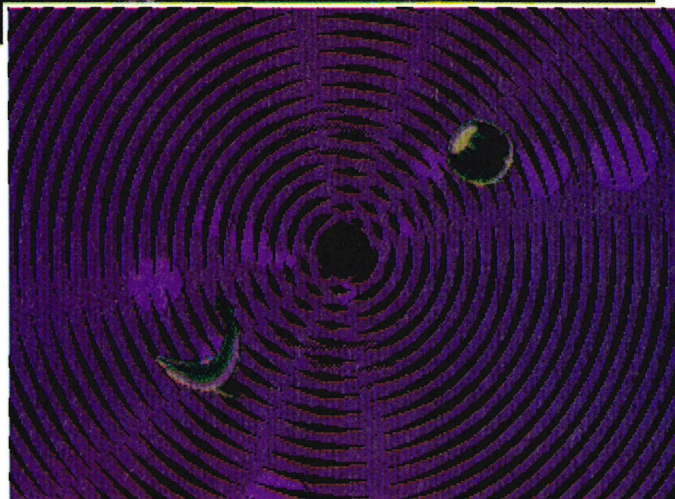
(Left) The dolphins find the Glyphs strangely attractive. Maybe they wear crop tops late at night or something



(Right) Clever or what? To progress past this point you actually have to swim inside the vortex just like this



(Left) The Tube of Medusa is a race against this squid like thing and is damn hard!



(Right) Is this game freaky or what? Who would have thought a dolphin would have it so tough?







From: F.C.I.

Release: NOW

Price: £49.99

Levels: 12

Players: 1

# EYE OF TH

**Ever waited years for a conversion to find out it's a complete disaster? Join Lee Brown in his quest to find a game that's worth the wait.**



**O**kay, admit it. You used to own an ST didn't you? Come on, we can all make mistakes! I did you know, and look where I am now. In any case if you owned an ST, you could not fail to have played Dungeon Master. A game that redefined the word classic, and stood out among the poor 8-bit conversions of the time. Soon after Dungeon Master came Eye of the Beholder, a game that borrowed heavily from its DM, but still retained its Advanced Dungeons and Dragons roots. Appearing on the Amiga, PC and ST, EOTB took another step forward for RPGs and was always ripe for console conversion. After the abysmal conversion of Dungeon Master to the SNES, hopes were not high for the Mega-CD conversion of EOTB. However, everyone was completely wrong, and it's bloody great! Anyway, enough of this annoying late 80's

banter and on with the review.

If you really want to go into specifics then the game involves a search below the city of Waterdeep, for a source of evil known only by the name Xanthal. That's about all you get to know though, and so it must be time to conquer the 12 levels of sewers awaiting you. Control is via the joypad or (preferably) the Sega mouse, and everything is controlled by pointing and clicking on various icons around the screen.

## MASTER THE DUNGEONS

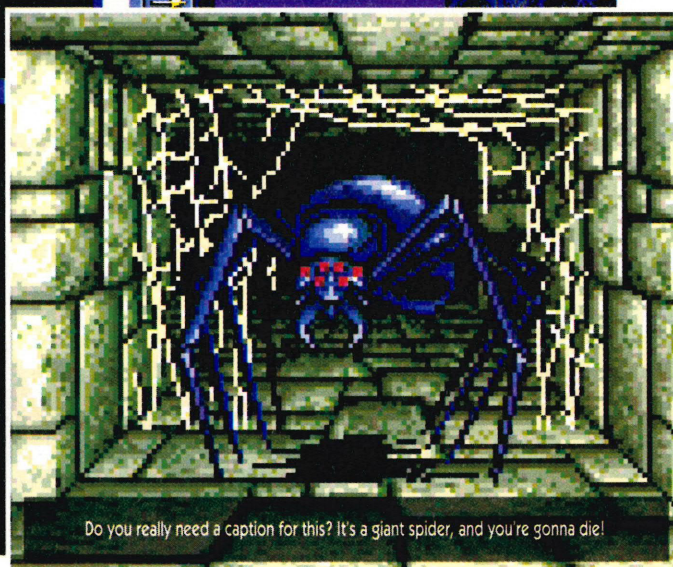
There is a main playscreen, on which you can see the area you are travelling through, and items can be picked up and used, or put into the inventory of one of your (initially) four warriors. The people in your party are created to

AD&D rules, and have

various attributes that a quick scan through the manual will soon reveal. Each member of your party will

have a specific skill, with some better fighters, and others more suiting to healing.

Combat with the various monsters throughout the levels is simply a case of clicking on the relevant weapon and hoping for the best. Of course, magic users can cast spells on monsters, and even cause them to run from fights. Each character is profiled on the right of the





# E BEHOLDER

screen, and can carry a variety of objects in their inventory. As in real life sleep and food will return them to full health after a hectic battle.

## SEWER SHARKS

The main part of the game is concerned with going around the various levels and obtaining keys to various locks, to enable entrance to deeper parts of the maze. Although this might sound a little boring, let me assure you it is not! The action is thoroughly engrossing, and you will be pulling your hair out trying to find the right key for a particular lock. Of course, hidden switches, and floor pads abound in the maze, and careful use of handy rocks and daggers will enable you to pass where your weight off a floor-

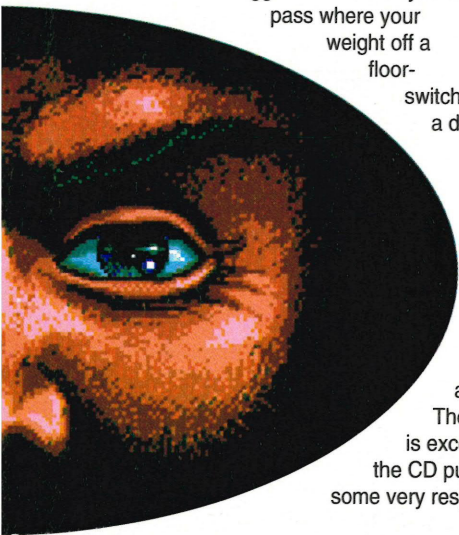
switch would cause a door to close.

The graphics are identical to the original Amiga version, and that is certainly not a bad thing.

The sound too is excellent, and the CD pushes out some very respectable

annoying lag when you try and access the map from the CD.

In conclusion I have to say this is an excellent conversion. Had it been released a few years ago it would have scored in the mid 90s. As it is, with Doom 32X just around the corner, the game is a little past it, but is still an excellent buy for fans of RPGs or AD&D.



tunes and FX. Although the graphics use a very basic flick-screen effect, rather than Doom's moving walls, the game does not suffer as a result. In fact the only bad points I can see are the huge amount (i.e. ALL) of the backup ram a saved game occupies, and the



# 84 PERCENT

AN EXCELLENT CONVERSION OF A FOUR-YEAR OLD GAME. LAST YEAR WOULD HAVE MADE THIS A CLASSIC. TODAY IT IS SIMPLY VERY GOOD.

GRAPHICS	8	GAMEPLAY	9
SOUND	8	GAME SIZE	9



From: EA

Release: OUT NOW

Price: £44.99

Levels: HUNDREDS

Players: 1

# URBAN STRIKE



**Jacob thought he was great at Jungle Strike and was expecting this to be over in seconds. Oh how we laughed as the poor boy struggled!**

**U**rban Strike is it then? This'll be the sequel to all those other 'Strike' games that were incredibly successful. In fact this is the third in the 'Strike' story and a damn worthy sequel it is too.

Let me open the proceedings by stating that Urban Strike is one difficult game. It's so hard I could not make it past level three which is pretty bad news

really – not because it illustrates how bad my game playing really is, but because I can't actually reach the section which thrusts the player out of the fantastic, flying machines we often associate with the old Strike games, and onto two good feet which were made for walking.

Here armed with a few powerful side-arms the brave pilot must run around in a 3D environment and blow the proverbial 'piss' from a hoard of enemy soldiers. The purpose of all this

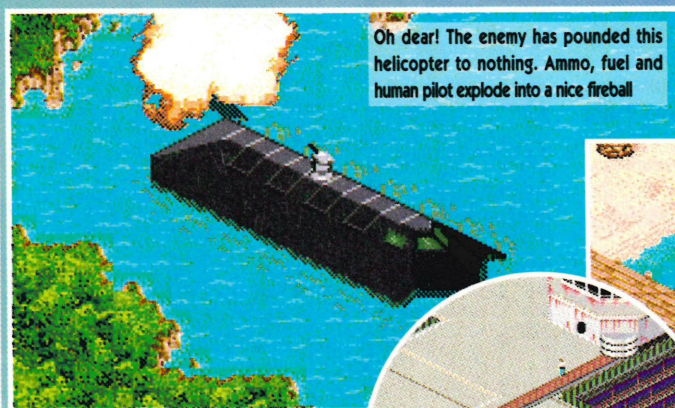
Now that is what I call a target – a bridge laden with enemy vehicles and personnel



That mad bloke will not have the pleasure of using this mirror thing. It's back in the correct hands



WE'RE RUNNING INTO SOME STATIC AT OUR HAMATI STATION AND I WANT YOU TO CHECK IT OUT

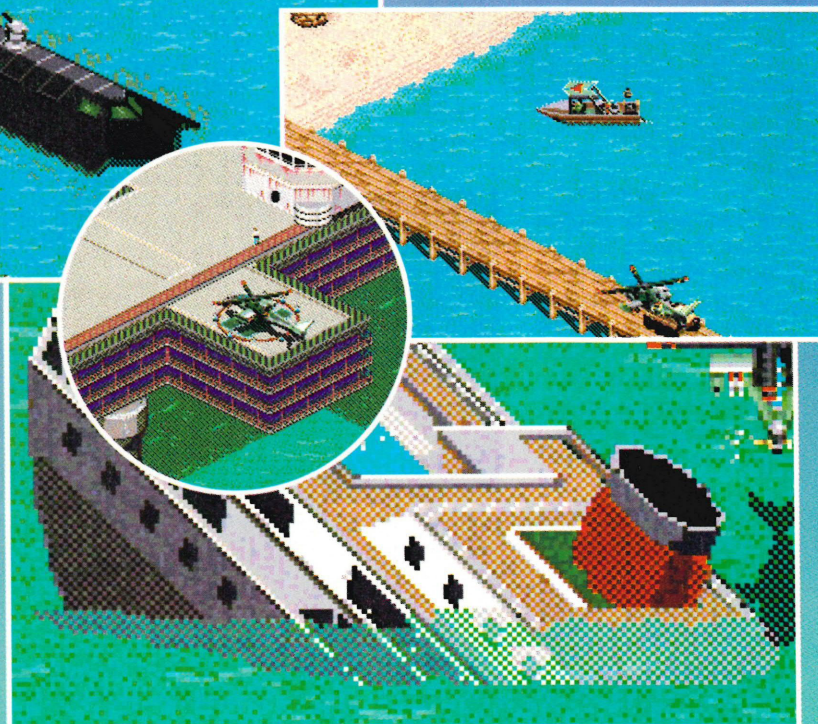


Oh dear! The enemy has pounded this helicopter to nothing. Ammo, fuel and human pilot explode into a nice fireball

(Inset) I'll dump them on this old oil platform and head off back to the war

(Right) Warrior turned humane rescuer. That's me. What a top bloke I am

Well shady – must be the drug dealer of the story





is a brave rescue mission. One of your co-pilots has been kidnapped, captured or whatever, and the dastardly enemy is all set with electric cattle prods to extract that confession. This stage represents a refreshing change from the norm but it remains debatable whether or not its inclusion is worthy of the Strike series.

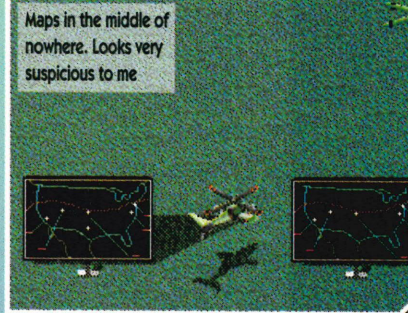
## TIM BURTON

Urban Strike is set in the not-too-distant future where peace has been declared on the world by the UN. It sounds good to everyday Joes such as myself, but there are malcontents everywhere and this future world is no exception. As such some madman has decided peace is all very boring and has decided to recruit an elite army from all the ex-squaddies currently signing on.

This army has been given the task to take, and hold for an indefinite period, the United States...well, what's left of it after Jungle Strike anyway. The UN get onto the blower straight away and off you head in the sunset in that famous chopper of yours.

And so it is, all over continental America the battle is waged. From the tropical jungles of Hawaii to the Alaskan peninsula blood will be spilt and if you are a good player then the blood will be that of a terrorist army.

The city scapes of all the various locations are pretty special. When in the lavishes of a jungle or the barrenness of a desert the programmers can let their imaginations run riot. However when it came to flying around San Francisco the

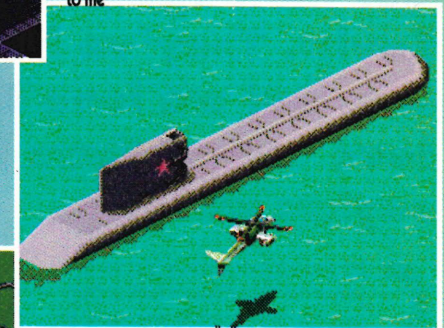
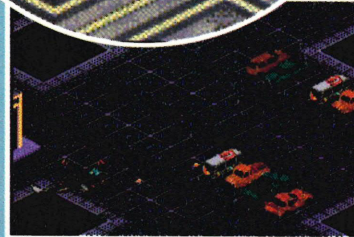
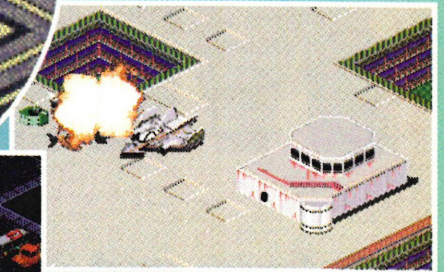
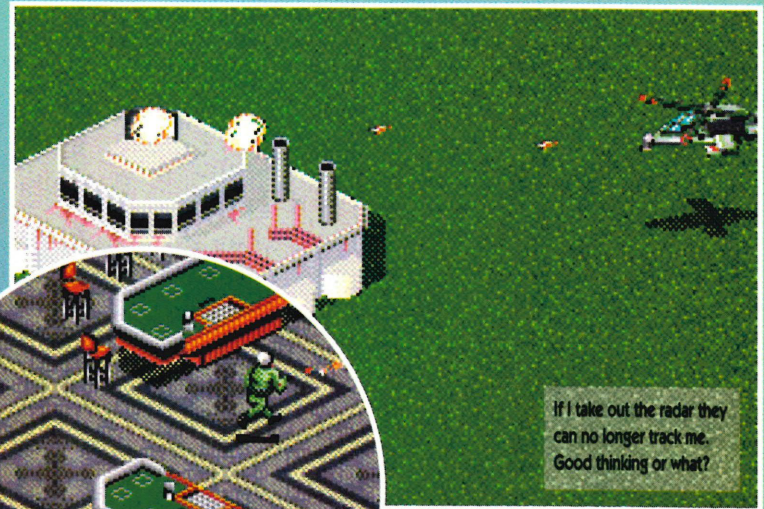


programmers were presented with the task of recreating one of the most famous skylines in the world...and by god they have managed to do it right down to the early morning mist over the Golden Gate Bridge. The same applies to New York and Las Vegas where all the well-known locations used in the game are brilliantly represented.

## THE SOUND OF THE SUBURBS!

All the usual whizzing around blasting, taking on board fuel and ammo remains basically unchanged and this is the mainstay of the game. Aside from the small hand-to-hand combat sections there are also several rescue missions in which stranded civilians must be plucked from the water and so on, before the enemy, or the elements get to them.

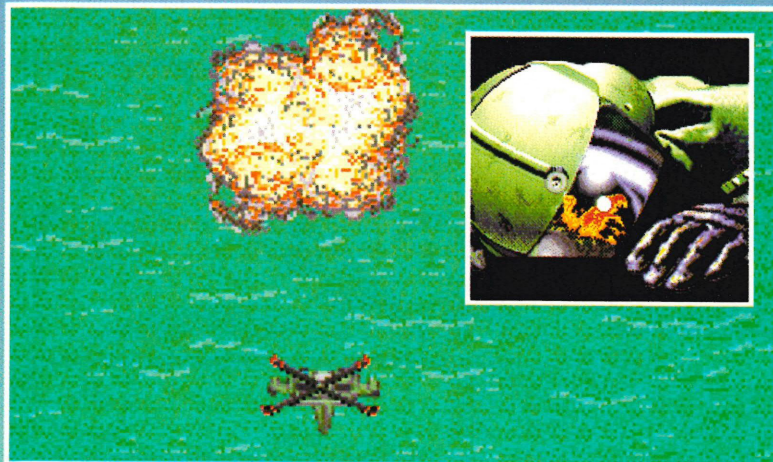
There are hundreds of great little touches in Urban Strike which add up to one very enjoyable game that will last for months - it's just too difficult for me.



Enemy ship dead ahead. Prime the missiles, we're going in

The pride of old Drug Baron's air force are at my mercy. Caught with very little protection they are sitting ducks

The old enemy is in need of help. Here I am just in the nick of time. Hop aboard comrade



The enemy helicopter is faster and far more manoeuvrable. His missiles have struck home and my attack ship falls from the sky billowing smoke

# 88 PERCENT

VERY GOOD ALL ROUND, BUT EA HAS TAKEN THE GENRE AS FAR AS IT CAN POSSIBLY GO.

GRAPHICS	8	GAMEPLAY	8
SOUND	6	GAME SIZE	9



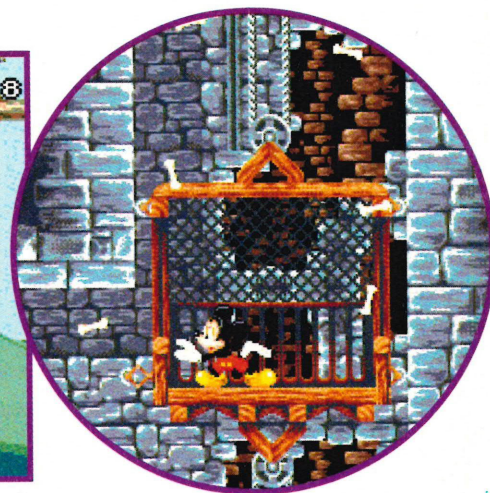
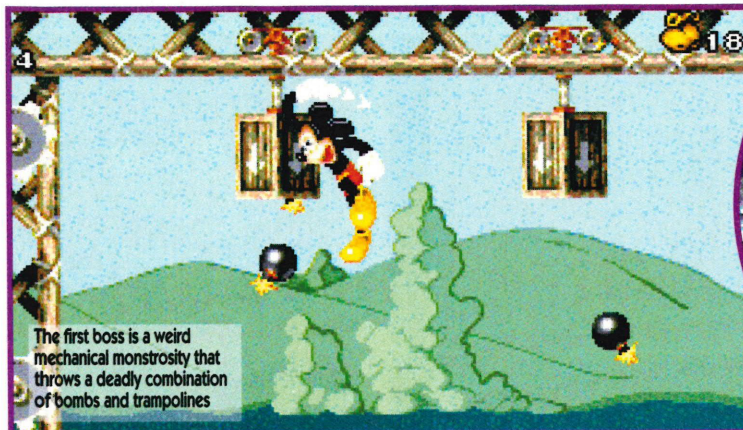
From: SONY

Release: OUT NOW

Price: £44.99

Levels: LOADS

Players: 1



# MICKEY M

**He's furry and smells of cheese, but then again so does Miriam Lovitt. They've both got big ears too, but we love them. Well, we love one of them but we're not saying which!**

**C**an you believe Mickey Mouse is 65 years old? He doesn't look a day over 58. He's already appeared in numerous computer and console games, including four Mega Drive games ranging from the superb World of Illusion to the dire Ultimate Challenge. Mickey Mania is the rodent's latest expedition into the world of scrolling platform games, and in my humble opinion it happens to be the best one yet.

Usually games like this have a very shaky story explaining exactly why the hero has to jump around left, right and centre bouncing on monsters, but Mickey Mania is different in that it doesn't seem to really have a story to it at all! Basically Mickey is travelling through seven of his most famous animated shorts which represent various turning points in his career, and he has to find the Mickey from that period of time. I've heard of people

trying to find themselves, but this is ridiculous.

## STEAMBOAT SCRATCHY

The game starts off way back in the year 1928 when Mickey appeared in a cartoon called Steamboat Willie. Most people think this was his first feature, but no it wasn't! It was in fact his first cartoon in sound and was actually Mickey's third cartoon. Plane Crazy was the first one, and was made by a Polish geezer called Ub Iwerks and not good old Uncle Walt.

Anyway, I digress. Steamboat Willie was in black and white so everything on this level is completely colourless apart from the main sprite. After walking around for a bit Mickey will find the original Mickey steering the steamboat just like he did in the cartoon all those years ago.

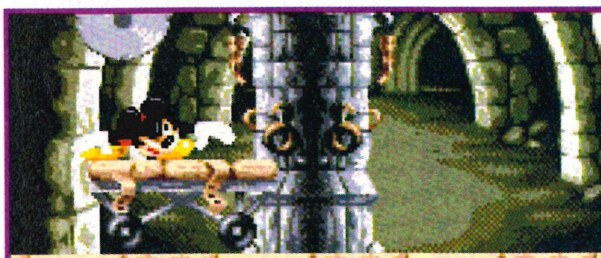
After rescuing his past self Mickey then gets to travel through time to

another cartoon that was a turning point in Mickey's career. Half-way through one of the first levels the screen fills with colour representing when colour was first introduced – obviously! Later on Mickey learns how to speak, and then meets his favourite clumsy canine, Pluto.

On the way Mickey gets to travel through famous cartoons such as Lonesome Ghosts and The Moose Hunters which are faithfully represented by the lavish backgrounds and enemy sprites. On the downside, what happened to Fantasia and the Sorcerer's Apprentice? Oh well, can't have everything I suppose.

## MORTIMER

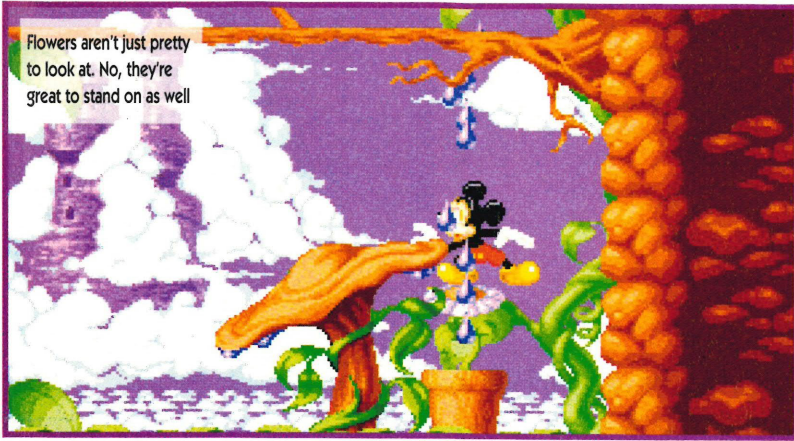
To be honest I find that a lot of the platform games I've seen recently have been appalling and are so bad they will probably not get released officially, but suddenly as if from nowhere quality



Don't you just hate it when people leave razor-sharp circular saws all over the place?

Mickey from the past meets Mickey from the future in a bizarre existential/time travel experience





# ANIA

games like Mickey, Earthworm Jim and Lion King popped out of the woodwork.

As you can see from the screen shots Mickey Mania looks gorgeous, but what you can't tell is how it plays. Well, the gameplay is great! With the difficulty level set just right it gets progressively harder and so even though you might progress quickly at first it will take a long time to finish, especially on the harder difficulty levels.

There are some puzzles to deal with along the way but these aren't



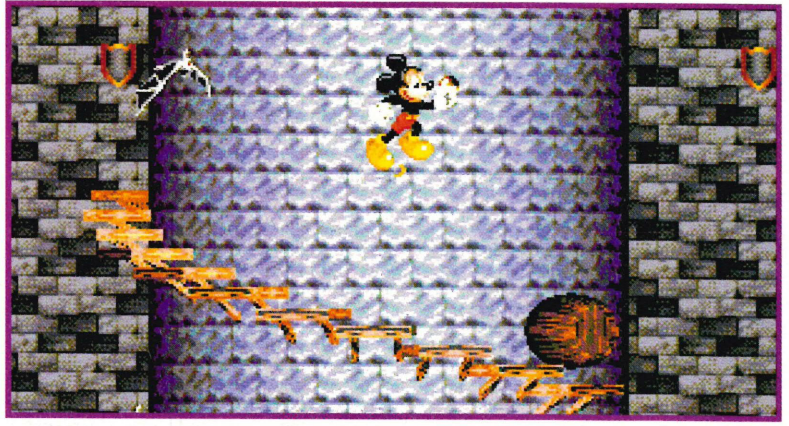
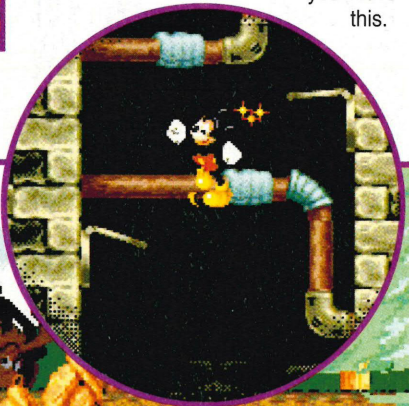
Da daah! The mad doctor not only unveils himself but also his mad plan involving Pluto, a duck and a tub of Swarfega



**Mouse maimed by moose in Disney shock! Scary stuff or what?**

particularly brain taxing, so most of the emphasis is on timing. On the Lonesome Ghosts level a mistimed jump could be disastrous, but this doesn't mean that the game is unfair. Usually when anything goes wrong and Mickey takes a hit it is due to the player being a bit thick and not thinking about what is going on. So with a bit of caution, thought and skill Mickey can advance through the years to the final encounter with the Villainous Pete.

Most of the platform games I see these days are dead boring but this one isn't. Featuring some of the best graphics yet seen, including 3D rendered objects and machines Mickey Mania is one of the best-looking games around and it plays equally as well. I know it sounds clichéd but if you like platform games you'll love this.



Look, it's a level set on a spinning tower. We haven't seen that before have we?

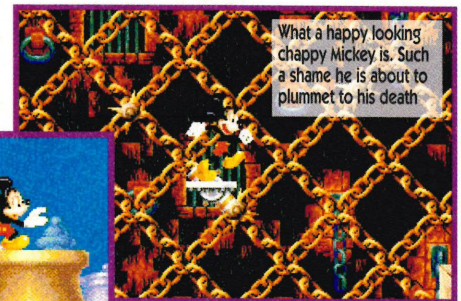


Oooh, a puzzle. A locked door blocks the way so how do you get past? Well, with a bit of elementary chemistry the explanation will soon become clear

Foot-loose and fancy free Mickey seems to have got his arse stuck in a bottle of bubbly. The things people do for a cheap thrill



This may look a bit tricky but all you have to do is stand still as the fire bug zooms away



**90  
PERCENT**

## GRAPHICS

8

## GAMEPLAY

## SOUND

## GAME SIZE

7



From: VIRGIN

Release: OUT NOW

Price: £44.99

Levels: GALLONS

Players: 1

# EARTH

**Miriam Lovitt once went out with a bloke called James so it was very ironic that she found herself reviewing this game.**

Dave Perry is a very well-known man, having brought us popular Mega Drive games like Aladdin, Cool Spot, Mick and Mack, and more recently Jungle Book. Now call me an old cynic, but aren't these basically the same game with different graphics? Some would disagree, but I have a testimony from someone who agrees with me and under no circumstances was it signed at gun point.

In my humble opinion even though all of these games are dead good they are too similar. On this note we have Earthworm Jim, another platform affair from Dave Perry and co which seems very similar to the aforementioned titles – until you play it, that is. I guess they're sick of cynics like me saying exactly what I just said about their games

because Earthworm Jim just happens to be one of the finest platform games I've seen in a long time.

## WRIGGLER

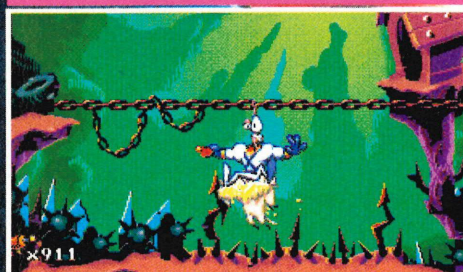
The star of the piece is Jim, who in case you hadn't already worked it out just happens to be an earthworm. He may not sound very heroic seeing as he is just a worm, but thankfully he happens to have a rather smart line in intelligent clothes - a robo suit to be more precise. In this suit Jim can run and jump like the rest of us, and he also packs a smart laser gun with limited charges.

As well as the gun Jim has another weapon, namely himself because he can pull himself out of his suit and use his body as a whip! Cue Indiana Jones-

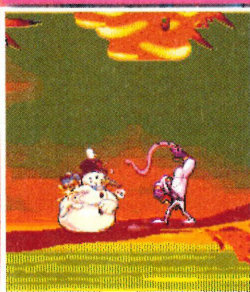
Naked! Without his suit Jim is just a mere worm and doesn't really stand a chance



Yikes! Being bitten up the jacksie while dangling from a wire isn't exactly my idea of a good time. Mind you...

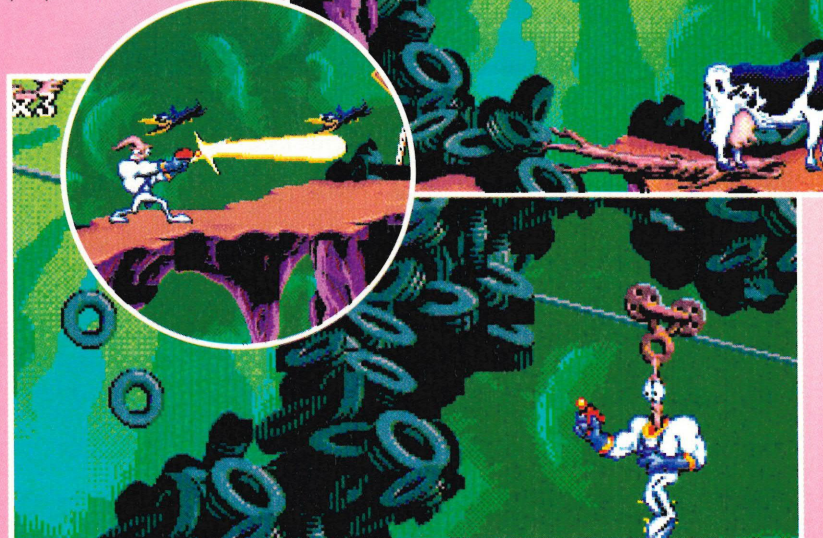


Fire breathing snowmen? Just give them a good whipping



(Right) The sheer lunacy of it all. Just whip the fridge to launch this cow into outer space

(Inset) This is more like it!



With a bit of thought and observation Jim can get to secret bits and reap a large reward



# WORM JIM

style action as Jim whips his enemies to death and gets the suit to swing him around everywhere. It may sound strange, and indeed it is!

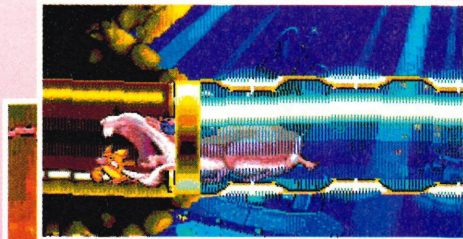
The first level serves as a wonderful introduction to the weirdness yet to come. After running along platforms, whipping the beaks off crows and using your head to shimmy along ropes you'll soon find a superbly rendered fridge suspended in the air. My first thought was: "Of course, a fridge. Obviously I have to use that to launch a cow into outer space before I can carry on". And I was right. What a stroke of genius.



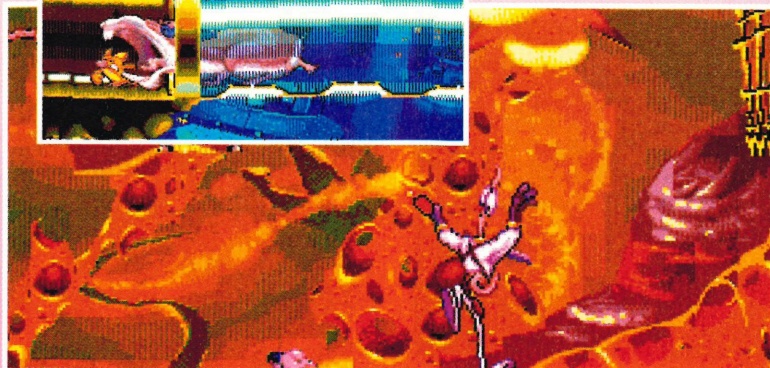
??



I've been bungy jumping you know. I just thought you might be interested. Guess not, eh?



How do you get past these annoying geezers? Why, just get an oversized hamster to eat them. Obvious really, isn't it?



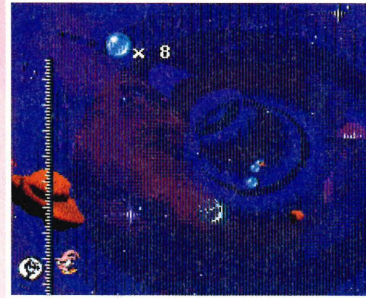
Who said desk jobs weren't dangerous?

Soon after this comes a boss made of rubbish that changes shape and uses gramophones and anvils as weapons. Further on in the game things get even more ridiculous and ingenious. One of the bosses is a man suspended by a magnet that barfs fish at you while using his armpit to make farting noises! If that isn't strange enough, how many games do you know where you have to go bungy jumping?

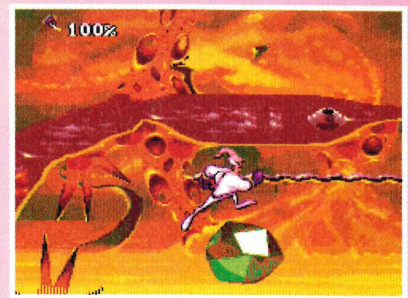
## THE WORM THAT TURNED

Unlike games like Aladdin and Cool Spot there is a lot more emphasis on the action side of things, with Jim furiously fighting off rabid flowers and businessmen with his gun while trying to work out where to go. Making progress is not as easy as you would first think and instead of just running from left to right like you normally have to Jim goes all over the shop like you wouldn't believe. This game is a platform fan's dream and a cartographer's nightmare!

Earthworm Jim is nothing short of fantastic with some graphics that you'd never have thought the Mega Drive was capable of. It may sound surprising, but some of the ideas behind this are highly original (gasp) and great fun. What with this, Mickey Mania and the up and coming Lion King, it seems that platform game fanatics are in for a treat this Christmas



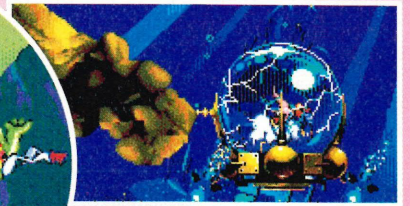
The 'Andy's Asteroids' sections are nothing short of spectacular



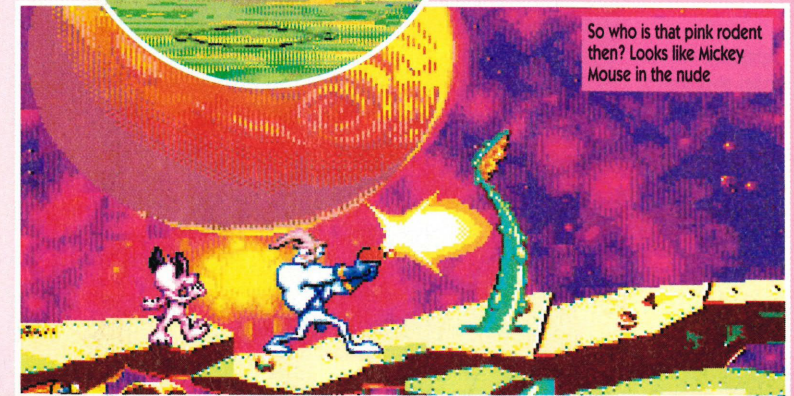
This game just gets weirder and weirder



They say it's better than sex, but how



This sub isn't all it's cracked up to be. It's the way I tell 'em



So who is that pink rodent then? Looks like Mickey Mouse in the nude

# 92 PERCENT

**A FINE EXAMPLE OF A PLATFORM GAME WHICH SETS NEW STANDARDS FOR THE REST.**

GRAPHICS	9	GAMEPLAY	8
SOUND	9	GAME SIZE	8



From: SEGA

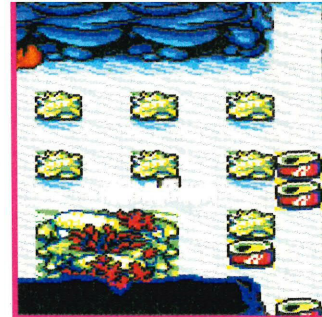
Release: OUT NOW

Price: £39.99

Levels: 6

Players: 1 – 4

# MEGA BOMBER



(Above) Erm well, here we have another large explosion

(Right) Stand well back kiddies, she's going to blow any second



**On a quiet Sunday afternoon what better entertainment could a young child have than to blow the heck out of small furry animals?**

When I were a lad you could go down t'chippy and get chips and gravy, buy a pint of Boddies for you and your lady, have enough change for the taxi home and then spend all night playing with your favourite things. Now while most other people preferred to play with toys of a different nature I played with the old Speccy as it lasted longer. In those days games were different from the ones we play now; by today's standards they looked dreadful (they didn't really look that good then either) but they played wonderfully.

With only a paltry amount of memory available the programmers had to make sure that people wanted to play their games, and without flashy gimmicks like graphics and sound they had to make sure that they were fun to play. Most of the best games were very simple, take Tetris for example where all you have to do is slot some blocks into place to make a line and that's it. Even though it sounds so simple it is fiendishly addictive.

This is also the case for Mega Bomberman. The idea behind it extremely simple but it just grabs you by the short and curlies and refuses to let go. Bomberman has been around for many years beginning his destructive life back in the arcade. He put in an appearance on the Amiga (Dynablasters) and on the PC Engine, then last year he starred in Super Bomberman on the SNES. Doing the rounds on the SNES at the moment is Super Bomberman 2 which just happens to be completely astounding in every way.

Quite often when we get games into the office for review a sure sign as to how good the game actually is when work stops completely and everyone stands behind watching you play shouting "Let's have a quick go then" and then we all have to stay late to catch up with all the work we should have been doing. Bomberman is a classic example of this.

## THE DAM BUSTERS

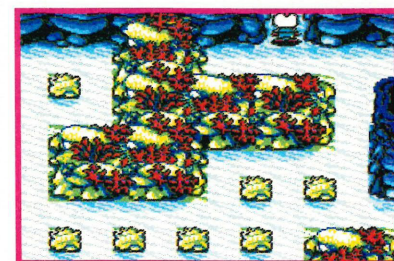
Bomberman is a very destructive little fellow who is on a mission. The world he is trying to save is divided up into six different levels, each with its own graphical theme. In turn these levels are divided up into about four or five stages. Each stage is viewed from above and all Bomberman has to do is work his way



An undersea encounter with the exit. Or is it?



Scrolling sections, oh yes indeed. Cross the bridge and ye shall see



Ha, what enemy sprites? I see none



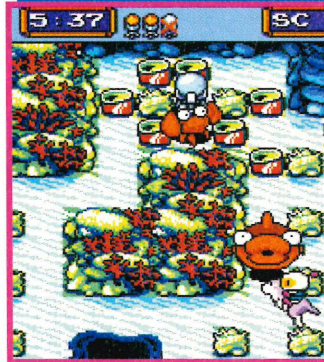
## BOMBED OUT...

This Bomberman lark is really quite easy once you get the hang of it. To illustrate this boastful comment here we have a selection of screen shots lined up to prove our games-playing prowess.

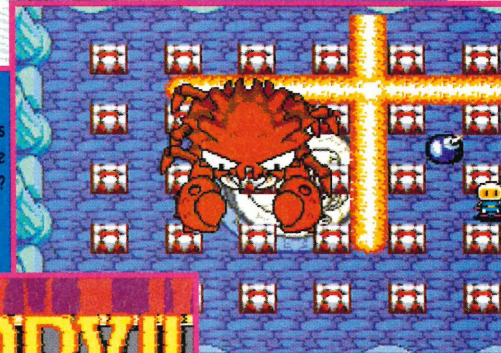
Now this is interesting. A massive line of bombs seem to be all set to detonate, much to the delight of the crowd



Oh what a turn up for the books. Bomberman has recruited a friend into the game and he seems to be sitting on his back. The opposition will not take this lying down I can tell you



Ah just as we thought, the away team has resorted to underhand tactics, what will the response be?



It's all over and it looks as though Rich has hijacked the game and switched the two-player mode on. Well, I'm off for a cup of tea

Kick off, the teams are in the tunnel, the crowd is at fever pitch



First blood goes to...young Bomberman as he shows big fishy thing how the game should be played

# MAN



Being so good at Bomberman allows me access to the bonus stage – this is not as you may have assumed because of my success rate with women!

through to the end of each stage and pick up the lovely shiny gem that is waiting for him. Collect all of these gems and that part of the world will now be saved and it's time to progress.

## ENOLA GAY

Naturally things aren't that simple as there are many obstacles and enemies in the way. Being a resourceful little guy Bomberman has a few tricks up his sleeve, namely bombs! If he is trapped in a corner then

dropping a bomb and running away to a safe distance will probably clear the way.

**It grabs you by the short and curls and refuses to let you go**

After dropping a bomb there is a small delay of a few seconds before it goes off so if you want to kill an enemy things have to be timed very carefully so that your opposition walks into the path of the blast

at the critical moment.

At the start of the game Bomberman can only drop one bomb



Two-player fun all round. This game may be good when playing against the computer but for a few good fights invite a few friends round



See this stupid looking thing, yeah well if you blow it up a secret door should open and you can move to the next stage. Clever innit!



## SLAUGHTERHOUSE 5



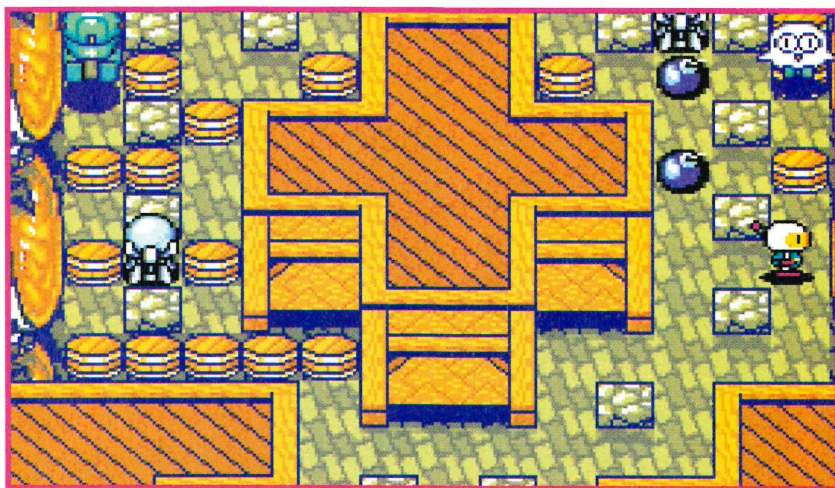
Yup, here goes on the first stage



Me 1-0 Things



Eggs, what comes from eggs? Many things, but we're interested in bouncy animals

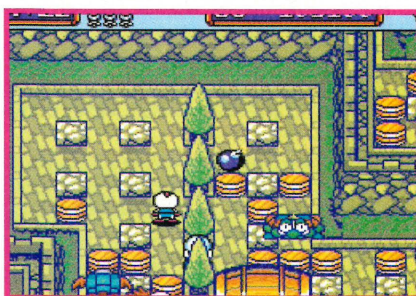
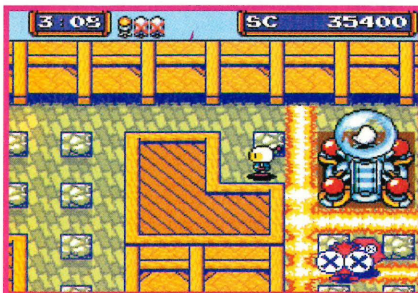


He's in the boozier, Lucky old him!

This is a fine example of rolling out the barrel. It's been done with a difference though



Goodness, now that was another big one. That old Harris bloke would be proud



Well, now that's all over it's time for this...



The way out appears to be blocked so I'll mosey on down to the bar on the corner until the fuss has died down

and isn't very fast at running. After blowing up a few obstacles if he's lucky an icon will appear. Usually this is an extra bomb which means that he can drop more than one at a time and this causes massive explosions and chain reactions that destroy everything in sight.

Sometimes the icon can be something extra special – a pair of roller-skates will speed up the little fella and a pair of boots will let him hoof the bombs down empty passageways.

Extra lives and shields can be gained this way but sometimes all that will appear is an egg. Upon exploration the egg will hatch and turn into a creature with special abilities! Some creatures can move really fast, others can jump, and others can push blocks around. All of these are very useful when fighting the marauding aliens.

My favourite icon is a little picture of three bombs which lets you drop all of your bombs in one long line! Watching your little sprite run around the screen and then suddenly throw 10 bombs around at one go which explode

destroying everything within a 10 mile radius is very satisfying indeed, especially when playing against other players! The final icon is a skull and crossbones which handicaps the player in some way.

### EINSTEIN

My first impressions of Mega Bomberman weren't particularly good because graphically this isn't a patch on

any of the other versions that I have played. With an ominous feeling I sat down and played through the first few levels and the next thing I knew I was in a world of my own, merrily blowing up furry creatures and getting attacked by giant bosses...until I was brutally dragged away

from the machine hours later by people who wanted to play the battle mode. Here up to four people play simultaneously on one screen full of obstacles and the winner is the one left standing. As you can imagine the players get powered up very quickly and the ensuing fights and underhanded low-down tricks get incredibly frenzied.

Put simply, Mega Bomberman is superb. I haven't seen a Mega Drive game as addictive as this since Sensi. In

**I haven't seen a Mega Drive game as addictive as this since Sensi**



Take that...and party





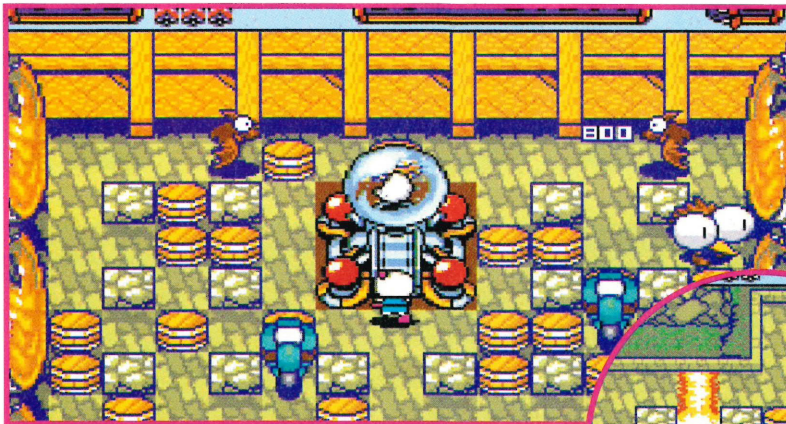
Eggs first and now extra bombs. Nab this and you have a little more power to play around with



The victory celebrations are going splendidly

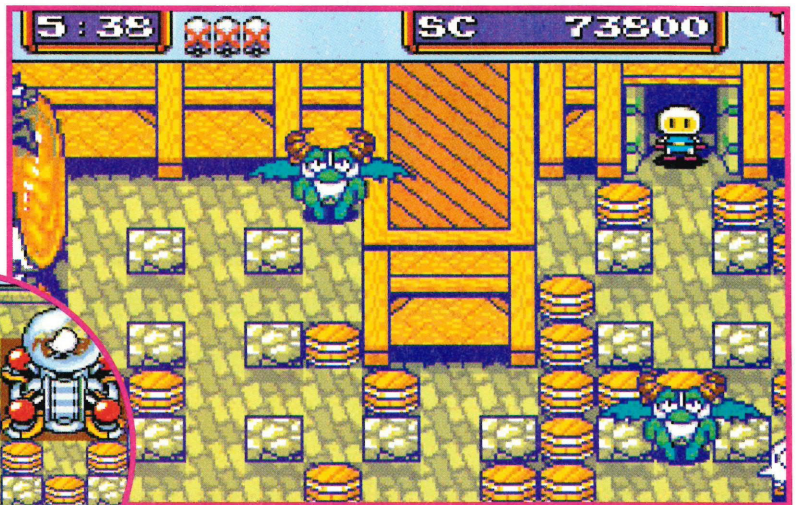


Gaze into the map and it will reveal many things



I've no idea what this is, but if the little bomberman steps into it he disappears. Smart or what!

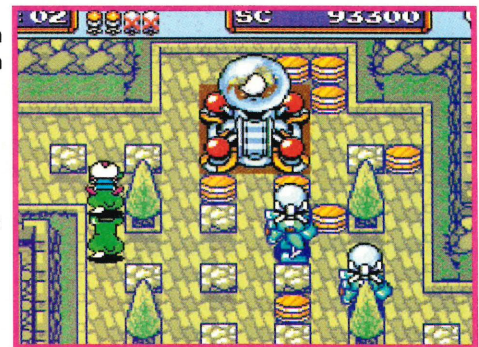
the normal mode the game is a bit tight with the icons at first, but soon Bomberman will have collected a selection and can fight the monsters properly and quickly progress through the following levels. This leads onto the game's one downfall; in single player mode it is too easy and won't take long to finish. It's a shame really but this is more than made up for with the four-player battle mode. If you have a Sega Tap then countless happy hours will be spent with you and your mates running amok as you try to blow each other to smithereens.



There are flying things now, but not for much longer I can tell you. A bomb here and a small explosion and we're sorted

(Right) Off the animal goes on a mission for destruction

(Left) A castle? What is that doing in a place like this! Come to think about it don't you think Bomberman looks a bit like a Japanese RPG? Yes, something like Lunar the Silver Star. It does you know



Humph, yes, well now you know about that

# 87 PERCENT

A FIENDISHLY EXCITING GAME THAT IS TOO EASY IN ONE-PLAYER MODE, BUT THE MULTI-PLAYER GAME IS AMAZING

GRAPHICS

7



SOUND

7



GAMEPLAY

9



GAME SIZE

7





From: PSYGNOSIS

Release: NOV '94

Price: £44.99

Levels: HUNDREDS

Players: 1



# LEMMINGS II

**Once again we head into the wilderness to save those little rodents...and it's enjoyable as it ever was.**

**D**reary Sunday afternoons in boring old Oxford will never be the same again thanks to Psygnosis. Yup, the conversion of Lemmings 2 has finally arrived on that loveable ole Mega Drive and not a moment too soon. We are all fast becoming fed up with great looking platform games and Lemmings II gives us the chance to break the mould with its (deep breath now) original gameplay (there I've said it) and frustrating/brilliant/mind numbing/clever/perplexing and downright infuriating puzzles. The Lemmings, as you all should know by now, are a collection of little animals that are pretty stupid and it's down to you to save the day by sorting out which route they should take in their battle to make it home.

It was not always like this though. No, these little things once had it well sorted until some fool broke up the Talisman that held them together as one race. The Talisman smashed into 12 pieces and wherever each piece came to rest a tribe of Lemmings flourished. This goes to explain why there are 12 tribes in Lemmings II, not just the one bunch that we sorted out in the first game.

## SPACEMEN

One of those prophecy things foretold that a great darkness will fall over the land – and that time is fast approaching. Well, the little Lemmings are pretty clued up on stuff like that and they know that in order to escape the great darkness each tribe must take its segment of the Talisman to a sacred place. When all 12 pieces of the Talisman are in place a great boat will come from the sky or something and save all the Lemming Tribes.

They actually believe this rubbish



Just what I need, a practice screen. I'm not used to all these new icons

and turn to the Great Saviour in their time of need to guide them to safety. No prizes for guessing where you come in. Yup, my friend you are the Great Saviour, so it's back to sleepless nights as you scream, laugh and lose your mind solving the problems that the lemmings face.

## CLEOPATRA

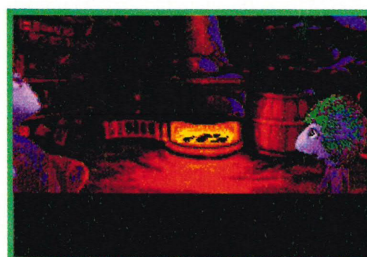
Of course the basics of Lemmings II remain identical to the original. Prepare to experience massive courses packed

with pitfalls, dangers, traps and such like over which you must guide the lemmings by utilising a variety of lemming workers who can perform all manner of individual tasks...and that's about it really. The gameplay is brilliant and so taxing you will never want to put this game down unless you are a sad platform game fan. Basically Lemmings is fun, fun and frustration.

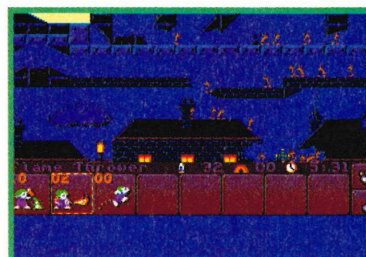
Lemmings II introduces a completely new set of workers into the Lemmings line-up and working out what



Chucking mortar bombs around in a confined space is not recommended at all



Sure thing Dad, I'll be back by 10 and no drinking

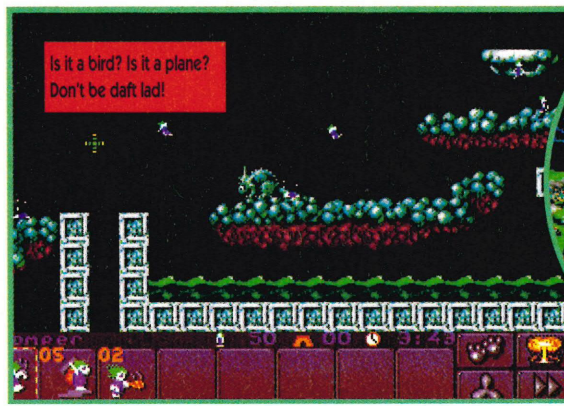
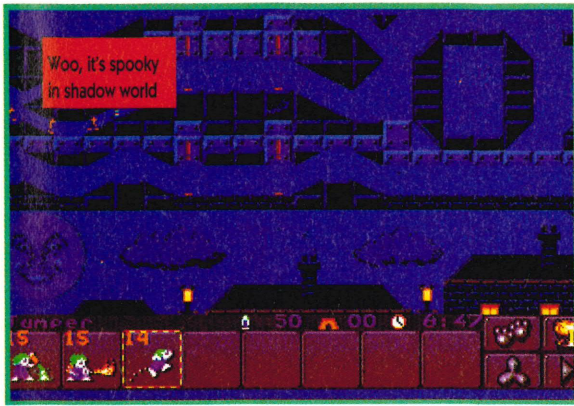


We are well on the way now. Nothing can stop us now



The Talisman before some fool dropped it





# : THE TRIBES

each lemming does is simple – just access the practice screen and bang away until you get it right. The separate tribes have all their own particular way to go about things and with 12 to choose from, which include traditional lemmings, Highlanders, Egyptian lemmings, Mediaeval lemmings, you had better believe it's going to be an uphill struggle.

With no mouse on the market it can become overtly tricky, but that's all part of the appeal of Lemmings. One little complaint though, when scrolling from one end of the stage to the other the game suffers from a small case of slow down. Don't let that put you off though; this is a must if you own a Mega Drive.



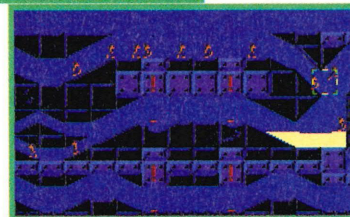
Och aye tha noo



Balloons...it looks easy but it's not



Rodents in space having fun and causing mayhem



Jump my friend, jump and be free



A sporty Lemmings. I don't care if they die I never could stand those types

# 93 PERCENT

THE CONCEPT MAY BE OLD BUT LIKE SENSITIVE IT'S SIMPLY BRILLIANT AND IT PACKS ONE HELL OF A CHALLENGE. WEEKS OF FUN TO BE HAD.

GRAPHICS 9  
SOUND 8

GAMEPLAY 9  
GAME SIZE 10



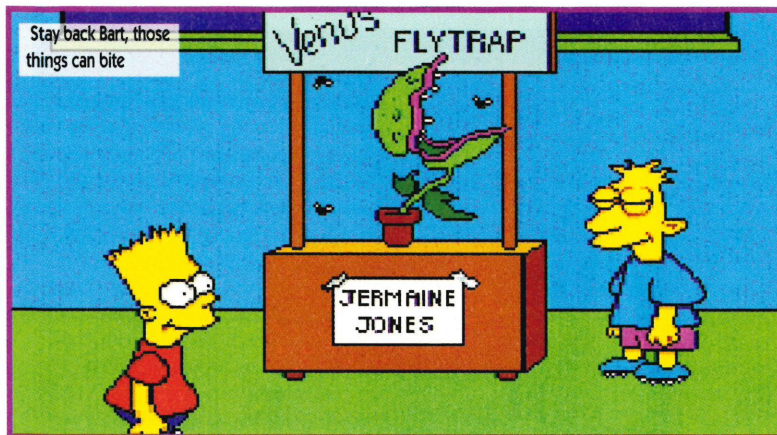
From: ACCLAIM

Release:

Price: £

Levels:

Players:



Wrong turn by the looks of things

# VIRTUAL B

**Bart Simpson, oh yes I've heard of him. My old dad thought he was hilarious. He also thought that about Cannon and Ball too.**

A couple of years ago, when I was but the mere tea boy in this office, everyone – and I mean everyone – was wandering around muttering stupid phrases like “Doh” and “Eat my shorts”. Not being one of these Satellite TV bods I didn't have a clue what my fellow employees were on about and I put it down to the office beer being spiked. It turned out however, much to my surprise I must say, that my office comrades were not indeed having a fabled flashback but regurgitating phrases from what turned out to be the latest craze of the day; The Simpsons.

Of course in those dark, dismal days a successful cartoon show led to inevitable crap video game and the Simpsons fell very into this category very well thank you very much. Fads, as we can all testify, come and go and the Simpsons are well and truly on the way out, being replaced by Heavis and Dickhead, or something like that. It therefore is a mystery to me as to why now is the time Acclaim has decided to release a new Simpsons game, Virtual Bart.

Virtual Bart is a difficult game to pin down and categorise. It's a collection of

games each game forming part of a level. For what it's worth I did not find much to get excited about – I had pretty high hopes as the SNES version had received glowing reviews, but the Mega Drive version seems to have lost its direction somewhere between development to finished product.

## EDWARD AND MRS SIMPSON

The first section of the game is nothing more than a very linear platform game in which Bart, in his virtual world, transforms into a dinosaur and takes a wander through a prehistoric landscape. On his travels he inevitably bangs into the other members of the Simpsons cast such as Lisa, Maggie, Marge, Homer and the clown known as Krusty, plus various dinosaur things.

Unfortunately the game doesn't look very good and it's pretty easy too. In one section of the game Bart has to climb a rock-face while avoiding falling boulders which threaten to knock him off – I've seen this numerous times before and I have reached the conclusion that if Bart Simpson was in no way concerned with this game no

one would give it a second glance.

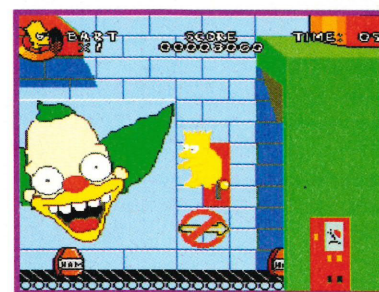
## DOES HOMER KNOW?

Of course that is only one section of the game I have described and admittedly not all the stages are platform connected, but the gist of what I am saying remains identical. None of the stages are very commendable, be it saving little pigs in Krusty's Pork Factory or chucking apples at casual strollers in the park, it's all pretty rubbish.

The two sections which could have stood out are too small by half. The first of these is the Road Rash II section



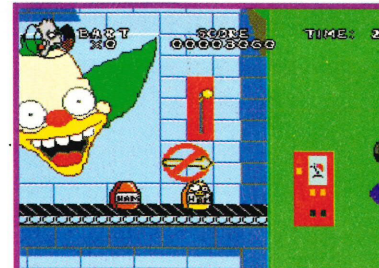
Goodness, that's the father figure from the Simpsons is it not?



Hit the switch and save all the little animals. It's all pretty easy really

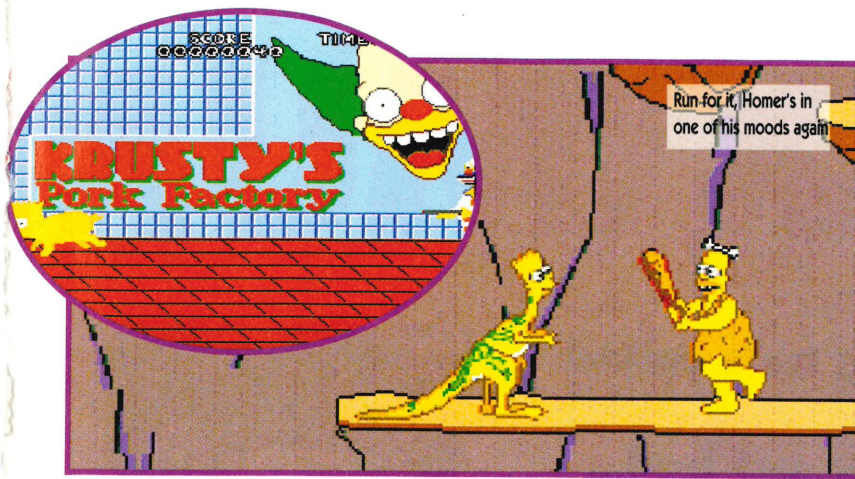


Mickey from the past meets Mickey from the future in a bizarre existential/time travel experience



Yep, he's taken a wrong turn and been crushed into a pulp. Poor boy

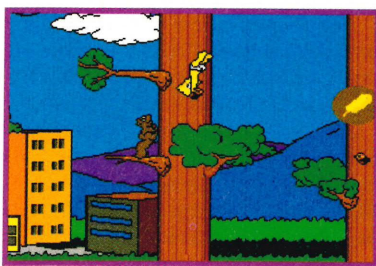




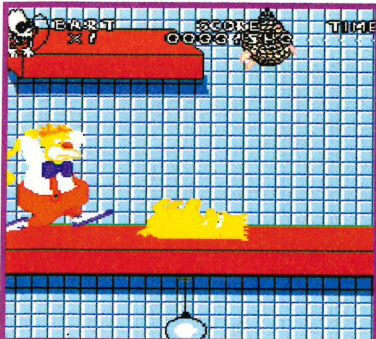
# ART

which looks pretty special but is let down badly by an unresponsive control system and a real lack of things to do. This is not the way to do things. The other part with potential involves Bart sliding down on of those water-filled tunnels we tend to find at posh swimming pools. Like the Road Rash section this looks good but a lack of things to do leaves it all very empty.

I've seen loads of platform games and I have to admit that after a fairly dodgy period they are getting a lot better, take for instance the Lion King and Earthworm Jim. Virtual Bart however has nothing new or original to offer.



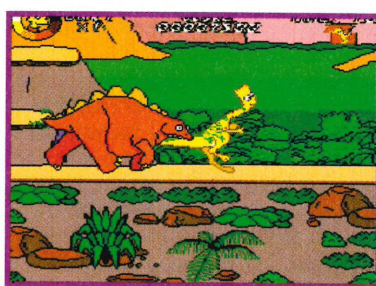
This is not the type of thing I would like my children to be doing behind my back I must say



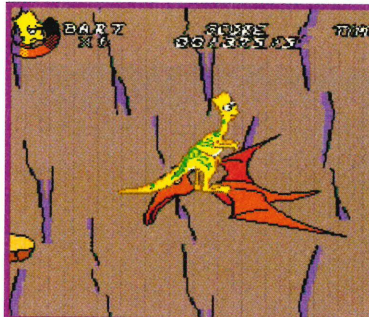
Watch out that man on the floor



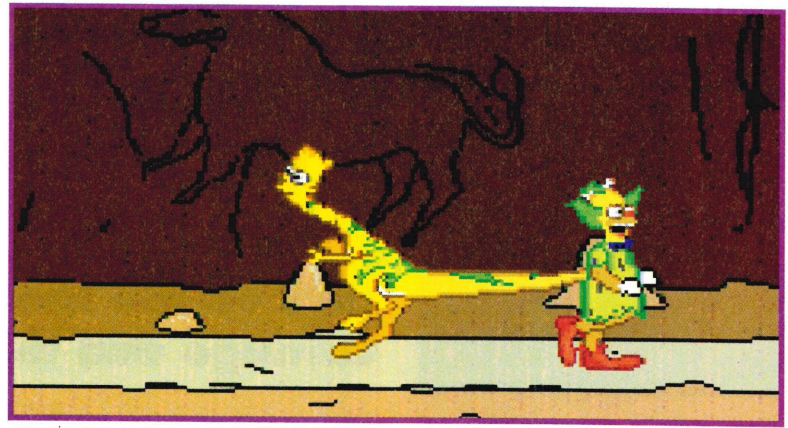
Lawnmower man...not quite. However, Bart is prepared to give it a quick go



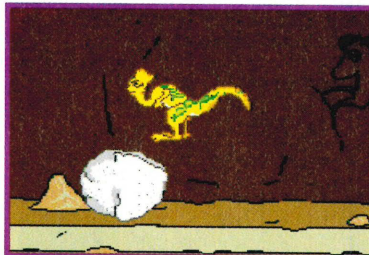
A solitary, simple dinosaur is no match for Bart



I've seen this before in the Flintstones. Fred and Barney used them for planes if I'm not mistaken



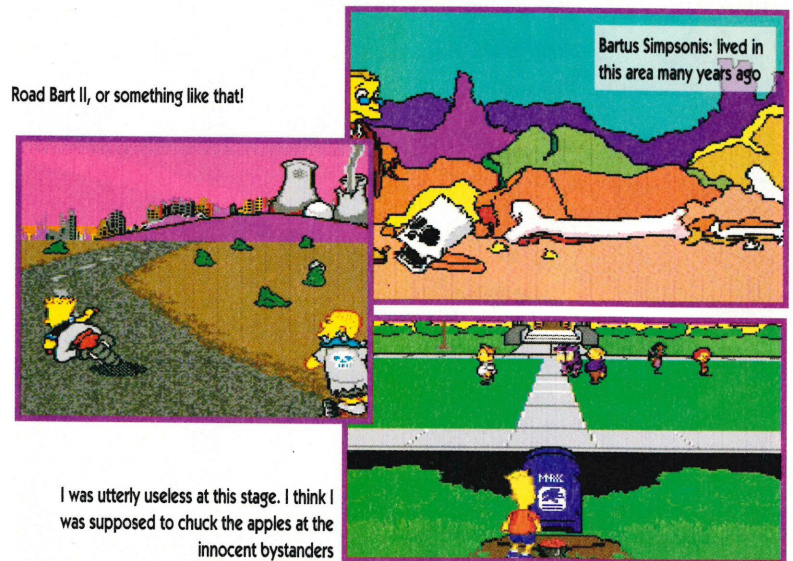
I thought this bloke was Bart's friend. It's a funny old world



Rocks, bricks, whatever they may be, Bart will soon have them sorted out



Oh no, this lot appear to be throwing boomerangs



Road Bart II, or something like that!

I was utterly useless at this stage. I think I was supposed to chuck the apples at the innocent bystanders

# 60 PERCENT

VERY DATED AND NOT UP THE STANDARD WE EXPECT OF NEW GAMES.

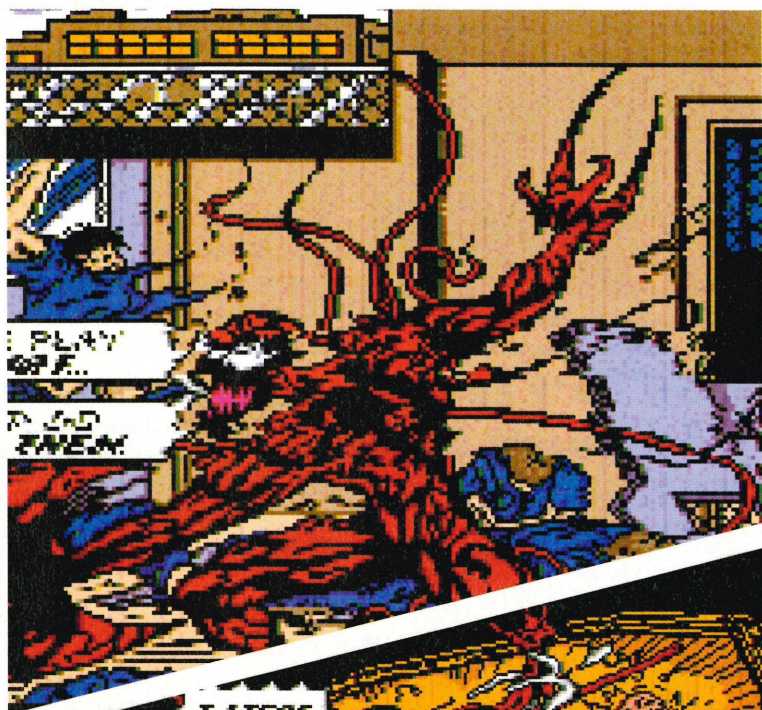
GRAPHICS	6	GAMEPLAY	5
SOUND	5	GAME SIZE	6



From: ACCLAIM  
Release: OUT NOW  
Price: £44.99  
Levels: 8  
Players: 1

# MAXIMUM

**He's on the loose, he's called Carnage and things are going to get bad... especially if he gets the chance to play this game.**



And yet more cartoon artwork

Spiderman has had what we in this industry call a pretty bad deal. He has starred in three games that I can think of and they have all been naff affairs. The first Spidey game was hailed as being good about four years ago but in all honesty it's terrible. Spiderman and the X-Men was also is bit on the duff side, and the less said about that Spiderman CD the better – oh dear, faces at Sega must still be red after that one.

Poor old Spidey (Who celebrates a birthday this year, or was it last year? Some comic nige will undoubtedly write and put me right) is now all set to take the centre stage once more, and guess what? Yep, this game isn't up to much either. Oh dear poor old Spiderman, what has he done to deserve all this?

## VARIETY 10 PACKS

Maximum Carnage is a very Streets of Rage-like affair, minus all the good bits. The screen simply scrolls from left to right and Spidey walks along kicking the crap out of everything that comes towards him. In the case of this game the opposition are usually old men wearing pervey green macs, and young dudes with trainers and shorts outfits.

The typical bad guy in this hasn't

got any moves and is no match for Spiderman. On the flip side of the coin though there are several women in there who can pull off a few fast kung fu moves when it suits them. Spidey usually bumps into them at the closing scenes each stage and despite their best efforts Spiderman usually succeeds in kicking their heads in.

Of course we have the bosses to deal with and they usually more than make up for the shortcomings of the everyday thugs found lurking elsewhere. In fact they are so good that every time I attempted to take them on Spiderman was done in. The only boss I managed to deck was the Spiderman clone with six arms, and that took me three attempts. Personally I blame all this on Spiderman's inability to take hits – the guy is a total wimp if the truth be told. A few soft hits from anything and that energy bar goes down faster than a South American centre forward.

We all enjoy a bit of a challenge in a game but this is just stupid. Maximum Carnage is not too difficult as games go, it's all down to the fact that Spiderman is very weak compared to the enemy. No one wants to play a game where you can't get anywhere because your character can't take it as well as dishing it out. Annoying that's what it is.

## STYLING GEL

On the subject of things that get on my nerves, and this game is packed with



A punch and a half for sure. It lifted him right off his feet



The super spinning kick, and very useful it is too



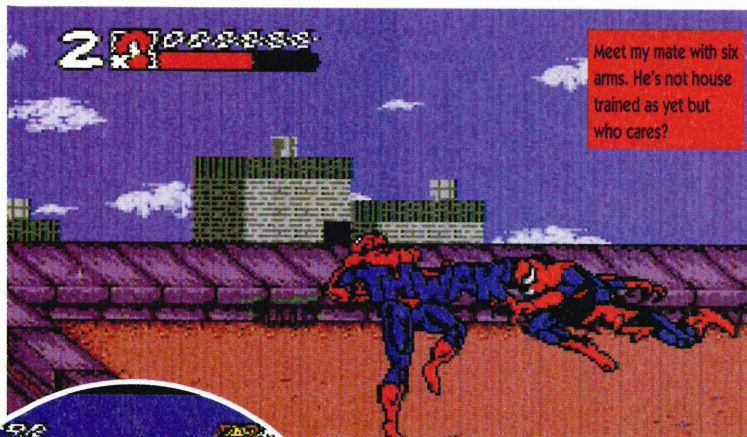
# CARNAGE

'em, what about the moves of Spiderman? Or more to the point the lack of moves. One silly little punch and a scissors kick are hardly the tools to equip yourself with when taking on a psychotic super-villain are they. Spidey's one smart move, a swinging kick thing drains so much energy from him it's not worth the effort. The poor bloke doesn't even have a blocking move.

Of course Spiderman can spew forth webs from his wrists but this hardly stops super monsters dead in their tracks. OK, it works fine on the everyday thug, but just try it on anyone wearing a funny outfit and you're on to a loser.

I'm not the biggest fan of these scrolling beat'em-up games but I can at least appreciate when it's done well. I saw nothing in Maximum Carnage which suggested it was any good. In my opinion this is pretty naff and the sprite collision isn't up to much either.

More  
fools  
get their  
heads  
kicked in



Meet my mate with six arms. He's not house trained as yet but who cares?



Take that...and make sure my dinner is never late again!



Being spider-like means Spiderman can stick webs and such like onto the bad guys. Pretty much like this



This mutant fancies himself doesn't he? On you come them matey



Oh ta very much my dearest



Not these two again. I thought I got rid of this lot way back on level one



Sometimes even Spidey gets his head kicked in. It is three onto one though



A spare bundle of Mega doubles as a handy weapon



Yes, up he goes to the top of the building for a good punch up

# 60 PERCENT

THERE'S NOTHING NEW AND IT'S FRUSTRATING. WHO WANTS TO PLAY A GAME LIKE THAT?

GRAPHICS

5



GAMEPLAY

6



SOUND

6



GAME SIZE

7





## And now for the most interesting part of the magazine – the letters page

### YOUR ATTENTION PLEASE

Dear Sirs

In May 1994 I started a subscription (By direct debit) on behalf of my son, Neal Shears, for Mega Magazine. This subscription offered a free newsletter with the magazine and a one off copy of Mega Gold. This subscription request was sent to Mega, Future Publishing Ltd.

Copies of the July, August and September Issues have been received. A newsletter was received in the July and August editions but not in the September edition and we have not received the copy of Mega Gold promised.

Can you let me know if the newsletter has now been stopped and when can we expect to receive the copy of Mega Gold  
Yours faithfully  
Mrs K M Shears  
Nottingham

*Mega: We have received several letters and phone calls of this type, including one from a Mr Allan McFayden from Glasgow who is still waiting on a free prize. I'm sorry to say such matters are out of the hands of Maverick Magazines. If you have a complaint or an enquiry which relates to any issue of Mega before the September (Maverick's first copy) edition please direct it to Future publishing. Sorry but we cannot post out prizes promised by Future. If anyone has*

*a problem with the Mega Gold offer please write to,  
Future Publishing,  
Freepost BS4900,  
Somerset,  
TA11 6BR.*

*Please mark the envelope for the attention of Customer Services and explain what the problem is. I have passed on your letter Mrs Shears so you can expect your Mega Gold in a short time. As for the newsletter we can only apologise about the lack of such a letter in the last issue but (as subscribers may have noticed) the newsletter is now back.*

### MORE OF THE SAME

Dear Mega

Despite the fact you have changed hands I have a few questions I trust you can answer.

- 1: Will the sequel to Flashback ever be released? If so when?
  - 2: What would you recommend. Mortal Kombat II or SFII?
  - 3: When can we expect to see reviews of 32X games appearing?
  - 4: Is Doom any good on the 32X
- Please don't muck up Mega as it is the best around  
K Lloyd  
Doncaster

*Mega:*

- 1: Flashback II is currently under development but there is no solid release date as of yet.
- 2: We prefer SF II.
- 3: As soon as the games are available to the general public. It's pointless otherwise.
- 4: Doom on the 32X is not a bad little number.  
We won't.



### FEVER PITCH

Dear Mega,

I have been a reader of your magazine since issue one and I have always wondered which football teams you support. Neil looks like he could support a small team like Wycombe and Andy is probably a Swindon fan.....

*Mega: Sorry mate you are*

*about three years too late. All that lot have left. As for the new lot there's Rich "What's football" Lloyd, Jacob "The one and only Celtic FC of course" McIntyre, Miriam "Man City Lovitt, Damon "Woking Town" Allbran (We forgot to mention to him we meant real footy teams) and Lee "Liverpool" Brown.*

### THE PLOT THICKENS

Dear Mega,

Can anyone tell me what has happened to the CD version of Dungeon Master? First of all everyone in the press is licking their lips in anticipation about the game of the century, then nothing. There were a couple for very poor quality screen shots and that's about it really. When, if ever, is this game going to be released, I was really looking forward to playing it. I never owned an Amiga or ST so I missed out first time round and if the game never materialises I will not be impressed.  
Your not amused  
B Goddard  
Bristol

*Mega: Very good question indeed. DM was rumoured to have received a release in Japan but no one we contacted in Japan seems to have ever seen the game. Skull Keep; DM II was definitely released in Japan but once gain it is near impossible to get hold of a copy. No one in Europe, least of all Interplay which we think is handling the DM II in Japan seems to know very much about the game. I have made several hundred calls on this subject and they have all drawn a blank to date. All I can recommend is to keep scanning our news pages and if any information comes our way we shall pass it on. Erm, sorry I could not be more helpful there Barbara.*

### DEADHEADS.

Dear new peepul (Bad start mate – Jacob),

Issue 23, change of format. OK I guess they had their reasons, change for the worse I reckon but hey (Likke mannnnnn – Jacob) I'll cope with it.  
Issue 24. Begin reading issue, still crap format but something else was seriously wrong. Suddenly I realise no crap sarcastic jokes, no funny screen shot captions. "Mega has suddenly become all PC all of a sudden." If that is not bad enough there's lots of new names and Andy etc (Yawwwn – Jacob) haven't made an appearance yet. Quickly (This lad knows how to build up the tension – Gerry) I turn to the front of the mag only to discover that the old Mega team (Arghhh – Jacob) have all been replaced by a bunch of new peeeepul (That really isn't funny mate – Jacob) from Oxford.

Well congratulations on trying to cover it up but it didn't work. You could



# MEGA STAR

You won't believe this but I swear it's true. I was once the proud owner of a copy of Landstalker, that ultra brilliant RPG, but (like I said you won't believe this) I live with a few guys

who are well into gore movies, all the real nasty stuff that is banned in this country. Well, to cut a long story short one of these guys invited a mob back from the pub one night to watch his pride and joy, Nekromantic II. Unknown to him though, he had invited a friend who had invited a friend who had invited a friend who turned out be an off-duty police person (Erm the language was a little more colourful than this). A couple of days later the old bill, obscene publications inc raided the house and carted everything off, including my Landstalker. According to them video games are now under investigation and I could not stop them from taking the game. As you imagine I'm well pissed off and now Landstalkerless. Send me a free copy please.

Johno  
Leeds

Mega: Being the fool that I am I actually believe this and any fan of Nekromantic II is a friend of mine. A replacement copy of Landstalker is in the post but next time be careful who you invite back to the house...and send me an invite. Sounds like a few good nights are to be had up in Leeds.



not even be bothered to do a "Here's the new people." (A small introduction are the words you are looking for - Jacob) Andy, etc, my hero, old Mega crew, wet dreams, etc, etc, etc.

Andrew "Emptyhead" Evans  
Rhondda  
PS Bet you won't print this...blah, blah, Andy, my hero, etc.

however if I wish to play a slightly "spicy" game I have no other alternative but to bin my console and head off to pastures new. It may even give the old dog a new lease of life. I'm no pervert, just someone who enjoys a laugh and I can't

understand why we can't have a laugh at sex - Joe Brand has made a fortune from it. I'm surprised Sega has missed the chance of earning a little extra cash, it's not in their character at all.

A Martin  
Blakely  
Manchester

Mega: I take your point about having no introduction or information on the new team of writers. This situation has been rectified. Other than this you have utterly failed to write an interesting letter. Take note other readers write rubbish like this and you too could be mocked in our very pages. Oh yes, mate you can't spell. Sort it out.

## HEADING

Dear Mega,

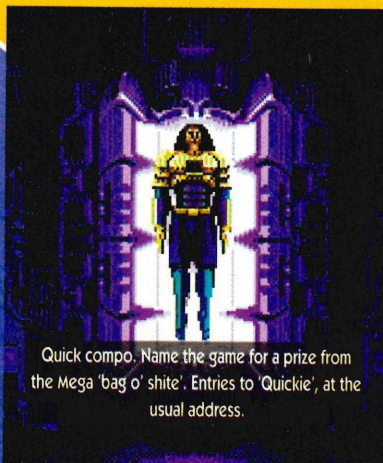
I am what some may call an older player (36) and I was wondering if anyone out there in program world has ever thought about releasing a Mega Drive game with a more "adult" theme. We are not all spotty kids and I for one am sick to death of the continuing patronisation fed to me by software houses. Cute characters, no blood and most importantly no mention or hint of sex. Are we not old enough to make our own minds up? With the pathetic certification now being phased in surely this is a viable idea and a good alternative to boring platform games. I do not own, and have no wish to own, a PC,

# MEGA MORON

Dear Mega,  
I'm getting tired of hearing the opinions of the stupid reviewers in your magazine. Mellerick, Dyer and now that bloody Blison chap are really starting to bore me

p\*\*s. If you don't get in some new writers real soon, I for one will be asking for a refund on my subscription!  
John Hopkirk,  
Edinburgh

Mega: Erm, I don't know how to say this really, but your wish has come true. You see, the writers you don't like any more, no longer write for the magazine, and haven't done so for the last three issues. For stupidity above and beyond the call of duty, we hereby proclaim you the Mega Moron. Cut out your logo and wear it with pride. You daft git.



Quickie compo. Name the game for a prize from the Mega 'bag o' shite'. Entries to 'Quickie', at the usual address.

Mega: And why not indeed Andy. It could provide the Mega Drive with a healthy alternative to the usual rubbish and breath new life into 16-bit gaming...in theory. The problem is that despite what everyone would like to think, the games market is dominated by the young, eg the under 16s, particularly in the console sector. Most software houses have everything geared towards this area of the market (advertising etc) and to turn their attentions elsewhere would be very risky and expensive, doubly so in the dawn of the new wonder consoles.

Another factor to be considered is the reaction of the "Moral Majority" Remember the fuss when Night Trap was released. Can you imagine the backlash if anyone dared to have a laugh at the expense of a naked male or female? It hardly bears thinking about. Certain sectors of the press lie in wait for this sort of thing to come around.

I'm afraid that you already know the answer to your questions. The PC is the only platform currently available that caters for these types of games. I doubt whether any Sega developer would take sure a bold step in the near (or even distant) future, so it's a trip down to Dixons for you I fear.

# STRAIGHT TO THE POINT

Can you send me a free copy of Virtua Racing people?  
Steven Town  
Royston

Not a chance

What about Blackburn in the UEFA Cup then?  
K Keegan, Newcastle

Very poor. The lads could just not get it together but who can blame them with the poor fan turn out, I expected better of the Blackburn support.

Is Gerry Doak that bloke who used to write for Mega Drive Advanced Gaming years ago?

Mum  
Port Glasgow

Yes

Who are Maverick Magazines?  
Alex Lee  
Europress Publications

Good question. Maverick were formed in May '92 and are the chaps responsible for Super Control and Mega Drive Advanced Gaming. Next came Mega Tech and PC Player, now Mega. I can't really say any more for legal reasons

What does RPG stand for?  
D Renton  
London

Dave you sad man. RPG is an abbreviation of role-playing game. A term often applied to Dungeon and Dragon type games such as Warriors of the Eternal Sun, Shining Force etc. Some people eh?

What was the name of that book Mark Chapman was reading before asking Lennon for an autograph?  
El sicko  
Coventry

Eh, this is supposed be a games column mate. But since you ask I shall spill the beans. It was Catcher in the Rye by Jerome Salinger

What do you think of Loaded?  
T Woods  
London

I think it's pretty bloody funny actually, and the birds are reet fit.





**Do we have a storming tips page for you or what? Well, we probably don't actually but if you own a copy of Mortal Kombat II then you'll probably get all excited and relax the muscles that shouldn't be relaxed in public if you know what I mean.**

## MORTAL KOMBAT II



There are so many special moves in Mortal Kombat II that there are too many to count. The most appealing thing about this game are the Fatalities, Babalities and Friendship moves that can be performed after winning each bout, so for your playing pleasure we have compiled a complete list of all these secret moves. The key to the moves is as follows: F = Forwards, B = Backwards, LP = Low Punch, HP = High Punch, LK = Low Kick, HK = High Kick

### BARAKA

Babality: F, F, F AND HK  
Friendship: HOLD BLOCK AND PRESS U, F, F AND HK  
Pit: B, F, D, F AND LP  
Decapitate: B, B, B AND HP  
Skewer: B, F, D, F AND LP

### JAX

Babality: D, D, D AND LK  
Friendship: D, D, D, U AND LK  
Pit: HOLD BLOCK, U, U, D AND LK  
Head Crush (3 Button): HOLD HK, F, F, F, RELEASE HK  
Head Crush (6 Button): HOLD LP, F, F, F, RELEASE L  
Arm Rip: BLOCK, BLOCK, BLOCK, LP

### JOHNNY CAGE

Babality: B, B, B AND HK  
Friendship: D, D, D, D AND HK  
Pit: D, D, D AND HK  
Torso Rip (3 Button): D, D, F, F AND LP  
Torso Rip (6 Button): D, D, F, F AND HP  
Decapitation: F, F, D, U

### KITANA

Babality: D, D, D AND LK  
Friendship: D, D, D, U AND LK  
Pit: F, D, F AND HK  
Decapitation: BLOCK, BLOCK, BLOCK AND HK  
Death Kiss: HOLD LK, F, F, D, F, RELEASE LK

### KUNG LAO

Babality: B, B, F, F AND HK  
Friendship: B, B, B, D AND HK  
Pit: F, F, F AND HP  
Decapitate (3 Button): HOLD HP, MOVE BACK TO EDGE OF SCREEN, RELEASE HP  
Decapitate (6 Button): HOLD LP, MOVE BACK TO EDGE OF SCREEN, RELEASE LP

### LIU KANG

Babality: D, D, F, B AND LK  
Friendship: F, B, B, B AND LK  
Pit: B, F, F AND LK  
Dragon: D, F, B, B AND HK  
Wheel Kick: BLOCK AND CIRCLE JOYPAD AWAY

### MILEENA

Babality: D, D, D AND HK  
Friendship: D, D, D, U AND HK  
Pit: F, D, F AND LK  
Psycho Stab (3 Button): F, B, F AND HP  
Psycho Stab (6 Button): F, B, F AND LP

### RAYDEN

Babality: D, D, U AND HK  
Friendship: D, B, F AND HK  
Pit: U, U AND LP  
Super Shocker: HOLD LK, RELEASE AND PRESS LK REPEATEDLY

### REPTILE

Babality: D, B, B AND LK  
Friendship: B, B, D AND LK  
Pit: D, F, F AND BLOCK  
Invisible Kill: F, F, DOWN AND HK WHEN INVISIBLE  
Tongue: B, B, D AND LP

### SCORPION

Babality: D, B, B AND HK  
Friendship: B, B, D AND HK  
Pit: B, F, F AND BLOCK  
Spear (3 Button): HOLD HK, D, F, F, RELEASE HK  
Spear (6 Button): HOLD HP, D, F, F, RELEASE HP  
Torch (3 Button): HOLD BLOCK, U, U AND LP  
Torch (6 Button): HOLD BLOCK, U, U AND HP

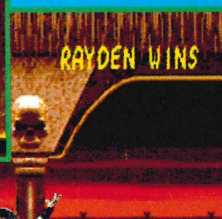
### SHANG TSUNG

Babality: B, F, D AND HK  
Friendship: B, B, D, F AND HK  
Pit: HOLD BLOCK, D, D, U, D  
Dive Of Death: HOLD HK FOR THREE SECONDS THEN RELEASE

Soul Suck: HOLD BLOCK, U, D, U AND LK  
Kintaro (3 Button): HOLD LK FOR 15 SECONDS (!)  
Kintaro (6 Button): HOLD LP FOR 15 SECONDS

### SUB ZERO

Babality: D, B, B AND HK  
Friendship: B, B, D AND HK  
Pit: D, F, F AND BLOCK  
Pitch Of Doom (3 Button): HOLD LK, B, B, D, F AND RELEASE LK  
Pitch Of Doom (6 Button): HOLD LP, B, B, D, F AND RELEASE LP  
Super Freeze: F, F, D AND HK, F, D, F, F AND HP



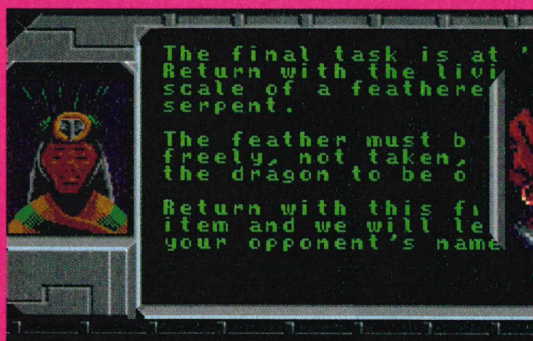


# SHADOW RUN

It may not be the most hyped game ever but Shadow Run just happens to be the most involving game that I've had the pleasure of playing in a long time. It's quite a hard, long quest that is well worth the time and effort but the laziness among you may prefer to take the easy way and cheat, which is what I'm here for. After all the tips page would be a bit stupid if I just started waffling on about a game and didn't know any cheats for it wouldn't it? No, I'm not trying to fill up the space at all, it's all a lie, a conspiracy against hard working journos like myself. Come the revolution and all that. Anyway I DO have a good cheat for you,

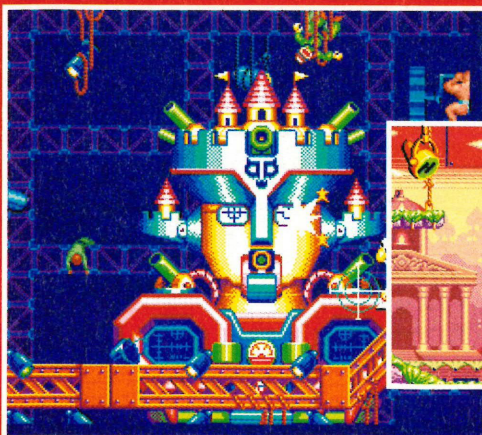


so there. On the title screen wait for the word START to flash and press A, B, B, A, C, A, B and then Start. When playing the game call up the pocket secretary and move the cursor right down to the bottom of the screen to highlight a secret option. Select this to get a lovely cheat menu



# DYNAMITE HEADDY

Well, that was quite a lot of stuff about Mortal Kombat II wasn't it? Great if you've got the game, but not so great if you haven't. So for all you people who have got a copy of this tremendous platform game then check this out. On the title screen press start and highlight options. Press B, A, B, C, B and then start again to get a nice load of animated sprites to appear. Hurrah!



# MEGA TIPS LIST

## AFTER BURNER 2

- On the intro screen hold down A, B, C and START. When the carrier appears, select your start level with LEFT and RIGHT.
- When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.
- For 100 missiles press LEFT and B on stage 3, right and B on stage 5, B on stage 9 and right and B on stage 11.
- For 100 missiles press LEFT and B on stage 13, right and B on stage 16, B on stage 19 and right and B on stage 21.

## ALADDIN

- Pause, press A, B, B, A, A, B, A, and you can skip any level.
- On the title screen press A, A, C, A, C, A, C, A, C, B, B then B and Dave Perry's digitised face will appear. Then an options screen will appear.

## ALIEN 3

- Using pad one, enter the options screen. On pad two, press C, UP, right, A, LEFT, A, right and A. Listen for the sound, then start the game as normal and pause. On pad one press START to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

## BART VS THE SPACE MUTANTS

- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.

- To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press LEFT and C together, and Bart will skip off. Touch only button C, but keep LEFT pressed until you pass the door. Stop, press right to turn towards the door, and wait for Moe to come out, then spray him.

## BATMAN

- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

## BATMAN RETURNS (CD)

- On the options screen highlight Game Type. Move it to Driving and hold the pad LEFT and press the B button. Move the pad down to Difficulty, hold LEFT and press the B button. Do this hold to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

## BATMAN: REVENGE OF THE JOKER

- Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

## BIO-HAZARD BATTLE

- Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joystick: UP, E, right, E, A, E, LEFT, E and UP. Then press START.

## BLACK HOLE ASSAULT

- For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.
- To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press START on the second pad and your opponent will fall over.
- For invincibility, do the same as above but your name is MUTEKI.

## BULLS VS LAKERS

- Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

## Opposition:

- Eastern: B - Bucks, C - Bulls, D - Celtics, F - Pistons, P - 76ers, R - Hawks, 9 - Pacers, M - Seattle
- Western: V - Golden State, W - Blazers, X - Lakers, Y - Spurs, I - Houston, 3 - Phoenix, 9 - Utah Jazz

## YOUR TEAM:

- Eastern: D - Bucks, X - Bulls, N - Celtics, S - Pistons, 8 - 76ers, 4 - Hawks, J - Knicks, 0 - Pacers
- Western: 6 - Golden State, B - Blazers, L - Lakers, G - Spurs, Z - Phoenix, V - Utah Jazz, 2 - Houston, Q - Seattle

## CASTLE OF ILLUSION

- When you have finished a level, press START while your score's being added, for extra lives.

- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

## CASTLEVANIA

- Use the usual UP, UP, A, A, LEFT, right, B and A on the title screen to gain access to a level select, while at the same time gaining 30 lives and switching the collision detection off.

## chakan

- Select practice mode and start the game. Above the air portal you'll see a platform, and

to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

## CHUCK ROCK

- While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press UP while holding A to advance a level.

## CHUCK ROCK 2: SON OF CHUCK

- Pause the game, and press B, A, right, A, C, UP, A then A and unpause the game. Now pause it again, and press A and right to go up a level, or press A and UP to skip the entire zone.

## CHUCK ROCK CD

- Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNXTF, Level 5: TSFNVN

## COBRA COMMAND

- Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press UP, LEFT, right, right and UP. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press LEFT or right to move through the numbers. Press START while playing a level and you complete it.

## COOL SPOT

- Go to the options screen and press A, A, B, B, C, C, C, B, B, A, A, A, A, B, B, C then C. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives etc.

## CORPORATION

- The most important weapon is the bomb, but don't use it until you're in prison.
- If thrown in prison, check your pockets...
- Don't buy a lock-pick, simply find one.
- Go to the music demo bit and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the level screen comes up, hold B and press UP to choose your level.

## CYBORG JUSTICE

- For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode.

## DEADLY MOVES

- Here are some character codes: Warren - XXI E4T2 0ZY, Vagrad - WBV MFDI HOZ, Li Yong - WBV E4ZQ UZI, Baraki - HB1 Y9JK D4W, Bu-oh - HB8 MFO6 NNN, Gaoloon - HY6 Z9J3 W47.

## DECAP ATTACK

- Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

## DESERT STRIKE

- Here are some codes: Level 2: BJQAEF, Level 3: TJKQAP, Level 4: WTEOVJP.

- For ten lives instead of three enter code: BQQQAEZ.

## DRAGON'S FURY

- Enter UUBV99BQRE for 73 balls and 505,705,300 points. Enter ALCLAEBECK for 21 balls and the end-of-game sequence.

- This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

## ECCO

- Here are the codes for the levels: The Undercaves - WEFIDNMP, The Vents - PUDPXIDK, The Lagoon - TCXSJXDT, Ridge Water - QZOMOQLE, Open Ocean - KEQKALGF, Ice Zone - FITZCLGZ, Hard Water - TRAWCLGZ, Cold Water - IJBWXREO, Island Zone - WTCVAREH, Deep Water - UHMPHVREN, Marble Sea - ELNLXREE, The Library - TSGCPXREX, Deep City - TOVHXREB, City of Forever - GACTXRET, Jurassic Beach - QDZAVNLK, Pteranodon Pond - BQVVAPEA, Origin Beach - GRPZAPEE, Trilobite Circle - UCJDBPEC, Dark Water - ZDCHBPFE, Deep Water - YBDBIPEG, City of Forever - YUPIGPLV, The Tube - MIBFKMLH, Welcome to the Machine - VUFBKMLC, The Last Fight - KTMPLMLM.

- Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.

- For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press right, B, C, B, C, DOWN, C then UP.

## ECCO CD

- Pause the game half-way through a turn - when Ecco is facing you - then press RIGHT, B, C, B, C, DOWN, C and UP. A hidden menu screen will now pop up.

## EURO CLUB SOCCER

- Take your pick of the following English teams to play as in the final: Norwich City - 373UAA4IGC (vs Rangers), Liverpool - SAHEAAGICA (vs Celtic), Aston Villa - BEDUAA7ICA (vs Real Sociedad), Spurs - 16CUAAB8IHA (vs Celtic), Arsenal - ZWNEAA9IAE (vs Bordeaux).

- Enter your password as THREE SHREDDDED WHEAT, with each word on a separate line, and your player will be able to kick very hard.

- Enter your password as QUITTER and when you quit a match you won't forfeit the game - the score will remain the same.

## EX-MUTANTS

- Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing START. Shannon will say "too easy" and a cheat screen will appear.

## F1 CIRCUS

- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

## F-1 GRAND PRIX

- Start the British Grand Prix in a McClaron's car: NABCTPHSNGKTXBDE GMHUJOKLMTFT HOILKL LONVORQX LQMW

## F-22 INTERCEPTOR

- Teleport to the final HQ message in the final two levels: Russian challenge - KSQGVIV, Aces - MH01K1, Korean - BIOF8P, Iraqi - GTGE8V, American - 6PGEO2

## FATAL FURY

- To increase your continues, press and hold UP on the continue screen and then press A, B and C together.

- On the game-selection screen, press and hold LEFT. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.

- On the options screen select the Time option. Press and hold A and press LEFT. It should move to 00 and you'll have unlimited time. On the options screen move to 00. Now press LEFT while holding button B until the point goes to 0. You now need to win 99,999 matches.

## FLICKY

- On the explanation screen hold A, C and UP. Press START and you can now choose your level. Take all of the chips to the exit on two consecutive levels for an extra life.

## FLINTSTONES

- Choose five lives and then press buttons A, B, C and START together. Rotate the pad clockwise. On the title screen press START and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and START. Now press LEFT and RIGHT until the title screen appears. Then press START and when you run out of lives, nine more will appear.

- For a level select get to the options screen and hold down button C. Now press LEFT, RIGHT, DOWN, LEFT, RIGHT, UP, UP, DOWN, LEFT, RIGHT and DOWN. Release button C and press START.

## GADGET TWINS

- For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, RIGHT and LEFT. Repeat this and the colours of the two planes should swap. Now choose your level.

## GARIES

- At the start of each level, pause the game and hold down A and C then press LEFT. Unpause, and you'll be invincible.

- Start the game and pause. Hold UP on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play.

## GAUNTLET IV

- Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:

YLOG: J4E97 X.TE8  
68XOP W09+W3+CXI

If you want to take out the towers, try:  
Y6TDR 7G0RL 94TE9

47CD5 44X6R 3-CLP  
Or, if you want a powerful elf, try:  
9FYWR MP7-9 90JU:

XP+5X +KDP= C3RH

GHOULS 'N' GHOSTS

- On the title screen press button A four times, then UP, DOWN, LEFT, RIGHT. When it chimes, press B and START for invincibility.

- On the title screen press A 16 times, then UP, DOWN, LEFT then RIGHT. Wait for the chime, then press: UP, A and START to start during level two; DOWN, A and START to start on level three; E, A and START to start on the final boss level; RIGHT, A and START to start on level five; LEFT, A and START to start during level four.

- Select number 26 on the music test, then 56 on the sound test, hold E with A, B and C, then press START to play in Japanese.

## global gladiators

- When Sega logo appears, press C, B, A and START in four times before it fades away. Now choose starting level, number of lives, and whether you want the photo freeze on.

- Start the game and as soon as you appear on the level, pause it. Now press B, C, B, A, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Unpause and you're on the next level.

- Pause and press A three times, B three times, C four times, B and A. You'll hear the word "cheater", a growl and you'll get an extra life.



# DOUBLE SWITCH

My dear readers, may I introduce you to a wonderful man called David Dent. After using the Mega guide to Night Trap he was so happy that he compiled his own guide to Double Switch to help out any other people that might be stuck on it. So, over to you Dave...

## ACT I

Storage.....Catch man powerbox  
Storage.....Catch man powerbox  
Bruno.....Get code  
Grads.....Get code  
Band.....Get code  
Bruno.....Catch Luigi punch  
Alex.....Get code

## BONUS TRAPS

Dancer.....Band  
Bruno.....Storage  
Handyman.....Bruno's Room

## ACT II

This is the main act. Try to catch as many people as possible but check on each of the below rooms so as not to miss any important information

Bruno.....Get trap  
Grads.....Get trap  
Band.....Catch man lamp  
Alex.....Catch man window  
Grads.....Disarm coffin - arm hands, catch mummy  
Basement.....Get trap  
Bruno.....Disarm - rearm basket, catch mummy  
Band.....Get trap

Basement.....Catch man elevator  
Band.....Disarm - rearm cage, catch mummy  
Alex.....Get trap  
Storage.....Get trap  
Basement.....Catch Eddie conveyor  
Storage.....Catch Eddie phone  
Alex.....Disarm - rearm chair, catch mummy

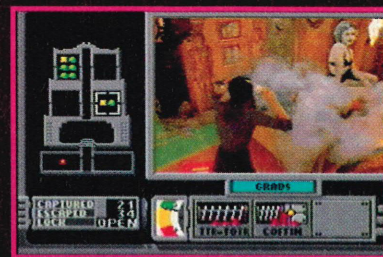
It is possible to trap Eddie (When he goes into Alex's room) with the fireplace trap. This adds to your total. Even though Eddie has told you to trap the handyman whenever possible DO NOT trap him in this act because he shows you how to use new traps

## ACT III

Storage.....Catch woman powerbox  
Lobby.....Catch Eddie column  
Basement.....Catch Eddie conveyor  
Alex.....Catch Eddie chair  
Basement.....Catch man elevator  
Grads.....Catch Eddie hands  
Storage.....Catch man phone trap  
Band.....Catch Eddie cage

Concentrate on the above list of people, no one else.

Phew, that was quite long. Cheers Dave from me and any other grateful readers who you may have helped out



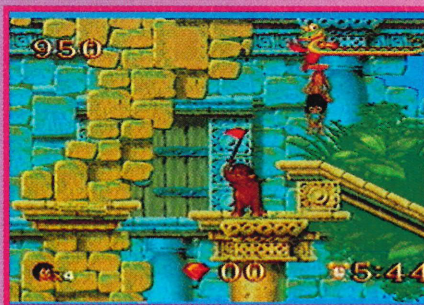
# JUNGLE BOOK

Judging by the amount of phone calls I got last month and the number of cheats that have just landed on my desk from various people all around the world I would go as far as saying that the Jungle Book was quite a popular game. As much as we love readers helping out by sending us cheats that they have either read or discovered, please don't send any more Jungle Book cheats! It's not that we're not grateful, it's just that I'm buried right up to my neck in hundreds of letters, all of which have the same cheats on them! To change the time limit to 10 seconds pause the game and press A, B, A, A, B, B, and A.

To skip to the next level pause the game and then press B, A, A, B, B, A, A, B, A, B, A, A, B, B, and then A.

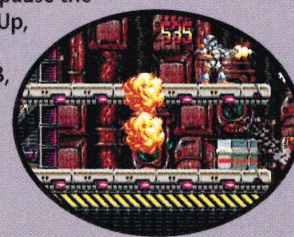
To change the colour scheme press pause and then C, A, B, B, A, C, A, B, and finally B.

To skip to the last boss with one life remaining press A, C, A, C, A, C, A, C, B, B, B, and B. A bit hearty thank you in a nice happy family reunion way like at the end of North which must be the worst film ever made in the history of the Universe to Iain and Struan Russon, Tim Whitwell, Keith Beetham, Alan Jones and everyone else who took the time to help out.



# MEGA TURRICAN

Are you mad? I am. This game may seem hard but it isn't as hard as if you pause the game then press Up, Up, Down, Down, Left, Right, Left, Right, A, B, and Start. Let's just say that it makes the game more difficult than you would ever believe.



# TIPS PLEASE

Remember that we have changed our address so for free games send in your original cheats to:

MEGA  
CHEATS SECTION,  
MAVERICK MAGAZINES,  
16-17 HOLLYBUSH ROW,  
OXFORD,  
OX1 1JH.



## GROUND ZERO TEXAS

What a bizarre game this is. Lots of fancy shootin' and joypad japery courtesy of Sony Imagesoft. People often say I'm crap when I'm playing this game. Mind you, they say it when I'm not playing it as well. What a stroke of luck that I've just been handed this lovely little tippette on a small brown piece of paper with a picture of Cardiff on it. Or is it

Aberystwyth? I can't tell. Never mind. What it says is "Press C, B, A and Start when watching the 'game over' credits to see a

secret scene. Signed, everyone in Wales who all think you're crap as well". What a nice bunch of lads, eh?



### GOLDEN AXE 2

- Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.
- Press A, B, C and START on the title screen, select options, keep holding A, hit B and C again, move to the exit, keep holding A and hit B and C until you get to character select. Hold A and UP and hit B and C. Now you can choose your level.

### GOLDEN AXE 3

- When choosing a character, move the cursor to the character you want to play, and quickly press A four times, START once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.

### GREENDOG

- Here's a level skip. Pause the game, then press C, A, B, A, LEFT and LEFT again.

### HELLFIRE

- Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.

- Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

### HOOKE

- On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

### HUMANS

- Here are some level-select codes:

Level 20 - WDFGNXGRMPN

Level 40 - NSFLLKXBJDFW

Level 60 - YNTBXYJYNWLK

Level 80 - XPMNWJWKNQZC

### IMMORTAL (THE)

- On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.

- In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

- Wait until the level name appears then hold A until the game appears. The game is paused. Release A for invincibility.

### INDIANA JONES

- When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

### JAGUAR XJ220

- Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.

### JAMES POND 2: ROBOCOD

- Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple. Tap for ten minutes of invincibility.
- To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A. B. Pause and you've completed the level.

- On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.
- On the title screen hold the BOTTOM-LEFT DIAGONAL and A and C, then press START for a level select.

- At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

### JAMES POND 3

- At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull LEFT, hold down B and press START at the same time, and a new group of options appears underneath the usual set.

### JOE MONTANA 3

- Enter the code by the side of the team you wish to play as, then add YNTSKBC.
- DLB - Bears CDB - Bills
- HCB - Cowboys SDB - Dolphins
- ZLB - Eagles 4LB - 49ers
- XTB - Giants QDB - Raiders
- RLB - Rams 6LB - Redskins
- VLB - Saints TLB - Vikings

### JOHN MADDEN FOOTBALL

- Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.

### JOHN MADDEN FOOTBALL '92

- Play in the snow: 5504500
- At the end of the final, when the display of the pitch is shown, press UP, C, DOWN, C, LEFT, C, RIGHT, C, UP, B, DOWN, B, LEFT, B,

- RIGHT, B, UP, C, DOWN, C, LEFT, C, RIGHT, C. The screen will display the fireworks.

- Choose the team you'd like to play as in the finals by using the following codes:

Buffalo (vs SF) - BXMM6CM1

Chicago (vs Denver) - CG8YLC1

Dallas (vs Miami) - BDNT6NX7

LA (vs Miami) - CNYQYHL

Miami (vs SF) - B6KKGYOL

New Orleans (vs Kansas City) - B2709V41

Oakland (vs Washington) - CDLL87LM

SF (vs Denver) - B3DFN0SK

Washington (vs Oakland) - CZSK2TMR

### KID CHAMELEON

- At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press E while holding jump and special to warp to the last boss.

### KLAX

- Press UP and LEFT, A, B, C and START on the title screen to make it tougher.

- On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

### 1lx attack chopper

- Here are the codes for VERY HARD.

Majestic Twelve - CBAAEC, Anterior Nova - CBAIEC, Reindeer Flotilla - CBAQHC,

Phoenix - CBCAYGC, Rainbow Veil - CBAAVA, Chess - CBAUA, Lobster Quadrille - CBAQXA, Hen House - CBCEYWC, Desert Two - CBCEBF,

Flaming Arrow - CBCEJE, Plain Aria - CCBCEH, Lobster Quadrille - CBCEZGE,

Reindeer Flotilla - CBCEBVG, Flaming Arrow - CBCEJUG, Hen House - CCBEXG, Lava Lamp - CBCEZWG, Anterior Nova - CDCEANE, Gemini - CDCEIME, Chess - CDCEQPE, Binary

Rainstorm - CDCEYOE, Freedom Train - CDCEA9G, Arc Lite - CDCEY-G, Anterior Nova - CDCEBNA, Reindeer Flotilla - CDCEJMA, Hop

Toad - CDCEPRA, Olympic Torch - CDCEZOA, Lobster Quadrille - CDCEB9C, Grand Theft

Hokum - CDCEJ7C, Flaming Arrow - CDCE7C,

### LOST VIKINGS

- Here are some level codes:

2 - GR8T, 3 - TLPT, 4 - GRND, 5 - LLM0, 6 -

FLOT, 7 - TRSS, 8 - PRHS, 9 - CVRN, 10 - BBL5,

11 - TR33, 12 - VLNC, 13 - QCK5, 14 - PHRO,

15 - C1R0, 16 - SPKS, 17 - JMNN, 18 - SNDS,

19 - TMPL, 20 - TTRS.

### LOTUS TURBO CHALLENGE

- Enter MANSELI on the password screen and you'll qualify every time.

- Enter SLUGPACE for infinite turbos.

### MAZIN WARS

- To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

### MEGA-LO-MANIA

- Here are the codes for some epochs:

2nd - YABDQCYXXSL, 4th - UKBDIFXXSH,

6th - QURBDQYJ7AV, 8th - MECDMAMYXSO,

9th - EKDFECBSYS.

- Final level code: JDDVBVJONH

- Enter the word JOOLS on the password screen for a hidden game of Asteroids.

### MICRO MACHINES

- For infinite lives press B, DOWN, C, DOWN, UP, DOWN, LEFT and DOWN.

- To increase your vehicle's grip press A, UP, B, DOWN, C, LEFT, START and RIGHT.

- To increase the impact of the collisions press C, UP, LEFT, RIGHT, A, B, A then C.

- For more speed press UP, DOWN, A, B, LEFT, RIGHT, C and START.

- For a harder game press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.

- For an even harder game press LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.

### MORTAL KOMBAT

- Press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.

- For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press UP, DOWN, LEFT, RIGHT on pad one, and C, B, A, C, B, A, etc. on pad two.

### NBA JAM

- To change one of the players into President Clinton, go to the bit of the game where you enter your initials then enter AR and simply highlight K but don't enter it. Press and hold START then press A.

- Strong Defence: On the Tonight's Matchup screen tap C five times and on the fifth press keep it held.

- Juice Mode: On the Tonight's Matchup screen tap C14 times then press B and X (you'll need a six-button pad).

### NHLPA HOCKEY

- Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Change your players and go back to the game. When the sin bin time is over, the player(s) will come back. You can now have up to seven players on the ice at one time.

- Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD - Housley, RW - Yzerman,

C - Reonic, LW - Fedrov, LD - Chelios. Now you should always win.

- Plug in two control pads and turn the Mega

- Drive on. Select the one-player mode and select the teams. Press START, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now you can change the line-up.

### PGA TOUR GOLF 2

- To play from the amateur tees in a tournament or skins challenge, do this: Select Tournament Play or Skins Challenge.

- Save your game on the first tee. Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will start on the amateur tees.

### PHANTASY STAR 2

- Continually turn the status screen on and off during action to avoid being attacked.

### Phantasy star 2

- Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.

- Once you have all the Nei items, go to Lutz for the Neisword.

### POPULOUS

- Here are some level-select codes:

100 - CALEOD, 200 - EOAMPMET, 300 - BILQAZOUT, 400 - BADMEILL.

### POPULOUS 2

- Here are some codes:

HUMANOID: Tons more Mana

WIBBLE: All FX in current game

EXPERIMENT: Maximum experience

NOT HALF: Next game is 999

### PUGGSY

- Here are the codes for the worlds:

The Cove - 377 501 370 673 776 117 750 561

240, Red Woods - 377 501 570 673 777 131

700 521 244, Star Lake Fall - 377 503 570 653

775 135 700 101 244, Splitter Town - 337

503 570 656 724 531 750 041 244.

Badger Mill - 117 403 570 656 725 531 700

001 344, Pyramids - 117 413 540 654 627 531

700 001 304, Dark Blade Forest - 112 413 500

650 635 535 700 001 304, Diamond Mines -

152 453 500 650 635 535 740 105 314, Dark

Skull Castle - 340 453 500 650 635 535 763

105 314, Fire Heart - 242 453 500 650 634 535

760 005 114, Aztec Temple - 200 453 500 650

636 575 763 115 114, Racrock Forge - 200 453

500 254 716 571 633 115 154, Raelantis Docks

- 240 653 100 254 314 561 223 117 114.

### QUACKSHOT

- In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat to maximise out your lives.

### RAINBOW ISLANDS

- Press UP, B, DOWN, LEFT, C, A, A, B and C on the title screen for full power-ups.

- On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.

### RANGER X

- Go to the options screen and press A, B, C three times quickly. You should hear a tone. This allows you to select "Easy".

- Pause the game and press UP, DOWN, UP, DOWN, C, LEFT, RIGHT and LEFT.

- When the background music starts up, press B to skip to the next level.

- Here's a level-skip cheat. Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT on pad one. The music should start up again; press B and the screen will fade and start on the next level.

### RB14 BASEBALL

- On the password screen enter RBI

- BASEBALL 4. Do this and you'll get a special passcode.

- Select 00 shurikins at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikins.

### RISKY WOODS

- Play the game and get killed. Enter your initials on the high-score table as FOA and you'll get a level select.

### roadblaster fx

- Press START on the title screen and press UP on the joypad to move to Options Mode.

- Press START to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button A six times, START, and then RIGHT; to enter the demo mode, press A five times and then button B once.

### ROAD RASH 2

- Here are some passcodes. OFUI 347R:

Shurikin TT250, \$20,410, Level 3. OFIA 39TA:

Banzai 7.11, \$19,410, Level 3. OP11 45KO:

Diablo 1000, \$30,810, Level 4. OCTQ 4JAG:

Diablo 1000N, £17,730, Level 4. 0H4R 55OH:

Diablo 1000, \$20,930, Level 5.

- Go to Game Options and enter the Set

Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want. Exit, go to Game Options, then Set

Player Mode. Take turns and you can now start the race with your chosen bike.

● To get hold of the Wild Thing bike press and hold down UP, A and C on the title screen. Press START to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

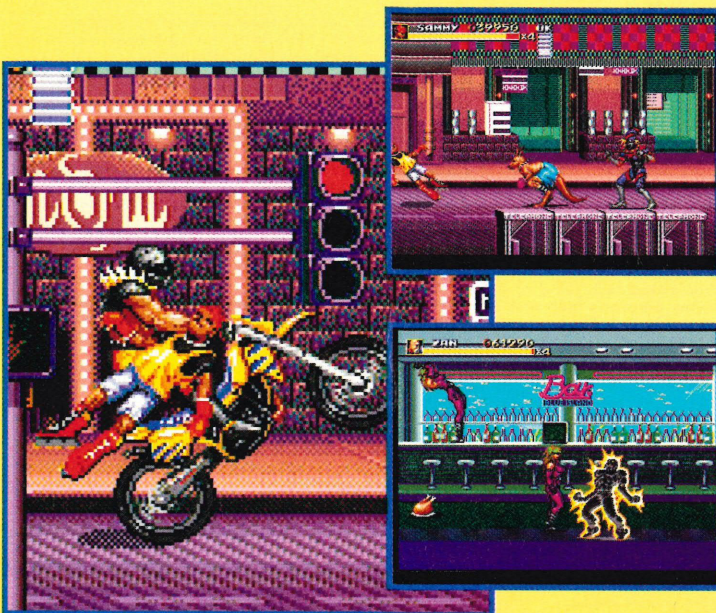
ROBOCOP VS TERMINATOR

- For a weapon-select cheat, pause then press B, A, C, C, C, A, B, A, C, C, C, A and B.

## STREETS OF RAGE III

It may be good and it may be hard, but it is also very long and takes ages to finish even on the easiest difficulty levels. So, if you like your action in short sharp bursts, just like sitting next to Lee, then check out this new level-select cheat that will enable you to play the tough later stages without having to wade through the boring early ones over and over again.

Go to the selection menu and hold down the B button. With 'Option' highlighted press Up and you should hear a chime. Alternatively if you want to have a grand total of nine lives then go to the options screen and press Start. On the second joypad press UP, A, B, and C, and somehow try to press Right on the first joypad. This remarkable feat of contortion and dexterity should reward you with said amount of lives.





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## MEGA TIPS LIST

**VS TERMINATOR**  
• For an incredible \$4 lives,  
pause the game and press the following:  
C, C, A, A, B, B, C, C, A, A, B, B.  
**ROCKET KNIGHT ADVENTURES**  
• When the Konami logo appears, tap DOWN six times, UP twice and  
DOWN twice more for a Very Hard mode. And for a Crazy Hard mode press LEFT four  
times, RIGHT four times, LEFT seven times, RIGHT once, then LEFT once.  
• To replenish your shields, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and  
then START on joystick one on the first demo screen, straight after the Game Arts logo has  
come up, and start the game. Every time you press A on joystick two during play, your shields  
will go up by one.  
• For a stage-select option press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START on the  
opening intro.  
**SONIC**  
• On the intro screen press UP, DOWN, LEFT, RIGHT and then A and START for a level select.  
• Press UP, C, DOWN, C, LEFT, C, hold down A and press START. Play Green Hill  
Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a  
ring. Now find the hidden zone.  
• Finish any act in under 30 seconds for a \$0,000 points bonus.  
**SONIC 2**  
• When you collect a Chaos Emerald, reset the game. Now enter the options menu and press  
START. The game will start again, but you should still have the emerald you collected. You can  
now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super  
Sonic.  
• Go to the options screen and start the game as Sonic and Tails together. Now plug in a  
second pad and player two will be able to control Tails. Tails is invincible.  
• Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and  
17 in that order. When you play 17, you'll hear a ping. Press START to go back to the title  
screen then hold down button A and START to enter a level select.  
• Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now  
select your level and play as normal. When Sonic has collected 50 rings, press B and C together  
and watch him turn into Super Sonic.  
• When the level-select cheat has worked, you can play the game in slow mo by pausing the  
game and holding button B. C will make Sonic jump and A will reset.  
• To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and  
04, then highlight the player select and press START to play.  
• To mess about with the levels, go to sound test and enter the level-select code and play tunes  
1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press START. Your  
score should now be a series of letters and numbers. Button B switches Sonic, button A cycles  
through the sprites and button C places them on the scenery.  
**SONIC 3**  
• Here's the level select. When the SEGA logo disappears and the screen turns blank quickly  
press UP, UP, DOWN, DOWN, UP, UP, UP, UP. If you've done it correctly, you should hear a  
chime. When you reach the title screen press DOWN and you'll see the Sound Test option and  
away you go.  
• Turn Sonic into Super-Sonic by getting the first emerald, then resetting the game and  
grabbing it again and again.  
• If you finish an act in exactly 9 minutes and 59 seconds, you'll be rewarded with 100,000  
points for a time bonus, which will give you two extra lives and a continue.  
**SONIC CD**

• Here's a level select. Press UP, DOWN,  
DOWN, LEFT, RIGHT and B on the title  
screen.

You'll hear a chime, and the level-  
select screen will appear. Also, you can  
press DOWN, DOWN, DOWN, LEFT,  
RIGHT then A on the title screen, and  
you'll be given a soundtest screen.

• If you enter the numbers FM40, PCM12 and  
DA11 on this screen and press START, a new hidden screen  
featuring a once-famous character will appear. When you then press START  
and begin a new game, the score and time counters will have changed into  
hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B  
button. In edit mode, you can move around the level completely at will, change your shape by  
pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any  
time will return you to normal Sonic. Once the cheat has been activated, if you are in time-  
attack mode, you can clear the screen by jumping with A and C together.

**SPEEDBALL 2**  
• Enter LC1L CWAF 06XE ya3q 2bst -is1 gVCV to enter division one.  
• Save your cash for the first few games, then you can buy some better players.  
• Always finish as runners-up in division two, because the play-off game will pay dividends.  
Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200  
points (You (Deluxe) and the Renegades  
will go up a league, and in the second season you should put 350 points past the Renegades.

**SPIDERMAN**  
• Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop  
Mary Jane falling into the fiery pit.  
• On Nightmare mode at the warehouse, climb onto the first pile of crates, swing on to the  
next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start  
crawling.

• At the Sandman, go right to the edge of the screen to collect a full-life power-up.  
• If you're running short of energy, go home and rest. Now, instead of walking out of the door,  
which will start you at the beginning of the level, select the face again and you'll continue from  
where you left off.

• Plug in two controllers. On pad one enter the options menu. On pad two, hold down START.  
On pad one hold down A, B and C. Press UP on the D-pad and you will see the level name  
followed by exclamation marks in brackets. The cheat is now activated. Play the game as  
normal and press START to bring up the normal in-game menu. Now press A to refill your web  
fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and  
C to skip the level.

**SPIDERMAN CD**  
• Here are some passwords:  
2. ELECTRO 6. HELPHINHAND  
3. WALLABY 7. PUBLIC 45  
4. GALLON66 8. KIDNEY2  
5. FALCON499 9. PENCIL6  
**STREET FIGHTER 2**

• After the Street Fighter 2 logo has come up, press DOWN, Z, UP, X, A, Y, B, C on pad one and  
you should hear Ken shout. Press START, highlight Champion mode and press RIGHT to select  
up to five start of speed.

• To pick the same character twice, when you are asked to choose between Match Play and  
Elimination, press DOWN, Z, UP, X, A, Y, B, C on pad two.  
• Press DOWN, Z, UP, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all  
the normal kicking and punching moves for the one-player game.

**STREETS OF RAGE**  
• Press LEFT, LEFT, B, B, B, C, C, C, C, START when Game Over appears for continues.  
• Play to the end with a mate, both say yes to the question, go back to level six, continue to  
the end, and then fight it out for the "bad ending".  
• Move to options. On pad two press and hold RIGHT then hold A, B, then C. Press START on  
pad one and select your lives/level.

**STREETS OF RAGE 2**  
• Here's the level select. Press START as normal on pad one. On the game-selection screen,  
move the cursor down to options. Press and hold buttons A and B on pad two, then press  
START on pad one. Now choose your level, and play the game.  
• On the title screen hold down RIGHT and button B on pad one. On pad two hold down LEFT  
and button A. Now hit button C on pad two to move to the select screen. Release and start a

two-player game. Now you can both choose the same character.

**SUNSET RIDERS**  
• Set the sound-select option to 0E, then press START and select your player by pressing A.  
When the fellow smiles at you, press A, B, C until the game starts; you'll be rewarded with 100  
continues.

**SUPER MONACO GP**  
• Here is a level-select code:  
Race 16 - Monaco:  
TQJ1 42A3 9050 0000  
000K 0023 4H67 59CA  
BBDE FG9H 0010 0001  
0000 0000 F200 6SDA

• Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish on  
the wet circuit and you'll hold up your head instead of a trophy.

**SUPER MONACO GP2**  
• Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go  
to the race and retire and save your season. Reset the machine and select "Practice Mode" then  
"Image Training" then hold DOWN and A until you get to the "Transmission Select" screen.  
You'll now be driving the Super Hang On Bike.

**SUPER SHINOBI 2**  
• Pause the game then press A, B, C followed by UP and DOWN for a level select.  
• On the options screen, sound select Shuriken then choose 00 shurikins. When the zeros  
coagulate into an infinity symbol you will have infinite shurikins.  
• On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA  
AND GETUFU in that order. You'll now be invincible.

**TAZ-MANIA**  
• Plug in two pads, press A, B, C and START on both of them simultaneously on the title screen.  
Pause the game, press B, then and then unpause the game for invincibility or C then unpause to  
select a level.

• On the Arctic level near the end on a block of ice above some water, jump down to a  
hidden room full of bonus items.

• Plug in two controllers, and when the title screen appears, simultaneously press A, B, C and  
START on both. Begin a game, and when you're ready to skip a level, pause the game and press  
A, B and C together again.

• To become invincible, pause the game and press B. The town the invincibility off again, pause  
and press A.

**TERMINATOR 2**  
• When the words "PRESS START" appear on the title screen, press UP, DOWN, LEFT and  
RIGHT twice. Arnie should say "excellent". Start the game, and, during play, pause. Press B and  
C together and you'll be taken to the end-of-level screen, where you will get a performance  
analysis. THUNDERFORCE 4

• Select zero stock ship on the options menu, move to the exit and hold A, B and C. Press  
START until you're into the game and you'll have 99 lives. If you lose them and continue, you'll  
still have 99 lives.

• Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and  
fall to a secret level.

• The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

• At the end of the game, when you're told to follow the Yellow Brick Road, explore the  
bottom-right and top of the level.  
turtles: The hyperstone heist

**TWIN COBRA**  
• Hit start to get to the green title screen, then press UP, DOWN, RIGHT, LEFT, A, B, C and  
START to see the end credits.  
• For maximum weaponry, pause the game and press UP, DOWN, LEFT, RIGHT and hold A  
while pressing START to resume the game.

**WORLD OF ILLUSION**  
• On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life.  
Get to the end of the level and jump on the die with the four on it. This will take you back to  
the top hat and you'll can collect again.

**X-MEN**  
• Switch the game on and hold DOWN, A and C. On the title screen press START and unplug  
the pad. Plug it into port two and hit START. Plug another pad into port one and hit START  
again. In the Danger Room, choose one of the access panels to the right, open it, and you can  
warp between levels.



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It may appear pleasing to the eye, and it could be very useful to many readers...but it's a pain to write the thing.

## ACTION REPLAY CODES

### BART'S NIGHTMARE

FFC6730001 - Infinite energy  
FFC8020005 - Unlimited bubblegum  
FFC8070005 - Infinite melon seeds

### BART VS THE SPACE MUTANTS

FF01A 40001 - Infinite spray cans  
**BATMAN - REVENGE OF THE JOKER**  
FF3FF 60008 - Infinite lives  
FF978 60008 - Infinite Energy  
FF5D0 1000X - Level select

### BATTLETOADS

FFE04 60005 - Infinite lives (player one)  
FFE00 70017 - Infinite energy (player one)

### BEAUTY AND THE BEAST

FF28950004 - Infinite lives  
FF28A10004 - Unlimited roars  
FF289700FF - Unlimited energy

### BOXING LEGENDS OF THE RING

FFCBB E0040 - Unlimited time

### BUSBY THE BOBCAT

FF023 B0009 - Infinite lives  
FF024 900XX - Level select, XX = level (0 - 13)

FF00E 90059 - Unlimited time  
FF009 20003 - Busby is invincible

### CAPTAIN AMERICA

FF9E8 10007 - Unlimited player one continues

FF9F5 70007 - Unlimited player two continues

### THE CHAOS ENGINE

FF004D0003 - Infinite lives for player one  
FF004F0003 - Infinite lives for player two

## COOL SPOT

FFF51 20000 - Jump higher  
FF777 000CD - Slow timer  
FFF5E 00007 - Invincibility



## DUNGEONS AND DRAGONS

FF10C 500FF - Gives you £280,000  
FF915 A0001 - Cure light wounds scroll  
FF915 A0019 - Resist cold scrolls  
FF915 A005C - Axes  
FF915 A005F - Spears

### ETERNAL CHAMPIONS

0001F04A00 - Allows you to play the UK version on Jap machines  
0001F05500 - Play UK version on US machines

FFABE F0068 - Infinite energy (player one)  
FFAAB B0068 - Infinite energy (player two)

### FATAL FURY

FFD81 60058 - Infinite energy  
FF00B F0049 - Infinite time

### FIFA INTERNATIONAL SOCCER

FFEC3 D0000 - Always win toss  
FFFFC 20001 - Throws in from the centre spot

### FLASHBACK

FFD3D 70005 - Infinite shields  
FFF49 C000X - Level select, X = 0 to 6

### GENERAL CHAOS

FF031 90005 - Infinite medics (player one)  
FF031 B0005 - Infinite medics (player two)

### GHOULS 'N' GHOSTS

FFB04 90030 - Infinite lives

### JOHN MADDEN '94

FFE8C F0003 - Two-minute game  
FFB01 D00FF - Nothing on pitch

### JUNGLE STRIKE

FFF89 50000 - Infinite armour

FF10B 3000X - Level select

FFBE3 100EA - Rotor blades fly separately from the chopper

### JURASSIC PARK

FF005 4000A - Invulnerability

### KLAX

FF0FD D0014 - Infinite lives

### KRUSTY'S SUPER FUN HOUSE

FF0FF 30003 - Infinite lives

### LANDSTALKER

FF104 0000A - Infinite Eke Eke

### LEMMINGS

FFF48 E0013 - Infinite builders

FFF48 B0013 - Infinite floaters

FFF48 A0013 - Infinite climbers

FFF48 C0013 - Infinite bombers

FFF48 D0013 - Infinite blockers

FFF48 F0013 - Infinite miners

FFF48 00013 - Infinite diggers

### MEGA-LO-MANIA

FF156 F0063 - Infinite men

### MICRO MACHINES

FFFFC D0000 - Changes sprites

### MORTAL KOMBAT

FFAB3 10001 - Fight before "Fight!"

FFCB0 20001 - You can "be" Reptile if you select Sub-Zero or Scorpion

FFCC0 20001 - Same as the above for player two

This is a deadcode that only works on the Action Replay II and must be entered exactly as printed, in the same order, or else it won't work at all.

### DEADCODE00

0064CA0500

41F900A100

03421031FC

0001F02A10

1008000005

66F010BC00

40E2080200

00081210E6

4902010007

804111C0EF

D74EF864D0

Play a round and then the game will stop. Then hold down one of the following joypad combinations and press the start button. This will cause your character to change and you can even select some of the extra characters although the game is prone to crash when this happens

A+B+C.....KUNG LAO

A+C+R.....LIU KANG

A+C.....JOHNNY CAGE

A+B+R.....BARAKA

A+B.....KITANA

A+R.....MILEENA

A.....SHANG TSUNG

B+C+R.....RAIDEN

B+C.....SUB ZERO

C+R.....REPTILE

C.....SCORPION

B+R.....JAX

B.....KINTARO

R.....SHA KAHN

NONE.....SMOKE

Owners of the first Action Replay may be feeling a bit left out, so here's some more codes for all the family

FFB6230078 Infinite energy for player one

FFB7130078 Infinite energy for player two

FF4570015 Infinite credits

FFAB960099 Infinite time

FFAAC1000X Background select

FFAABF000X Stage select

00606E0FE Pauses the game

FFEEA40099 Player one has 99 wins

FFEEA60099 And so does player two. Yippee

FFF0250011 Fatality message every time

00661A5555 Unlimited time to perform a fatality

## MUHAMMAD ALI BOXING

FF056 D005C - Power bar stays full

FF056 F005C - Speed bar stays full

FF02A B0001 - Weakens computer opponent

### NBA JAM

FF003 31D31 - All players are invisible

### NHLPA HOCKEY '93

FFC69 50000 - Computer goals don't count

### OUTRUNNERS

FF81C C0040 - Infinite time

### PGA TOUR GOLF

FFD0F 70000 - Hole in one

### PGA TOUR GOLF 2

FF484 1000X - X = number of strokes played

### REVENGE OF SHINOBI

FFE14 50001 - Infinite magic

FFE14 10003 - Infinite lives

FFE13 B0008 - Infinite energy

FFE13 FD032 - Infinite shurikins

### RISKY WOODS

FF11A 5002B - Infinite energy

### ROBOCOP VERSUS TERMINATOR

FF009 C0005 - Infinite lives

FFF08 C0040 - Infinite health

FF003 C0104 - See for yourself!

### SHADOWRUN

0001F04500 - Allows you to play any version on a UK machine

### SONIC 2

FFFB0 48000 - Sonic turns black

FFB01 C0001 - Sonic won't spin when he jumps

## STREET FIGHTER II

0004E C4E75 - No music

00058 84E75 - No fireballs or sonic booms

FF80& 10000 - Player one can't be dizzy

FF82F 10000 - Player two can't be dizzy

FF804 30000 - Player one dies on one hit

FF82C 30000 - Player two dies on one hit

FF80B C000A - Player one fireballs faster

FF833 C000A - Player two fireballs faster



## STRIDER

FFFC0 00003 - Infinite lives

FFA01 E0000 - Invincibility

FFA04 A0059 - Super speed

### SUBTERRANIA

0001F04500 - Allows you to plat the US version on PAL machines

FF00350002 - Unlimited lives

FF5ED50025 - Unlimited fuel

### SUNSET RIDERS

FFCA42001D Maximum power ups for player one

FFCAC2001D

Just so player 2 doesn't feel left out, the same for them too

### SUPER MONACO GP2

FFFC2 B00FF - Go 496 km/h

FFFC0 B0000 - Only one lap in a race



# HOW THE DEVICES WORK...

The Action Replay and Game Genie are cheat devices that slot neatly between any cartridge and your Mega Drive. By entering codes like those printed on this page, you can alter all sorts of game attributes, giving you such useful effects as infinite lives or health and less than useful, but sometimes fun, ones like colour inversions and the like. The Action Replay can be purchased from Datel Electronics (0782 744707) for less than £50 (a penny less to be precise) while the Game Genie, produced by Hornby Hobbies, should be available in most specialised retail outlets. If you have any problems, Hornby can be reached on 0843 235555.

## SUPER SHINOBI 2

FF37E 0000A - Infinite lives  
 FF37E 9000F - Unlimited energy  
 FF37E 30032 - Unlimited daggers  
 FF37E 60006 - Unlimited ninjitsu power  
 FF37A 6000X - Level select, X = level

## SUPER STREET FIGHTER II

003BE602E - Use this code before using any other Action Replay Codes  
 0001F05500 - Allows you to play the Jap version on US machines  
 0001F04500 - Allows you to play the Jap version on UK machines  
 FF80C10000 - Special moves in mid-air for player one  
 FF858B000X - Fight the same opponent throughout the game (player one) 0-F  
 FF803D0090 - Unlimited energy for player one  
 FF80C20001 - Player one bursts into flames when hit  
 FF828A0002 - Player one needs to only win one battle  
 FF80750001 - Extra turbo speed for player one  
 FF82850005 - Stops the countdown timer on the Death Screen for player one  
 FF80B40000 - Every special move has fireballs for player one  
 FF801B0000 - Player one's character is speeded up  
 FF80620012 - No combos, every hit knocks down player one  
 FF81890000 - Removes dizzy starts for player one  
 FF803E0011 - Weird special moves for player one  
 FF80400011 - Low jumps and special moves for player one  
 FF83C10000 - Special moves in mid-air for player two  
 FF828B000X - Fight the same opponent throughout the game (player two) 0-F  
 FF833D0090 - Unlimited energy for player two  
 FF83C20001 - Player two turns into flames when hit  
 FF858A0002 - Player two only needs to win one battle  
 FF83750001 - Extra turbo speed for player two  
 FF85850005 - Stops the countdown on the death screen for player two  
 FF83B40000 - Every special move has fireballs for player two  
 FF831B0000 - Player two's character is speeded up  
 FF84890000 - Removes dizzy starts for player two  
 FF833E0011 - Weird special moves for player two  
 FF83400011 - Low jumps and special moves for player two  
 FF97EB0000 - Start fighting before you are told

## TAZ-MANIA

FFD45 B0003 - Infinite lives  
 FFD4B C000C - Infinite energy  
 FFD03 70002 - Infinite chilli peppers  
 FFD4C B0002 - Invulnerability

## TINY TOON ADVENTURES

FFFB0 B0003 - Infinite energy  
 FFFB0 90002 - Infinite lives  
 FFFB0 F0032 - Gives one special helper each time you pick up a carrot. Switch the Action Replay off at end of level and back on at start of next one  
 FFFB1 10009 - Pick up one helper to pick up infinite helpers

## TOEJAM AND EARL

FFA9290001 Player one has infinite funk

FFA9210001 So does player two. Funking good fun all round  
 FFA9B00001 Infinite Super Giles, whatever the hell that means  
 FFA9F00001 Infinite panics, just like me on deadline  
 FFA9270003 Infinite continues.

## ZOMBIES ATE MY NEIGHBOURS

FFFAA F000A - Infinite energy  
 FFFA8 F00FF - Unlimited keys player one

## GAME GENIE CODES

### AFTERBURNER II

AKYT AAHT - Start on last stage (23)  
 NTNA AABW - Start with 100 missiles  
 AT2A AA6C - Infinite continues  
 YTNA AABW/ATOT AA4T/  
 BJ6A AA26 - Enter the code, change the trigger controls and start the game. You can now change the colour of the game, have infinite rockets and planes.

### ALADDIN

RGJB Y604 - Infinite lives  
 ATCB 0A30 - Invincibility  
 ATBV 0A6G - Infinite apples  
 32CB 0230 - Get hit and gems go up and invincibility

### ALIEN 3

SDXA D9XN - Ripley blows up when she jumps  
 SDXA D9XX - Ripley falls on her face when she jumps  
 AJAW AA75 - Game runs in slow motion  
 KJNA EA3R - Aliens come out of your rifle  
 TJNA EA3R - Strange things happen when you use your rifle  
 NANA EA3R - No bullets but aliens still die  
 BDXA DD3N - High jump through everything, including platforms

### ARNOLD PALMER GOLF

BCRT BE4A - Opponents always par  
 ACRT BE4A - Opponents always birdie

### BATMAN RETURNS

BLYT AA4R - Invincibility  
 NTFA AABL - Start with 99 lives  
 C5GA CAD6 - Start on level 17  
 CMGA CAD6 - Start on secret level two

### BUBSY THE BOBCAT

RERT 86V4 - Infinite lives  
 ADTA 6AAC - Infinite time  
 XF3B CAHC - Each yarn crate holds 99

### CASTLE OF ILLUSION

A5EA AAGE - Intense gravity

### CHUCK ROCK

BEAT EABW - Start with ten lives  
 B5RA AA3Y - Infinite health  
 AYAT EABA - Start on level one zone five

### DESERT STRIKE

RH9T 860E - Master code  
 D32A AA7E - Infinite lives  
 WBST WCGL - Hellfire inflicts 400 damage  
 7E1A AADC - 233 Lives  
 7VET ABGT - 4076 armour  
 6PST W6GJ - 3811 hellfire  
 8BST X7EN - 40688 chain gun

### FATAL FURY

AXAT AA9N - Infinite credits  
 ACTT AAGL - Infinite time to fight  
 EDJT DA40 - All hits are very strong  
 A1JT DA40 - All hits are very weak  
 AGGT AAF8 - One globe required to win  
 GLGT AAGC - 50 globes required by opponent to win

### FIFA INTERNATIONAL SOCCER

A4ST AAEC - When goalie rolls the ball it bounces straight up

### GOLDEN AXE

SA4A BET2 - The A button won't work

### JOHN MADDEN '92

CBEA C6CA - Each quarter lasts 60 minutes

BC7T BE5J - Extra point is worth eight  
 BC6T AAFR - Seven plays per first down

### JUNGLE STRIKE

R13B 861A - Master code  
 D5DT GA7A - Infinite lives  
 AXDA GA3N - Infinite fuel  
 AKFT JA9C - Infinite ammo  
 BGGA GABT - Start with nine lives

### JURASSIC PARK

AVDA AA24 - Infinite energy  
 BVDA AA5G - Infinite lives

### PGA TOUR GOLF

RH9A R62A - Master code  
 CGFT AABA - Golf bag holds 17 clubs  
 EAKA BJ26 - Top 32 make cut

### KRUSTY'S SUPER FUN HOUSE

RJ5A AA7I - Start anywhere with infinite lives

CT5T AAGW - Start with 20 lives  
 SE9A BYZT - Complete bonus room = five lives

### MICRO MACHINES

REHAA60N - Infinite lives in four man race  
 REETA6Y6 - Infinite lives in head to head  
 ATFTA4H4 - Always qualify  
 RYXTA61R - Infinite time in Ruff Trax race  
 AKHTAAH0 - Each race lasts one lap

### MOONWALKER

AACA DA5C - Children restore no energy  
 OACA DA5C - Children take 98% of your energy

### MORTAL KOMBAT

AXDA AA5L - Turbo combat  
 BWXA ACEE - Sub Zero slide = instant fatality

4WXA AC32 - Sub Zero slide = Morph character

### PGA TOUR GOLF 2

REZA 86YY - Master code  
 PZYT BNVE - Three penalty strokes for a water hazard  
 PZYT BLVE - Two penalty strokes for a water hazard

CGPA AADL - 16 clubs plus putter in set  
 FF48F 70000 - Increased difficulty

### QUACKSHOT

AANT AA26 - Jump and Donald's head flies across the screen

### ROAD RASH 2

RH6A 86YJ - Master code  
 ZAST AC58 - Start with \$250,000  
 AEST AAEO - Qualify on Hawaii  
 A2ST AAFB - Start on last race  
 A44T AA5T - No bends in road  
 AC4T AA5T - Road always bends to left  
 BD3T AA8C - Invincibility

### ROLO TO THE RESCUE

R19T R60L - Master code  
 NPVT AACT - Start with 100 lives  
 AB6T AA9N - Mega jump

### SHADOW OF THE BEAST 2

RH9T 860T - Master code  
 LAYT AAH4 - Start with 50 coins  
 A27T PY36 - Warrior jumps higher  
 AKPT NA3E - Hatchet time never runs out

### SHINOBI 3

CJSA EA7G - Infinite energy  
 AX6T AA2E - Infinite credits  
 AT3A EA72 - Infinite shurikins  
 AT1T EA4E - Infinite ninjitsu items  
 CBTT AG48 - Start with 99 lives  
 CBTT AAC8 - Start with one life

### SONIC

DDLT AAGL - Super jump

BDLT AAGL - Mega jump

## SONIC SPINBALL

AW7T4ABL - Unlimited lives

AE8ASN58 - Level two

AJ8ASN58 - Level three

AN8ASN58 - Level four

C Harlton, Clywd



BDLT ABGL - If you jump, you die  
 BDLT BCGL - Cannot jump

### SONIC 2

2LTA CA9A - No spin attack  
 ALTA CA8J - Sonic is invisible and invincible at start of game

### STREETS OF RAGE

BEMT BA7W - Start with nine players  
 AJ4T AA34 - Infinite lives  
 PCXA AK2J - Everything floats upwards

### STREETS OF RAGE 2

AW7T AA7J - Infinite lives for both of the players  
 AL7T AA70 - Infinite continues  
 AERT BALA - Enemies are easier to kill  
 VERT BALA - Enemies are much easier to kill  
 PKFA BN0J - 1up worth three lives

## STREET FIGHTER II

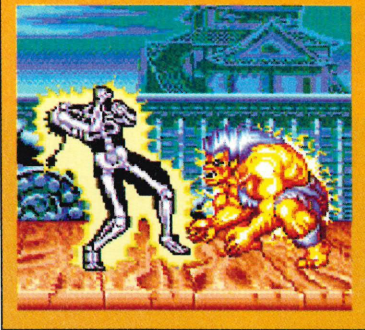
4GGT AAV4 - Press START when playing, for slow mo with a normal pad

AAFA AAFA - There's no collision detection

AADA AAN0 - Everyone looks like Ryu

AAEA AAEO - Player one has no shadow

GLGT AABC - Characters jump to the right



## SUPER MONACO GP 2

RE5T C6Z6 - Position reported as first place

SBFT BAYA - Start on round nine

### SWORD OF VERMILLION

AVET B4VT - Talk to anyone and you DIE!

### TAZ-MANIA

AGGT AAGC - Anything Taz eats blows him up

AAEA 0A30 - Taz ice skates on the ice level

### TERMINATOR 2

RZ8A A6V6 - Infinite lives

RGJA A60C - Infinite energy

### TOEJAM & EARL

GXAA CA4T - Tomatoes stay in mid air until someone hits them

LV8A DT2Y - Disappears in the lift

TD2A AWAJ/6D2A ACAN - Move as fast as jet skates

### TURBO OUTRUN

AACT CA6J - Does strange things to the sound effects

### WONDERBOY 3

96EA BZ2A - Gives you 64,255 continues

### WORLD OF ILLUSION

NNST BA3W - Start with 99 lives

AF6A AAAY - Each card = one life

A92A BTYG - Hits reduce health by four points

### X-MEN

A3YA AA32 - Protection from most hits

BD8A CA34 - Protection from falling

ACJT CAGA - Protection from spikes

B5BA CA7T - Lose no Mutant power when falling

ACKT CAFT - Mutant power does not regenerate

TCKT CAFT - Mutant power regenerates faster

ACKT CEFT - Power regenerates much faster

ACKT CJFT - Mutant power regenerates to full



# TOP 50

MEGA DRIVE MEGA DRIVE MEGA DRIVE

**MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. It's an invaluable buyer's guide for those who take their games seriously, and over the next six pages we'll tell you how to buy most of them for as little as half price**

## 1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um, rather good and lastly we at MEGA love Sensible

Soccer because, er, we love it. OK, they may not be five of the best reasons but they're all true. Words can't do justice to a game

like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it and then you can join the rest of us when we simply sit there smiling, in the

knowledge that this truly is something special indeed.

### SENSIBLE SOCCER

£20/Swap for FIFA - 0224 743392

Swap for Aladdin - 0422 311688

Swap for Madden '94 - 0662 242265

no doubting that it was your own stupid fault, there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

### STREET FIGHTER 2

£45 - 0365 722746

£40 - 0905 795584

£40 - 021 624 1257

£35 - 0206 561276

£35 - 0875 853381 after 6pm

## 2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed in issue 14)

The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine. Mortal Kombat came and went, a whole series of clones have tried it on and failed and through it all SSF2 has remained the undisputed champion of the beat'em-ups. Why? It's simple, really. There are no gimmicky digitised fighters, just straight-forward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to become unbeatable as one character, let alone the master of all 12. The gameplay is faultless, when you hit an opponent you can almost feel it. When you get hit, there's



## WORLD CHAMPS. SEMI-FINALS

ARGENTINA

V

BELGIUM

RUSSIA

V

HOLLAND

ARGENTINA

V

BELGIUM

PLAY MATCH

SAVE/EXIT

ABORT

# TOP 10

MEGA CD MEGA CD MEGA CD MEGA CD

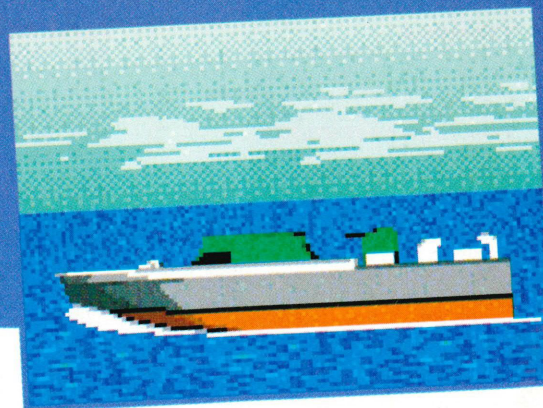
**There are 10 games worth having if you own a Mega CD player. And here they are, in full controversial order...**

## 1. THUNDERHAWK

Core - £49.99

Reviewed in issue 13

Thunderhawk was released last October, but it is still undoubtedly the best game the Mega CD has to offer (mind you, you can expect to see Core's Battlecorps entering this section next month). Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.





### 3. JOHN MADDEN SERIES

Electronic Arts – £44.99

(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of *Madden '92* or '93. Regardless, this is top two-player action.

#### MADDEN FOOTBALL AND E A HOCKEY

Swap both games for *Sensible Soccer* or *NBA Jam* – 0495 724755

JOHN MADDEN '92

Swap – 0777 707039

JOHN MADDEN '93

£25 – 0905 795584

£20 – 0629 733847

JOHN MADDEN NFL '94

£30 – 0360 85489

£30 – 0602 431360

Swap for *NBA Jam* – 0422 311688

Wanted: £30/Swap – 0685 812933

### 2. SENSIBLE SOCCER CD

Sony – £34.99

Reviewed in issue 21

Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of *Sensible Soccer* has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.



### 4. VIRTUA RACING

Sega – £69.99 (Reviewed in issue 19)

God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has

been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest



### 3. SONIC CD

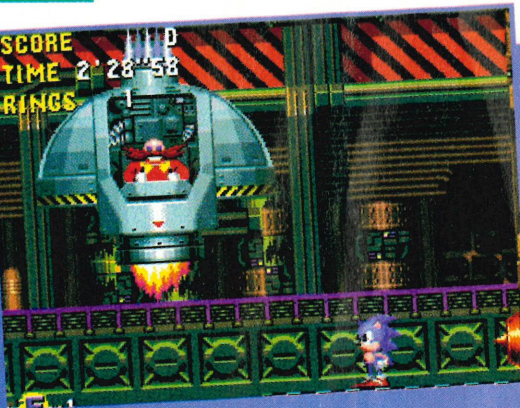
Sega – £49.99

Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with *Sonic 3* really, and it's a lot bigger because there are three different time zones to be

explored if you want to complete the game properly. The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.

Continued on page 76...



that you save up the money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

#### VIRTUA RACING

£30 – 0506 856108

### 5. SONIC 3

Sega – £59.99 (Reviewed in issue 18)

We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway.

Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you *do* finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.

#### SONIC 3

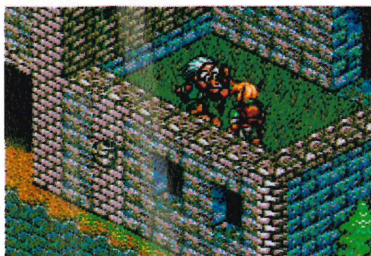
Swap for *NBA Jam* – 081 641 7075

Swap for *NBA Jam* – (Ireland) 074 27437



## 6. LANDSTALKER

Sega - £59.99 (Reviewed in issue 14)



This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.

**LANDSTALKER**  
£40 - 0889 566063 (evenings only)

## 7. NBA JAM

Acclaim - £49.99 (Reviewed in issue 18)

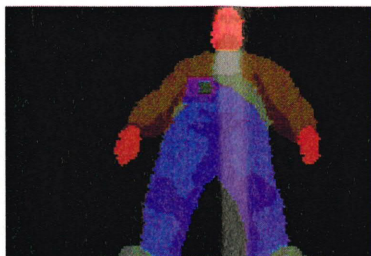


The gameplay speaks for itself in Acclaim's brilliant four-player conversion of the coin-op classic. *NBA Jam* doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to - you'll soon be screeching with delight.

**NBA JAM**  
Wanted: Swap for Skitchin' - 0501 74395

## 8. FLASHBACK

U.S. Gold - £44.99 (Reviewed in issue 9)



There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous *Arnie* film *Total Recall*. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.

**FLASHBACK**  
£25 - 021 624 1257  
£25/Swap - J M Hichens, 64 Victoria Road, Bangor, County Down, Northern Ireland, BT20 5ER  
Swap for *Int. Rugby* - 0501 743950  
Wanted - 071 225 3420  
Wanted: £20/Swap for *Euro Club Soccer* - 0992 760970 (ask for Tony)

## 9. MEAN BEAN MACHINE

Sega - £39.99 (Reviewed in issue 16)

Another variation on the *Tetris* theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it, it's amazingly addictive and fun.

**MEAN BEAN MACHINE**  
£30 - 0204 709076

## 10. MICRO MACHINES

CodeMasters - £34.99 (Reviewed in issue 5)

CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The hazards are even stranger. There are loads of tracks, the challenge is enormous, the graphics are lovely, the gameplay is worryingly addictive and it has a two-player mode too.

**MICRO MACHINES**  
£25 - 0603 737583 (after 5.15 pm)  
£20 - 0202 490276  
£20 - 0202 490276  
£20/Swap for *FIFA* - 0685 812933  
£25/Swap for *PGA Euro Tour Golf* - 0742 448368

## 11. FIFA SOCCER

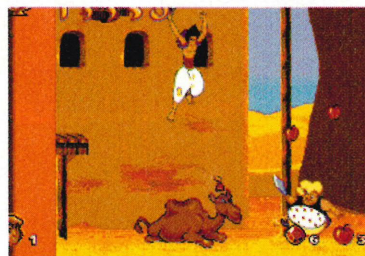
Electronic Arts - £44.99 (Reviewed in issue 15)

*Sensible Soccer* might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).

**FIFA INTERNATIONAL SOCCER**  
£15 - 071 708 3269 (after 6 pm)  
£32 - 0662 242265  
Swap for *PGA European Tour Golf* - 0536 510534  
Wanted - 0603 737583 (after 5.15 pm)  
Wanted: £25/Swap - 0685 812933

## 12. ALADDIN

Sega/Virgin - £44.99 (Reviewed in issue 14)



This beautiful platformer was groundbreaking

when it first came out, but it doesn't quite have the depth of play to keep it right at the top.

**ALADDIN**  
£30 - 0365 722746  
£25 - 0202 490276  
Wanted - 0406 371377

## 13. JUNGLE STRIKE

Electronic Arts - £44.99 (Reviewed in issue 9)

The successor to *Desert Strike* is just what you'd expect. More missions, better gameplay, slightly tarted-up graphics, but most importantly, more of the same classic shooting action. A spiffing blast.

**JUNGLE STRIKE**  
£20 - 0502 539047  
£15 - 081 877 9317  
£15 - 081 853 0709

## 14. TOEJAM & EARL 2

Sega - £49.99 (Reviewed in issue 16)

Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.

## 15. CHAOS ENGINE

Microprose - £44.99 (Reviewed in issue 19)



Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.

## 16. SUB TERRANIA

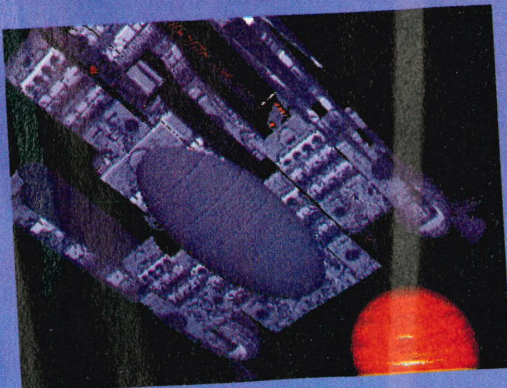
Sega - £44.99 (Reviewed in issue 20)

If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside

## 4. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

Core blesses the Mega-CD with yet another superb game, following up the superlative *Thunderhawk* with a game which looks just as promising, namely *Battlecorps*. Again this is a smart first-perspective shoot-'em-up but rather than piloting the modern-day equivalent of *Blue Thunder* you now strap yourself into a gigantic steel robot known as a Bipedal Attack Machine. Mind you, in essence the game remains the same with loads of action, levels and violence. Excellent fun.

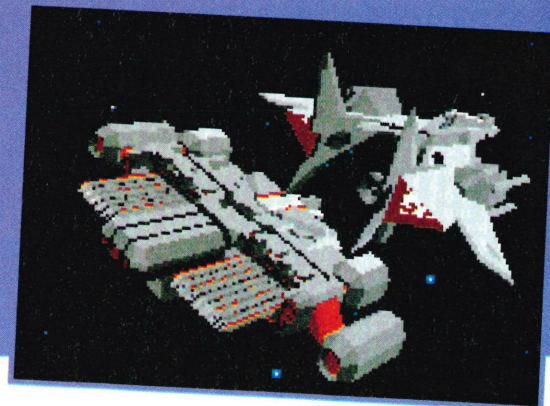


## 5. SILPHEED

Sega - £44.99

Reviewed in issue 13

This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot-'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.





though, this still contains enough classically good gameplay to pull you in time after time.

## 17. F1

**Domark – £49.99 (Reviewed in issue 11)**  
Considering this lacks any of the custom chippage of *Virtua Racing*, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to *Virtua Racing*. You won't be disappointed.

### F1

£25 – 0323 894569  
£20 – 0257 254219  
Wanted: £35 – 0900 817786

## 18. PGA TOUR SERIES

**Electronic Arts – £44.99**  
(Latest version reviewed in issue 18)  
Technically, these games are looking a tad dated now, but as far as getting in a damn good round of golf goes, they're the business.

### PGA TOUR GOLF

£20 – 021 624 1257  
**PGA TOUR GOLF 2**  
£20/Swap – J M Hichens, 64 Victoria Road, Bangor, County Down, Northern Ireland, BT20 5ER  
Wanted – 071 225 3420  
**PGA EUROPEAN TOUR GOLF**  
£25 – 0360 85489  
Wanted: £30/Swap – 0685 812933

## 19. ROAD RASH 2 (INC. ROAD RASH 1)

**Electronic Arts – £39.99 (Reviewed in issue 4)**



Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to

pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner.

### ROAD RASH

£20 – 0778 347150  
£20/Swap for *Sonic Spinball* – 0273 701326  
Swap – 0406 371377  
**ROAD RASH 2**  
£15 – 0602 260581  
Swap for *Mean Bean Machine/Mortal Kombat/ToeJam & Earl 2* – 031 229 1969

## 20. NHL HOCKEY SERIES

**Electronic Arts – £44.99**  
(Latest version reviewed in issue 12)  
Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again, EA's expertise in producing sport sims has given us an exciting simulation of the real thing.

### NHLPA HOCKEY '93

Swap for *Super Baseball 2020* – 0536 510534  
**NHL HOCKEY '94**  
Wanted: £30/Swap – 0685 812933

## 21. JUNGLE BOOK

**Virgin – £44.99 (Reviewed in issue 20)**



"If it ain't broke, don't fix it," as they say. *The Jungle Book* is basically *Aladdin 2* if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.

## 22. LOST VIKINGS

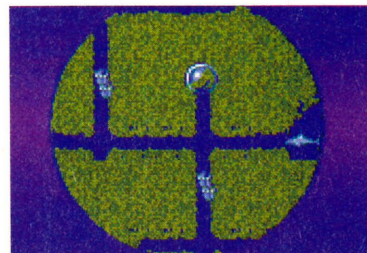
**Virgin – £44.99 (Reviewed in issue 16)**  
As lost vikings go, these guys are pretty bloody lost, and a good job too, because it provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled.

## 23. LEMMINGS

**Sega – £39.99 (Reviewed in issue 2)**  
Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. Oh, this game's utterly and totally brilliant by the way.

## 24. ECCO

**Sega – £39.99 (Reviewed in issue 6)**



Opinions are divided about this game, but on the whole everyone loves it. Considering the complete lack of action and violence in the game, this is really quite a riveting title. And the animation is fantastic.

### ECCO THE DOLPHIN

£25 – 0905 795584  
£20 – 0709 872596  
£16 – 0690 760325  
£25/Swap for *FIFA* – 0685 812933  
Swap – 0406 371377  
Swap for *F-15* or *F1* – 0343 542582  
Swap for *Ultimate Soccer* – 0501 743950  
Swap for *Shining Force* – 031 229 1969

## 25. STREETS OF RAGE SERIES

**Sega – £49.99**  
(Latest version reviewed in issue 20)  
The SOR series won't go down in history as great games, but if you're after good solid scrolling

beat-'em-ups, they represent the best there is.

### STREETS OF RAGE

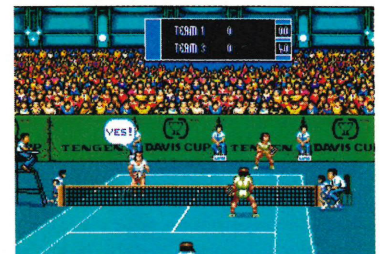
£18 - 0980 862577 after 6pm  
Swap SOR II for *Tiny Toons*, *Lost Vikings*, *Rocket Knight*, etc - 0383 831653  
Swap SOR II for *Mega-Lo-Mania*, *Power Monger*, *Rocket Knight* etc - 0229 822723

## 26. QUACKSHOT

**Sega – £39.99**  
Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!

## 27. DAVIS CUP TENNIS

**Domark – £39.99 (Reviewed in issue 12)**



As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat.

### DAVIS CUP TENNIS

£25 – 855581 after 6pm

## 28. COOL SPOT

**Virgin – £39.99 (Reviewed in issue 9)**  
Yep. It's Dave Perry again. Still, there's no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.

### COOL SPOT

£20 – 0202 490276  
Swap – 0777 707039

## 6. LETHAL ENFORCERS CD

**Konami – £54.99**  
Reviewed in issue 15  
We've already covered this in the Mega Drive Top 50, but basically, this excellent reproduction of the coin-op works just as well on CD. This version comes with the same practical, functional light gun, plays just as frantically, sounds even better than the cart version, and can be bought for £10 less. It's a winner all round really. It's not mentally taxing in any way whatsoever but it is an horrendous laugh to play. It brings out the crap American gun-toting cop in everyone, which, let's face it, is no bad thing.



## 7. FIFA INTERNATIONAL SOCCER CD

**Electronic Arts – £34.99 (Reviewed in issue 23)**  
*FIFA International* gets the CD treatment in this, an updated (but still not as good as Sens version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed, with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.





## 29. HELLFIRE

Sega - £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful *Sub Terrania* has. Still flipping superb though.

## 30. MORTAL KOMBAT

Acclaim - £39.99 (Reviewed in issue 11)

A bloody close conversion of the impressive coin-op, this equally impressive conversion simply doesn't have the range of moves and the immense playability of the supreme Street Fighter II. The graphics are gorgeous though, and Mortal Kombat II promises to be far superior.

### MORTAL KOMBAT

Swap for *NHL '94* or *J Madden '94* - 0501 743950  
£20 - 0875 853381 after 6pm  
Swap for *Mega-lo-Mania*, *Power Monger*, *Micro Machines* etc - 0229 822723

## 31. ROLO TO THE RESCUE

Electronic Arts - £39.99 (Reviewed in issue 5)

And as if *James Pond 3* wasn't good enough, *Rolo To The Rescue* is another bloody fab non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

### ROLO TO THE RESCUE

£20/Swap for *PGA Euro Tour* - 071 237 2354

## 32. TINY TOONS

Konami - £44.99 (Reviewed in issue 8)



Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc".

### TINY TOONS

£20 - 0905 795584  
£25/Swap for *FIFA* - 0685 812933

## 33. SHINING FORCE

Sega - £49.99 (Reviewed in issue 10)

If you're the sort of saddy who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then this is right up your alley-type thing.

## 34. MEGA-LO-MANIA

Virgin - £44.99 (Reviewed in issue 6)

Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.

### MEGA-LO-MANIA

£20 (ono) - 0934 522356  
£15 - 0502 539047  
£23/Swap - 0603 737583 (after 5.15 pm)  
£20/Swap - 0703 893438

## 35. LETHAL ENFORCERS

Konami - £64.99 (Reviewed in issue 15)

So it's £65 but you get a top arcade conversion and a light gun that's a whole heap more useable than that Menacer thing. And you get to shout rock hard things at the screen like, "Eat lead" and "Let's see you knit that Aran sweater Grandma".

## 36. SONIC 2

Sega - £39.99 (Reviewed in issue 2)

See *Sonic 3* entry at number 5, then remove some of the difficulty, neat visuals and that new yellow evil Sonic lookalike and you'll be left with this.

### SONIC 2

£20 (ono) - 0934 522356  
£17 - 0202 490276  
£15 - 071 708 3269 (after 6 pm)

## 37. RAINBOW ISLANDS

Taito - Import

Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.

### RAINBOW ISLANDS

£30 - 0202 490276

## 38. DESERT STRIKE

Electronic Arts - £39.99

Everybody should know what this is all about. Still, it's an isometric 3D multi-level helicopter combat game based on the Gulf War and it's not quite as good as its sequel, *Jungle Strike*.

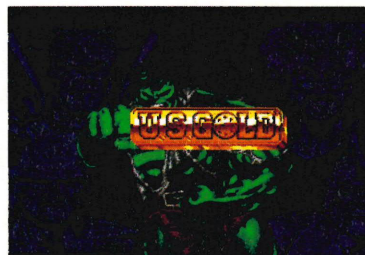
### DESERT STRIKE

£20 - 0689 824923  
£15 - 0720 23137

## 39. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)

The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one.



## 40. ROYAL RUMBLE

Acclaim - £44.99 (Reviewed in issue 14)

Acclaim's WWF games wildly vary in quality, but fortunately, this particular Mega Drive cart manages to use the subject matter to quite entertaining effect. It's not by any means a technically accomplished beat'em-up but all the

varied moves are nicely implemented and above all, it's very amusing to play indeed.

### ROYAL RUMBLE

Wanted - 0603 737583 (after 5.15 pm)  
Wanted - 071 225 3420

## 41. GOLDEN AXE 2

Sega - £19.99



*Golden Axe* is over the hill, *Golden Axe 3* is appalling, but fortunately, *Golden Axe 2* was, and still is, quite smart.

### GOLDEN AXE 2

£13 - 0202 490276  
Swap for *Olympic Gold/Ulimate Soccer* - 031 229 1969

## 42. ZOMBIES ATE MY NEIGHBOURS

Konami - £44.99 (Reviewed in issue 14)

*Zombies* is a strange game, full of bizarre adversaries (such as giant killer babies) but it's this quirkiness that lifts it above being simply another standard *Gauntlet* variant.

## 43. SONIC SPINBALL

Sega - £44.99 (Reviewed in issue 15)

A Sonic game with a challenge and with a pinball theme - a heavenly fusion as far as the MEGA team are concerned. Pinball purists will be slightly put off because a rolling Sonic can't really take the place of a silvery ball, but frankly, this game shows that innovation and ingenuity are still alive and well.

### SONIC SPINBALL

£30 (ono) - 0934 522356

## 8. LUNAR THE SILVER STAR

Working Designs - £49.99

Reviewed in issue 18

This is not destined to go down in the history books for its contribution to the role-playing genre but it's still a fine example of its type and provides a solid, if formulaic, adventure spruced up with a healthy helping of Anime-style Japanese animated sequences to enhance the story-line. Not *Landstalker*, but a good attempt.

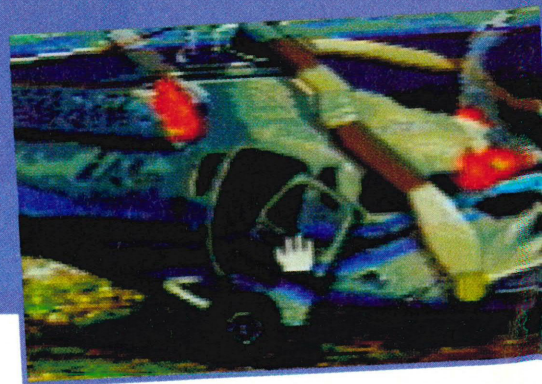


## 9. JURASSIC PARK CD

Sega - £44.99

Reviewed in issue 18

Big licence, logo-slapped-on-the-front-end, platform game, crap vague plot references from the movie. Same old story...but wait! What's this. Decently shot and acted full-motion video, nice rendered views of each of the locations, a well-structured adventure scenario, shooty action sections and a completely original plotline that carries on where the feature film left off. OK, it's not the most difficult adventure ever written but we don't care, because whoever wrote it bravely transgressed the unwritten law that all film licences should be crap and unoriginal.



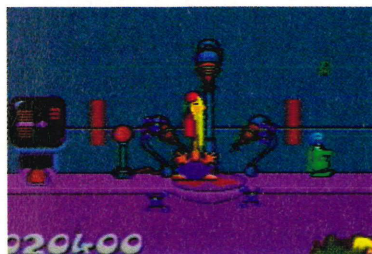


#### 44. DRAGON

Virgin - £44.99 (Reviewed in issue 22)  
Well, who'd have thought it? A beat'em-up that actually diverted our attention from SF2 for a while. The developers steered right away from the Street Fighter formula and managed to use techniques other than fireballs and special moves galore to make this a challenging and long-lasting experience.

#### 45. BUBBA 'N' STIX

Core - £44.99 (Reviewed in issue 19)



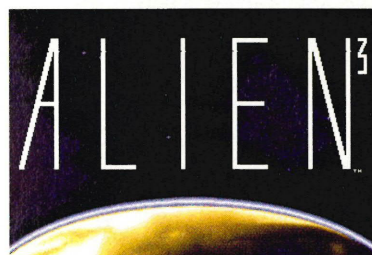
This game will probably be forgotten before long, which is a shame, because this is Core's best platformer to date. Cartoony, platformy, puzzley, challenging, and original.

#### 46. FATAL FURY 2

Takara - £39.99 (Reviewed in issue 23)  
Yet another contender for the Street Fighter throne, but again not even coming close to Capcom's classic. Thankfully it's better than the first effort, being faster and graphically more impressive as well as featuring a bundle of new moves plus a whopping seven new characters. Still, compared to SSFII it's crap.

#### 47. ALIEN 3

Acclaim - £39.99



Came out just before MEGA was born, so take our word for it now that it's a very hard, very

violent, very exciting platform blaster. And the bleak visuals kind of capture the atmosphere of the film quite well too.

**ALIEN 3**  
£16 - 0690 760325  
£15 - 0720 23137

#### 48. SHINOBI 3

Sega - £39.99 (Reviewed in issue 13)  
Slightly unfriendly initially, but once you get into it, this is a stormingly good shuriken'em-up. There's also a lot of variety between sections (there's a good horse riding level too). So if you've ever fancied wearing a flannel over your head and throwing sharp things at people, this is a splendid place to do it.

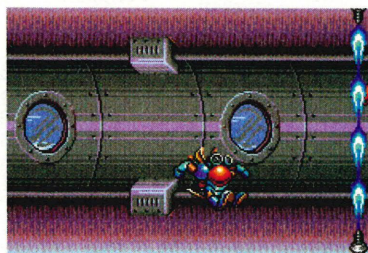
**SHINOBI 3**  
£10 - 0737 352627

#### 49. F-15

Microprose - £44.99 (Reviewed in issue 12)  
Look, it's not that brilliant really, but it's OK. And to be honest, it's the only flight sim you're ever likely to want to play on the Mega Drive. So if you fancy some in-flight entertainment, book a holiday to Greece and chat up the air stewardesses...er, no, actually, give this a go instead.

#### 50. ROCKET KNIGHT ADVENTURES

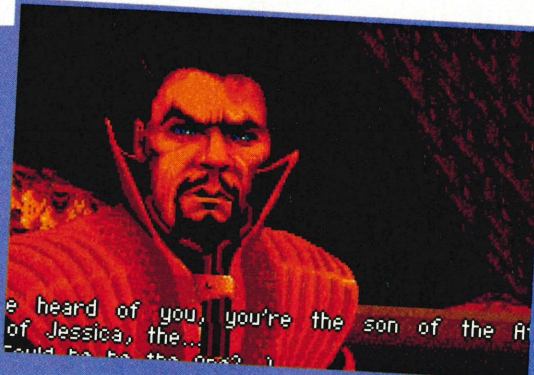
Konami - £44.99 (Reviewed in issue 12)



Konami is great at producing shoot'em-ups, and this is no exception. But good though it is, there's something lacking. Great main character (Sparkster\*), great graphics, it's crammed with nice touches, but it doesn't quite have the pizzazz of other Konami carts.

#### 10. DUNE CD

Virgin - £44.99  
Reviewed in issue 14  
This is a conversion of a PC title, and it shows. It's basically a role-playing game, and while initially confusing, an involved and entertaining plot slowly unfolds and is made all the more convincing by nice graphics, fantastic in-betweeny flying scenes and some FMV from the film, which is cunningly reproduced in black and white lines making the quality very good indeed. So much for having to spend £1,000 on a machine that takes several days to load a game.



## OTHER CARTS FOR SALE

If you're after a game which does not appear in our Top 50, you may well find it on offer in this listing. If it's not here, your best bet may be to take out a "wanted" ad in the next issue of MEGA. Simply fill in the form at the bottom of this page to get your free reader ad

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# CHRISTMAS

Santa comes but once a year, but hey, that's more than me so who is he to complain? Yes folks, soon the Christmas Spirit will descend and bring joy and happiness to those who aren't still indulging in the Christmas spirit left over from last year.

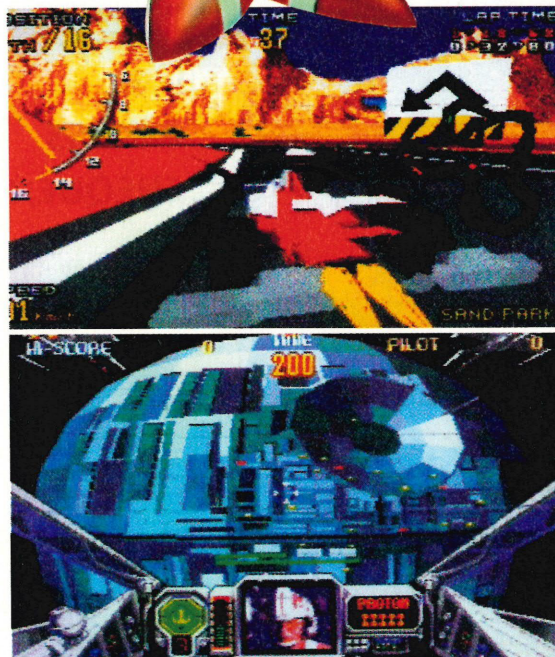
The question is, what goodies will be lining your Christmas stockings? I don't

know about you but we are looking forward to a sack load of 32X games to fall down

the office chimney. What a

lucky lot we are as next month we will bring you previews and reviews of the gore fest known as Doom; the Sci Fi fan's wet dream, Star Wars, and others such as Virtua Racing Deluxe and Metal Head. I'm busting in the trouser department already.

Can you wait? I can't.



## RICH'S FIVE

### WORST

Getting blown out

Working very late every night

Moving house yet again

Having to miss out on the chance of meeting Dani Behr (boo hoo!)

Phone music that plays when you hold

### BEST

Getting blown in every other possible way except 'out'

Using obscure Park Life quotes where ever possible

Being taken out for a meal twice in one day

Actually receiving a parcel after being told "It's in the post"

Mr Daniels finest

More charts next month. We welcome your suggestions.

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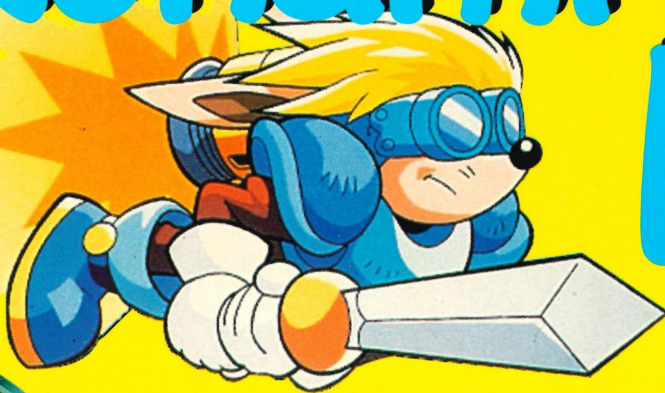
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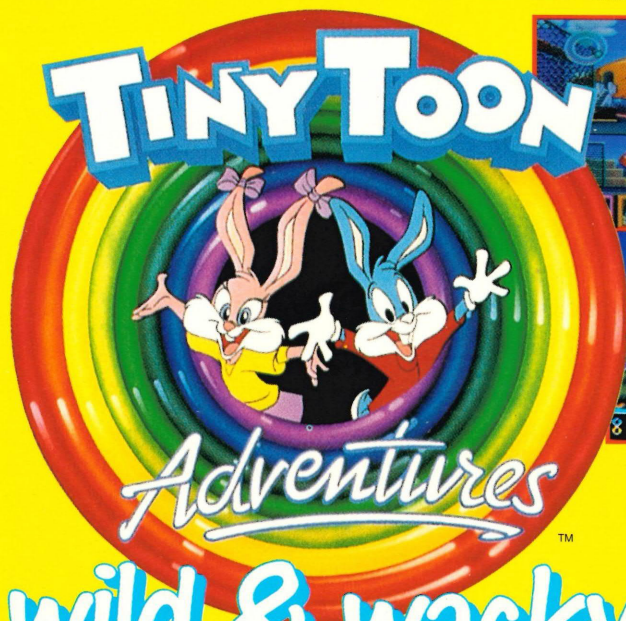
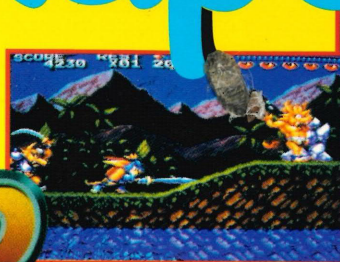
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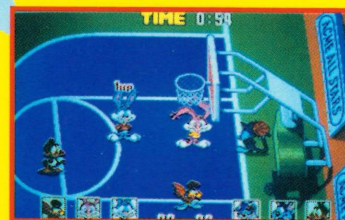


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