

A DIFFERENT KIND OF MEGA DRIVE MAG

MEGA ACTION

FEBRUARY 94
ISSUE 10 £1.75

WITH
MEGA
CD
TOO!



Sega's
'Saturn': Is it
the next
generation?

SONIC 3



The Spiky speedster
returns in this all-new
threequel. Are Sega taking
things one step further or
re-treading old ground?
Find out inside this
packed issue!

Also featured:

Eternal Champions



Steven Seagal

Bubba 'n' Stix

Prince of Persia



Ryan Giggs' Champions



Dinosaurs too
tough to handle?
Jurassic Park
cracked inside



100% MEGA DRIVE



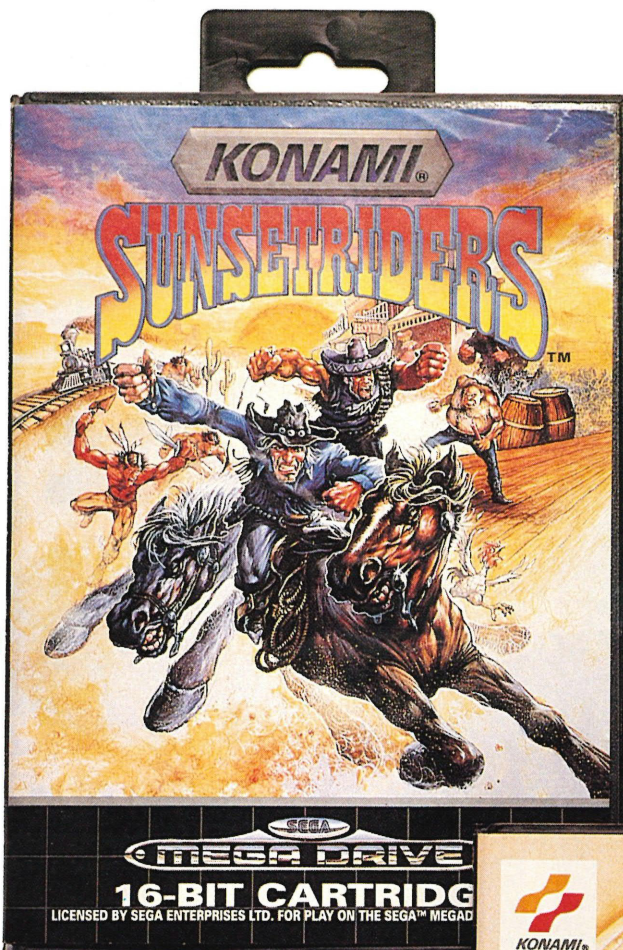
KONAMI

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.

MEGATECH 87%

Very impressive SEGA PRO 87%



ROCKETKNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. **MEGA ACTION 94%**

RKA is possibly the best game on the Mega Drive ever. **GAMESMASTER 92%**



MI KRED!"



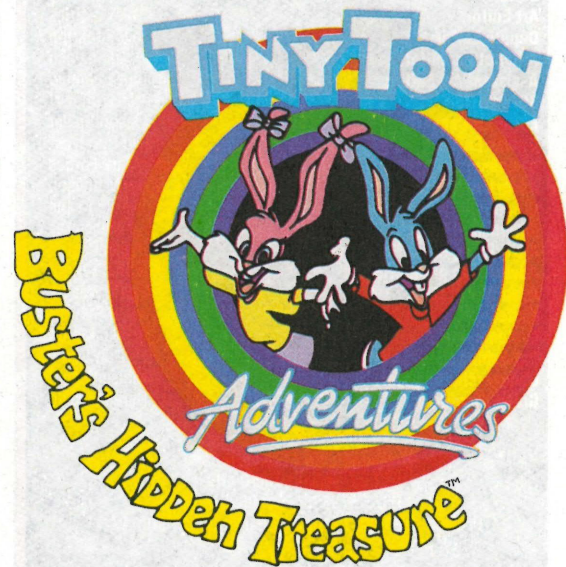
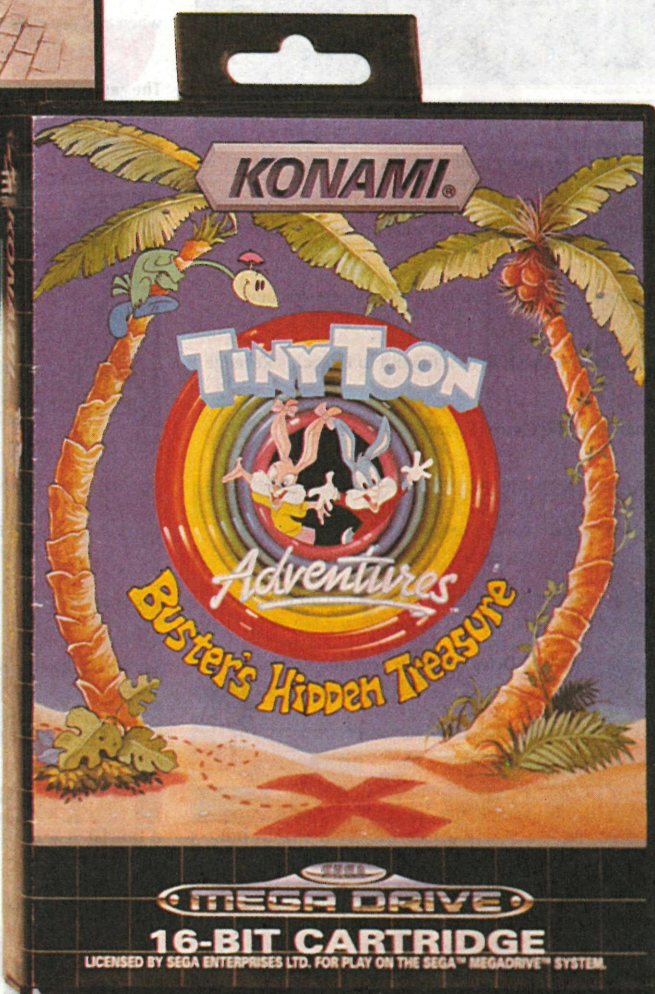
TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. **SEGA PRO 87%**

Turtles really is a visually stunning game

MEGA TECH 87%

SEGA
MEGA DRIVE
16-BIT CARTRIDGE
A ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGADRIVE™



One of the best plat-formers
ever. *Megatech 95%*

a fast paced platform game
that is similar to Sonic,
but....better fun.

*Mega Drive Advanced
Gaming 93%*

MEGA



And yet another edition of Mega Action magazine hits the streets. It's been a bit quiet on the release front but there has been plenty of information flooding through about the goodies that will arrive throughout 1994. Simply flicking through the pages will give you some indication of how packed this issue actually is. If you're still in the shop what are you waiting for? If not then thank you for buying the mag. We know you'll like it!

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WORLD NEWS

There's more news than ever before in this issue. Three pages of juicy gossip and an extra taster from across the other side of the Atlantic. There's no stopping Jason Spiller when he goes abroad and this is a taster to his full report.



CARTRIDGE SECTION

To make your favourite read yet even more enjoyable we've sectioned off the cracking carts and corking CD stuff from each other. This month swoon to the princess-rescuing antics of the Prince Of Persia, flip out to Dragon's Revenge and marvel at the Eternal Champions of Sega...

SIMPLY SONIC

This month's main cover story is Sonic the Hedgehog 3. Inside you can find all the latest information on the game set to take the Mega Drive by storm next month. Have Sega done it again or is this just one too many?

THE CONSOLE WARS

Ever wondered how everything started / Why exactly is it that you now have a console sitting there in the corner. Paul digs deep to find out how it all began and casts a speculative eye on the possibilities of the Saturn.



MEGA CD SECTION

The CD system has finally took off in a big way (despite some people's early criticisms!) and sales will go sky high when you see Ground Zero Texas. It will blow your mind. The review is at the start of our new section.



OVER THE EDGE

Burton's back with his own section of lifestyle mayhem. If you want to know what's hot and what's not then give it up for the big BB. Respect. (I think that's right, but you never know. I can't quite get the hang of all this fly talk).

MEET SKELETON KREW

A special look at a forthcoming Core Design project with Paul reporting back on his chat with the team behind Skeleton Krew. He even came up with some exclusive artwork. Now that's what I call journalism!

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HARD TO KILL
That Steven Seagal bloke's a bit hard isn't he! TecMagik are pretty pleased with their Steve Seagal game and rightly so. Find out how they put it all together. How they filmed the man himself and digitised his every movement.

STOP THE PRESS
Okay, okay! It's about time you found out exactly who we are and what we're about. This little feature will describe to you in obscenely intimate detail (almost) exactly just what goes into producing a computer magazine.



READER SURVEY
It's time to discover all about you know. At first we wondered how to do this. Steve's first idea of sitting outside your house with a pair of binocoulours was scrapped because we don't know where you all live.

DR BARRY DIABLO
He's back. Our very own southern spacehead returns with more tips and cheats than you can shake a stick at. The Golden Joystick winner delves deep into his sack to answer your queries and problems regarding the games you're well stuck on and gives his unique replys. He's so good he's even going to have a sponsor. More of that inside.

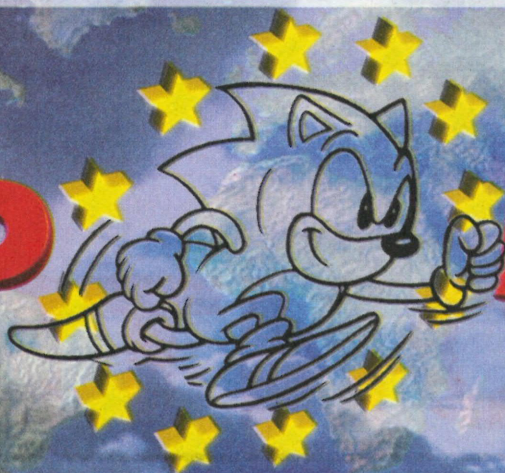
JURASSIC PARK GUIDE
This monstrous game that came from the great film gets cracked wide open by Barry and his superior mapping technology. Can nothing stand in this guys way? No game is too hard for our Gamesmaster-conquering hero! Finally find out how to outwit those devious dinos!

MEGA WORKSHOP
Mission: Give Glen a load of games of the same ilk. Objective Make Glen swear a lot! Result: This month's Mega Workshop. Our guide to games this month takes a long, hard look at American Football. This test is so in-depth Glen had to use a periscope to find his way out! The likes of the workshop can only be found in Mega Action.



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WORLD NEWS



O-o-o-ps

It can't possibly be time to do another column already. I only finished the last one five minutes ago. Anyway, hello and welcome to Issue 10 of Mega Action. We're glad you could join us once again, or if this is your first time then just lie back and don't worry. The next few minutes will be a completely new experience and one that we have every confidence you'll like. It's only my second month here too and I'm just beginning to get into the swing of things now after the festive frolics. So if you want to see anything changing now's the time to make your stand while I'm still in a good mood!

Speaking of which this is an important issue for you and us both as within the pages is a lovely Reader Survey. Please help us to supply

what you want by filling this in and popping it back in the post for us. When we've got 'em all in we'll stick them in a basket and draw three out. These three will get a game of their choice. For more details, read the pages and get filling in.

In the meantime take a look through the pages and write and tell us what you think. There are a few interesting features this month that examine how and why we are here today and we also give you a long overdue introduction to the people behind Mega Action and an insight into how it's made each month.

We're going to find out about you in the survey so maybe you should find out about us too.

There, for a mere £1.75 you couldn't really ask for a more packed issue! Enjoy the mag and we'll see you next month.



Toe Jammin'

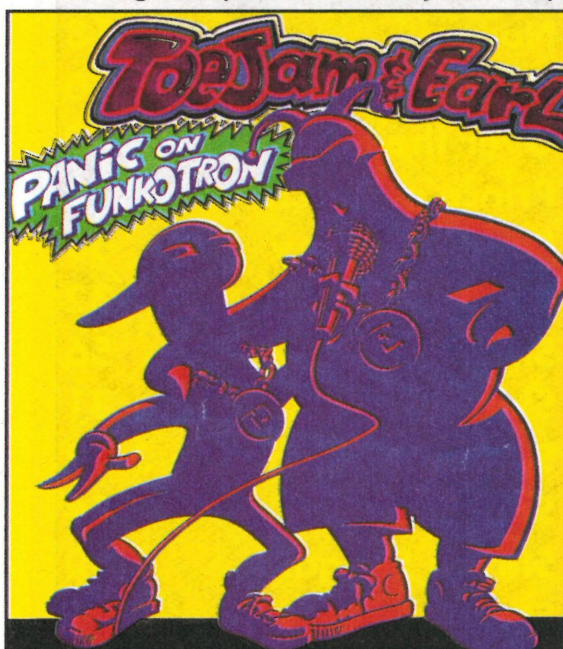
Oh dear. We received this flyer through the post and can only

assume that it means that a ToeJam & Earl hip-hop single is well and truly on the way. We've had Sonic, Mario, Tetris and Lemmings records and let's be honest, none were particularly very smart or clever so we're not holding out much hope for this turning into the rap sensation of the year.

Stranger things, though, have happened in the past. You never know do you? House of Pain and Cypress Hill watch out. Boom shakalak Boom!

More next month when we've heard it! We'll be needing a record review column in Mega Action before long. If you see it then it's probably worth buying for laugh value alone. I can't see it on TOTP though!

◀ This is the flyer for the new Toe Jam & Earl smash hit rap single due out in the shops very shortly indeed.



"A new dimension in hip hop"

Available in all good record stores from January 94.

DRAGON HELPS THE HOMELESS

The release of Dragon's Revenge from Tengen this month (Dragon's Revenge is reviewed elsewhere in this issue) will also aid the charity for the homeless - Shelter. The Dragon's Revenge Mail Challenge will take to the streets and arrive at major shopping centres nationwide.

At every location the "challengers" will come together to play Dragons Revenge for charity. The player who gets the most points will be declared the winner (rather obvious point that one!) and will receive a big bundle of goodies from Tengen. As well as this they will have their points total converted into pounds (although in what ratio we don't know!) which then gets donated to the charity. A nice touch that, it raises public awareness about the product and supplies lots of cash for a good cause.

Tengen's marketing manager, Jeff Tawney, was at the CES at the time of going to press but has been quoted as saying "We wanted to take Dragon's Revenge out on the street and get the kids to experience the superb gameplay at first hand. Hosting a challenge is an effective means of doing this. The link with Shelter is already arousing a good deal of interest amongst the media, including TV and radio and we're confident there will be a very positive turn out."

If you're interested in joining this positive turn out then check out this list of the shopping centres staging the event.

Meadowhall, Sheffield - February 14
Arndale, Manchester - February 15
Merryhill, Birmingham - February 16
Capital, Cardiff - February 18
Metro, Gateshead - February 21

Dates for other centres have still to be confirmed but watch out at a centre of commerce near you if you want to take part in the proceedings.



Rebel without a CD

Already doing the rounds on the PC is Rebel Assault on CD from LucasArts. The Mega CD version is well on the way and things should end up being pretty similar in most respects. Without a doubt the game is the most visually and aurally impressive title for home computers and there is absolutely no reason as to why this version shouldn't raise the same amount of eyebrows. You

play the part of a young rookie pilot fighting for the rebels. Once through the training there are a series of complicated missions to get through fighting against the Empire. It's stunning but it still seems to be one of those games you either love or hate. Anyway, you'll be able to find out more, and exactly how it fares, in the very near future in the pages of Mega Action.

Chaos Creator

The Chaos Engine was a highly successful Home Computer game originally developed by the Bitmap Brothers. The Mega Drive version has been picked up by MicroProse and is virtually ready for release as we speak. Taking control of a ruthless mercenary you must wind your

▼ The Victorian design certainly gives Chaos Engine the edge in atmosphere creation.



way through the various areas blowing everyone away, finding the sections with keys in and ultimately blowing up The Chaos Engine machine that is ruling the world or something like that.

One of the novel features is that an independent computer character comes along for the ride too. You choose your partner and they also tag along through the wastelands blasting the enemies.

This other character has a high artificial intelligence and will act quite independently and intelligently. He won't get himself worthlessly trashed by everything that moves on the screen. If a situation is dangerous, he won't go near it.

The scenario is very Victorian with hi-tech weaponry and the atmos-

phere generated works a treat. It was a super blast 'em-up on other formats and there's no reason to believe it won't repeat its success when it is released on the Mega Drive soon.

Watch out for a full preview next month and a review the month after. See you there for what promises to be the best Commando style game on the Mega Drive to date.

MicroProse have got a good title here so expect something a little special from them.

▼ Wandering around the landscape and blasting things is the aim of this little game.



Cheeky beggars

This made us smile when we saw it the other day. There's nothing like a stinging advertising campaign and to their credit Commodore have come up with a corker. If you examine the photograph closely you will see that on the left we have Sega's UK headquarters whereas on the right is a huge billboard proclaiming the legend "To be this good will take Sega ages!". A bold statement and indeed one that has doubtless raised a few chuckles with passers by.

Whether this will force a reply from Sega is unknown but it's unlikely anything will better this.

We don't know if this is the only copy of this advert. If you've seen it in any other positions of interest around the country then why not write in and let us and everyone else know where it is.

The cheeky Commodore add taking a swipe outside Sega's UK headquarters.



Book of Champions

By the time you read this you could already have your copy of Eternal Champions from Sega (reviewed elsewhere in this issue!). Virgin have just announced their launch of a companion book to go with the cartridge that will help players out no matter which of the characters they choose to play with.

Every detail, including special moves, defensive and attack strategies and all sorts of other little goodies, are tucked away for all to read. In fact The Official Power Play Guide will be the only place to find every detail fully explained.

The guide has been written by the one and only Mark Succamore, a complete and utter Sega Nut who has

had years of experience in the field. Virgin Publishing's Managing Director Rob Stevens was quoted as saying recently "We've already built a reputation as the leading publisher of video game books and with Sega backing us all the way on this one, I think it is inevitable that Eternal Champions: The Official Power Play Guide will be another essential purchase for any Sega user!"

If you generally buy this sort of thing then there's no reason why you shouldn't add this to your collection as it will obviously be of great use to anybody who can't generally be bothered locating all the special moves in the game.

The book will retail at £7.99 and should be available in your shops as you read this.



Mutant mayhem

Also soon to follow from Electronic Arts is Mutant League Hockey. It's been mentioned before but the release is much nearer now so we've decided to bring it back to your attention again.

Mutant League Football ripped up the market when it was released and there's no reason why this one won't do exactly the same in the very near future. The general gist of the games are similar to Madden and NHL but with a bit more blood and guts to play about with.

Violence is as much the key to Mutant League Hockey as it was in the footy game but this time you have the added bonus of some tasty

sticks as extra weaponry to beat the living daylight out of your opponents. Trust us when we say that beating the said living daylight out of your opponents is a serious necessity in this particular game. With a bit of luck we'll have a full preview in the next issue with a review to follow soon afterwards.

Write in and let us know your views on all these variations of games that are coming out. Are there too many Madden clones or are you the type of person who buys any version regardless of whether it's just the title screen that's been updated. Let us know, we'll print the best responses.



Virtual vision and the games you can play

Interest is climbing in the VictorMaxx Stuntmaster virtual reality headset for the Mega Drive. The unit is currently selling at just under the two hundred pound mark and at a price like this it is understandable that some people (generally the people who have everything else!) are showing keen interest in this sexy new toy.

Virtual Reality has become big business these days and everybody wants to get on the bandwagon. It is hardly surprising then that this type of device is currently doing very well for itself in Europe and beginning to pick up over here too.

The only problem with buying a new piece of hardware like this is that you can never be quite sure if it will work properly with all your favourite games. Courtesy of VictorMaxx themselves we are now in a position to give you a run-down

Faster Pasta

After the initial slaps have been dealt out for that awful headline (I should be opening up some kind of Home Pizza Delivery firm, in fact that name is now Copywrite so hands off!). It's time to tell you of this month's Sonic gimmick. Spotted in Alex's local Sainsbury's (so you should be able to get it near you too!) is something called Sonic Spaghetti.

This country seems to have a knack of cutting small pieces of pasta into the shapes of cartoon characters so there's no reason why

we shouldn't have expected this. The thing is, we all know Sonic is, as a rule, blue. Now all that red "tomato sauce" makes him look like he's been auditioning for a part in Hellraiser. Ah well, as long as it tastes nice I'll try anything once (but don't tell my mum or she'll go spare).

Dig out Sonic Spaghetti in the canned

on some of the more popular titles you'll be able to play, should you decide to splash out on one of the little beasts.

You can expect any of the following to work with the machine:

G-Loc - Sega
Out Run - Sega
Silpheed - Game Arts
Super Monaco GP - Sega
Abrams Battletank - Electronic Arts
Road Rash - Electronic Arts
F-22 Interceptor - Electronic Arts
Ferrari Grand Prix - Flying Edge
Air Diver - Seismic
Burning Force - Namco
Chase HQ - Taito
Death Duel - Razorsoft
CyberCop - Virgin
Thunderhawk - JVC
Race Drivin' - Tengen
Lotus Turbo Challenge - EA
Super Hang-On - Sega
Afterburner - Sega
Steel Talons - Tengen
Dynamite Duke - Sega
F15 Strike Eagle - MicroProse
MiG 29 Fighter Pilot - Domark
Roadblasters - Tengen
Outlander - Mindscape
Star Control - Salustic

It's going in ► the hoop (this could be a caption for the Spaghetti or the ball. Good eh?) Anyway if you want some Sonic spaghetti get down to your local supermarket and they should be able to sort you out with this pasta treat for about 30 pence or less.

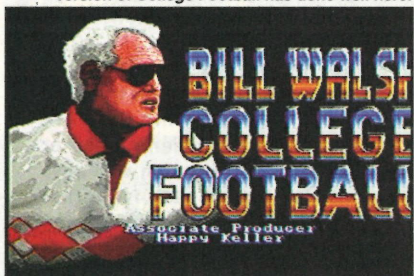


CD Goodies

The Mega CD has a large following of loyal supporters and software houses are now even keener than ever to convert their cartridges over to Compact Disc at an alarming rate.

Electronic Arts are now on the CD train too with CD versions of both Bill Walsh's College Football and NHL Hockey '94 nearing completion.

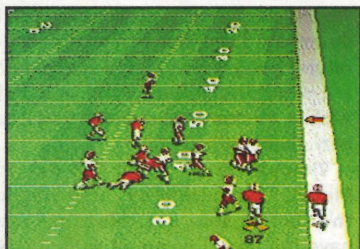
▼ Bill is quite a popular figure in America. His version of College Football has done well here.



We've seen both these titles on cartridge format already but another version will obviously increase the appeal to the growing marketplace.

Bill Walsh, for those of you that missed it the first time around, is remarkably similar to John Madden, but features the cream of American College teams (believe it or not this is very popular in the states!). NHL

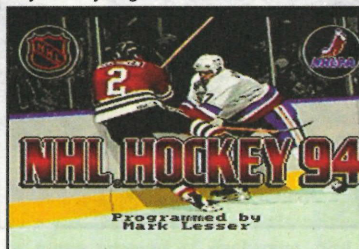
▼ American Football isn't new to CD but Bill Walsh could be the best release to date.



'94 is a continuation of the successful Ice Hockey games from the same people. This time it has over 25 new features including better goalie control and player intelligence. Whether all these combine to make it worth another forty quid to, those who have one of the previous games or not, is still up for debate.

We're not sure what the differ-

▼ NHL Hockey '94 is about to arrive on CD for all you lucky Mega CD owners out there.



food department at your local Sainsbury's. You'll be a bit sad if you do but no doubt some people will be into it.

Ah I remember the days when all they could manage was Spaghetti Hoops and we were always happy with those...

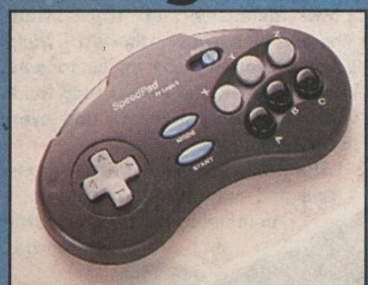
Six-button bargain

At the moment it seems like everybody wants to get their hands on six-button joypads to play all the latest beat 'em up titles like Streetfighter II. The price of these little babies has until now been a bit steeper than many people want to pay.

Things are about to change as a new device is shortly to be launched onto an unsuspecting market at the bargain price of 12.99 including VAT.

Logic 3 are the company behind this little gem. There's nothing like a genuine bargain and it's looking like this is going to be one.

The joypad, which will be selling under the name of the Logic 3



▲ The new six-button joypad from Logic 3 and Spectravideo certainly looks the part.

Speedpad will have six-buttons (kind of obvious that) with eight-directional control as well as the added bonus of autofire. Always a useful feature.

ences between the CD versions and their cart counterparts will actually be but we do know that we will be reviewing Bill Walsh's College Football in next month's issue if everything goes to plan (which, let's face it, it never does, does it?). For Hockey, you'll just have to wait a fraction longer but we should have the info you need in the next issue.

THANK YOU

Thanks must go to the following for supplying software;

Game Tech

Tel: 061 831 7857

Bits 'n' Pieces

Tel: 0625 501810



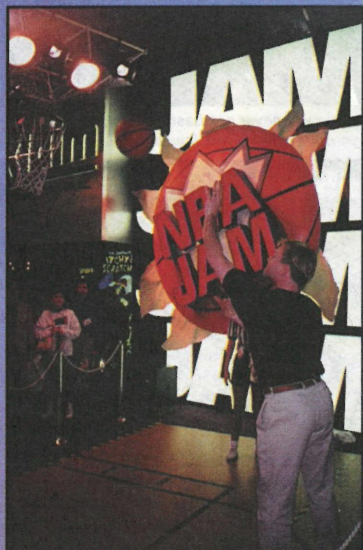
Jason Spiller - reporter

The January Las Vegas CES (Consumer Electronic Show) has become the Grand Prix event of the world's computer and electronic show. Immediately after Christmas every kind of electronic manufacturer from hi-fi and television to communications, video games to video cameras descend on Vegas with their projected plans and products for the forthcoming year and beyond. Lit by a billion light bulbs, Vegas entices consumers from all around the globe, swelling the gambling mecca to capacity.

The incredible CES bears testament to the incredible growth of the electronics industry, expanding this year to an amazing 40 acre sight catering for about 100,000 visitors a day. The computer and video game industry, which once resided in a small part one of the massive conventional halls has grown faster than any other aspect of electronics.

So much so that it dominates the show, growing out of the halls and into specially erected marquees. Nintendo and Sega of course have come to dominate the halls with enormous exhibitions with the third-developers encircling the giants like satellites around a moon.

The 1994 CES in Las Vegas displayed all the basic characteristics



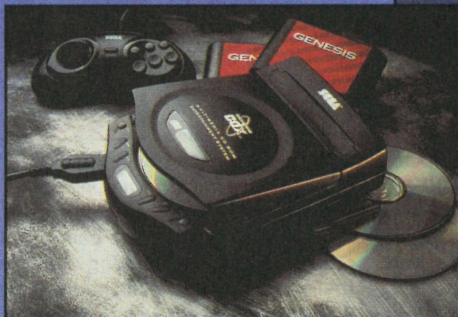
▲ Our Jase has got a thing about Charles Barkley. Hope his wife doesn't find out.



▲ The Consumer Electronic Show in all its splendorous glory, or something.

Consumer Electronics Show Las Vegas

▼ Gosh, a CDX machine. Marvel at its sleek sophistication, gawp at its mean and menacing casing. Or buy one, asap.



of shows gone by, but the pace seemed even more frenetic. The feeling of a sense of uncertainty and expectancy ran through the delegates whipping up an entire industry into a hive of hyper-activity.

Sega made quite a few announcements at the CES including proclaiming the CDX as: "A CD-Rom Multi-media Entertainment system... the first integrated 16-bit cartridge and CD-ROM multi media game machine." Shrewdly, The CDX is capable of running the vast Mega Drive catalogue of games as well as CD titles.

The CDX also doubles up as a portable audio system enabling the play of music CDs on battery power as well as hi-fi link up. Measuring just 7.8 inches by 5.5 inches and 1.8 inches high it weighs just 1.3 pounds. Packaged with the CDX is a six-button control pad as well as a CD collection, including Ecco the Dolphin. The UK price is yet to be set.

CD-wise Sega has stepped up produc-

tion in line with the encouraging sales figures of the CD machine. New titles range from air-craft simulations to boxing games.

Tomcat Alley takes an unusual angle, casting the player as a Radar-Intercept Officer responsible for the weaponry and defence systems of an aircraft. An April release is expected.

Prize Fighter introduces a revolutionary first-person perspective boxing game. Using digitized graphics Sega employed the talents of Ron Stein who choreographed the boxing scenes in both the Rocky and Raging Bull films. The action is so realistic the game is rated for adult entertainment only.

Double Switch delves further into digitized design and stars actor Corey Haim from Lost Boys and the music of Debbie Harry. The director is veteran movie-maker Mary Lambert, most famous for Pet Cemetery, a good indication that a merging of Silicon Valley and Beverly Hills is on its way.



▲ It being Vegas, lots of the delegates rolled up in trucks and other designer vehicles for the oh so cool casual executive. Yanks eh?

The bid to keep Sega in the interactive movie game running is on with American Laser games showcasing its arcade conversion Mad Dog McCree. This a western shoot-out game and introduces a new peripheral, fashioned in the shape of a Smith and Wesson revolver. The so-called Game Gun is aimed at making the whole wild west theme come to life.

On the cart front, one game worth looking forward to is Big Bad Charles Barkley's ghetto ball game. It looks the business. The character animation is excellent and the big fella is reported to be well pleased with results so far...which is good news for the design team! Charles has demonstrated a mean temper during his years in the NBA!

Next month in Mega Action will be a feature giving you the low down on all the latest games showcased at the CES.

ON THE OTHER HAND...

Film game licenses are big business. The Sega Mega Drive and Mega CD are now one of the most used medium in this type of format. The average film now takes this into account both during the initial concept and as filming actually takes place.

In films like *Cliff Hanger* (reviewed in this issue) and *Demolition Man* good old Sly and his fellow actors were required, under contract, to perform extra scenes and movements just for the gaming audience.

Why do people buy these games in the end then? Do they think they're getting a piece of the film to take home and keep, or do they just enjoy getting as close as they can to enacting the roles of their favourite movie stars? It does seem by the

general response from our readers that film licenses are pretty rubbish compared to the likes of *Streetfighter* or *FIFA Soccer* so why bother at all. What do they take us for?

I mean they rip us off with lunchboxes, or even novelty thermos flasks, but they do at least have some practical use. Paying nearly £45.00 for something that captures none of the spirit or pace of the film that cost nearly £75 million to make and another £4.00 to see is pathetic.

Still, where does the blame lie? In most cases firmly in the hands of Hollywood or the film creators. To take an example, *Last Action Hero* with Arnold in the key role did not become the sell-out success it was deemed to be in the box office. Maybe *Jurassic Park* stole the show

or maybe people are tired of the same old format. Whatever the case hopes were then pinned on the game and then the video sales to claw back the outlay.

The music was ported and adapted and things were going great then the announcement came that stopped the programming team in their tracks. Arnie and his advisors had decided, after much deliberation, that they wanted a non-violent beat 'em up. Incredible, but true.

Not only were guns to be strictly limited but also any violence was to be strictly kerbed. The result you will never see, but we did. It was predictably awful and was soon dropped by the very red faced management team in the software house concerned.

This insistence to portray idols in the right light makes gameplay suffer to the extent that games are just not worth playing.

However. And there is a certain branch of Hollywood creators that have



▲ *Dracula* the CD and the cartridge totally missed the mark with terrible game reviews.

decided to take the concept one stage further with games such as *Ground Zero Texas*, *Night Trap* and, to a certain degree, *Sewer Shark*.

Does this mean the end of the licence? Or will there be a reversal with film spin-offs from Sega CD.

It's confusing but, at last, a little bit exciting. Though don't mention *Mario World*, did you see it? Bloody awful mate.



▲ We will never see *Last Action Hero*. Thank your lucky stars too, it was awful.

This month's position	Last month's position		Publishing company	Price (£)
1	1	FIFA International Soccer	Electronic Arts	49-99
2	2	Aladdin	Sega	44-99
3	4	Sonic Spinball	Sega	44-99
4	3	Streetfighter Champ. Edit.	Sega	59-99
5	-	Sensible Soccer	Renegade / Sony	39-99
6	5	Mortal Kombat	Arena Entertainment	49-99
7	8	Sonic The Hedgehog 2	Sega	39-99
8	9	Micro Machines	Codemasters	34-99
9	7	Jungle Strike	Electronic Arts	44-99
10	6	F1	Domark	49-99
11	-	Robocop v. Terminator	Virgin	49-99
12	17	PGA Tour Golf 2	Electronic Arts	39-99
13	14	WWF Royal Rumble	Flying Edge	49-99
14	-	Winter Olympics	US Gold	49-99
15	13	Ecco	Sega	39-99
16	11	Mickey & Donald	Sega	39-99
17	12	Jurassic Park	Sega	49-99
18	-	Flashback	US Gold	44-99
19	-	Lemmings	Sega	39-99
20	-	Batman Returns	Sega	39-99

This month's position	Last month's position			
1	1	Sonic CD	Sega	£44-99
2	2	Thunderhawk	Core Design	£44-99
3	3	Night Trap	Sega	£49-99
4	-	Lethal Enforcers	Konami	£54-99
5	-	Silpheed	Sega	£49-99

Telephone numbers

Sega:	071-373-3000
Virgin:	081-960-2255
Acclaim:	0962-877788
Accolade:	081-877-0880
Electronic Arts:	0753-549-442
Sony:	071-734-5151
US Gold:	021-625-3388

Our choice

Here's this month's hit list with the games that wore out the most joypads this month - in no particular order:

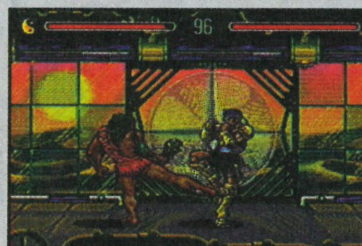
<i>FIFA International Soccer</i>	Sony
<i>Eternal Champions</i>	Sega
<i>Ground Zero Texas</i>	Sega
<i>Prince of Persia</i>	Capcom
<i>Battlecorps</i>	Acclaim
<i>WWF Rage In The Cage</i>	Codemasters
<i>Bubba 'n' Stix</i>	Konami



▲ **Sonic 3:** MA takes a first look at the Sonic's third game (or is it the fourth, or the fifth?).



▲ **Dragon's Revenge:** Quality pinball sim from Tengen or tried and tested formula?



▲ **Eternal Champions:** Sega go beat 'em-up crazy. So is it as good as Streetfighter II?

cartridge section

On the following pages you'll find all you need to know about the latest, the greatest and not so smart titles that have been or about to be released onto the Mega Drive. This month we feature Sonic 3, Eternal Champions, Dragons' Revenge, Bubba 'n' Stix, Ryan Giggs plus many more!



OFFICIAL

PUBLISHER

Domark

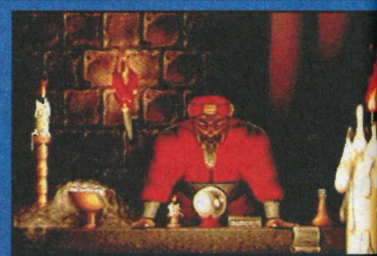
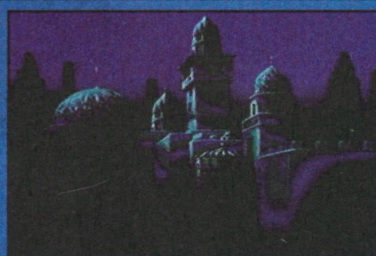
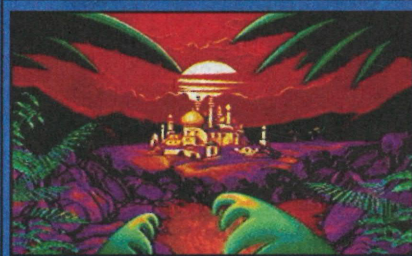
RELEASE DATE

March

PRICE

£44.99

PRINCE OF PERSIA



■ Darn Women. If they're not tapping you up for gravy on their chips then they're getting kidnapped by the nearest eccentric Jaffar.



◀ Going through this door will provide access to the next level and the important password.

to be highly original. This sounds a complete contradiction but Persia has to be the played for you to understand what I mean.

On the most popular of concepts on all formats,

that is from AppleMac to Acorn not just the obvious console variants. It would seem that the simple games always create the greatest following. I mean look at Tetris, Lemmings and even MarioWorld. Graphics are not

▼ The Sultan has his sword out and he pierces your heart with one nasty stabbing motion.



▼ As you can see the path through the level is fraught with danger if your Prince is not agile enough. Leaping and climbing your way through the stones is the only way to find the fair princess and rescue her from her shackles once and for all.

so hot, but the gameplay... boy.

Prince of Persia follows this theme by providing you with a simple challenge, make it alive to the highest point in the maze of passages and corridors that are presented before you. No gimmicks, no fancy power-ups and certainly no big blasting guns to destroy the classy back-grounds with.

Standing with attitude in your way are guards armed with low-tech swords, pits with spikes that protrude on contact, or when you get near. There's also the odd trap door which drops you to your fate.

Aside from setting of switches and plates to open doors or gates that's about your lot. Simple. Tell yourself that after you have been up all night.

All this is done against the clock as in his anger the evil Jaffar has left the poor kidnapped Princess with an hourglass to keep her company. You have but sixty minutes to complete all the levels.

Just about every trick in the book is thrown at you during play, one such device is a clever scene where

▼ Right, see that overhanging ledge? Yes? good. Now jump over and grab it.



▲ You'd better be careful of those spikes as landing can be quite painful for all!

In POP, a Jaffar isn't a rather tasty tangy orange biscuit with a dark chocolate covered out but a rather powerful warlord who way back in olden times killed people at random. Nice chap.

Things get just a tad worse, however, in that he's slapped the Sultan's Princess in the highest tower. When you arrived for some meaningful negotiation you went straight to the lowest dungeon.

The scene is therefore set for a journey of epic proportion from the depths of the palace to the highest rooftop encountering Palace Guards, Ghosts, tricks of the light and the odd helpful mouse.

There's more. Once you were a proud swordsman and had a rather fetching sword which you used to challenge and kill people with, as was in vogue at the time. Therefore

no self respecting Jaffar is going to let you loose in his best cell with some tempered steel and, for your

TIP

Every now and then stop and jump up to touch the ceiling. If a roof slab moves it could reveal a short cut, a secret entrance or a potion!

first challenge, you must first find the essential weapon hidden somewhere in the first level.

Bit of a do or die effort this. The thing is, to end the first level you must enter into combat with a rather tasty looking guard who has unfortunately armed himself.

No sword, no fight. No fight, no second level. I love this.

Prince of Persia is a platform game but unlike other offerings it happens



45 Minutes Remaining

▲ Some passages are blocked by large iron gates which have to be opened first. This involves finding the switch that triggers the mechanism and thus opens the gates for you.



■ Prince of Persia has been released on every conceivable format including the Game Boy. It has sold equally well everywhere.

F PERSIA

PRINCELY SUCCESS

Ever since Prince of Persia first arrived on the 16-bit computer format gamers have lapped it up wherever it has been released. The ST and Amiga were the first to get it and when it became apparent that the consoles were becoming big business versions were designed for them with Super Nintendo, Gameboy and Master System owners all getting what they wanted.

Finally the Mega CD version was released to the waiting owners. Now the Mega Drive version is released at a time when PC owners have been treated to a sequel which is graphically and sonically superior.

And so the Prince of Persia success story continues with no sign of it stopping. Somebody somewhere has made an awful lot of cash with a terrific idea.

Undoubtedly now this has to be one of the best sellers of all time and deservedly so. Miss out on this experience at your peril. An all-time classic without a doubt.

you must fight a mirror image of yourself. Now there is a simple and quick thing you can do here to stop further damage, but I won't tell you or I might ruin the enjoyment. Suffice to say puzzles are logical but very, very well thought out.

Along the way you will encounter many objects, all of which

have a specific purpose in the game. Remember, nothing is for show and certainly nothing should be forgotten or wasted.

Gates and Doors - To open these entrances you must first locate the appropriate trigger that opens, or closes them. These are normally simple footplates coloured brown that simply need depressing. As in keeping with the challenge of the game some may open the door and some may close it suddenly. So, if you accidentally trip them in the wrong order while running you may find yourself with a bruised nose or worse still, hanging by your fingertips with nowhere to climb to.

Guillotines - Nasty little beggars these. You must first creep up to them then at the right moment. When they are open, time the jump so you arrive on the other side intact. Failure to do so leaves you cut neatly down the middle, your upper torso on one side and those baggy trousers, complete with legs, on the other. Very messy.



31 Minutes Remaining

Spikes - These have a nasty habit of suddenly showing their teeth when you get near. You cannot survive even the slightest scrape with them so no going near unless you're absolutely certain you can hop across at the right moment. Of course they can be of great benefit when cornering the odd palace guard with no way of seeing where he's going.

Potions - There are three types of potion. The first is your standard run of the mill liquid with health giving qualities. The health bar at the bottom of the screen shows your status. You start with three bars at first and can quickly lose them in your travels. To restore one of the values find and drink this type of potion.

The second type is much more powerful and essential if you want to

▲ The bones of men who have tried the maze before lie all around the rooms.



▲ The time ticks down all the time. You only have one hour from start to finish.

achieve your aim of surviving the entire ordeal. By locating and finding this larger and strangely shaped bottle you can increase your health bar value. Expansion is from three to seven over a period of, ooh about ten levels or so.

The final, and least favourite, is the POISON bottle which although it

This has been around on every format before now but it's finally out in March on an official release.

Graphically the game looks very similar to the SNES version but for some reason I didn't find the controls as responsive. As a rule though I do like this game. It can be quite finicky to get the character to go where you want all the time but working out what you need, and where to go next, can be quite a lot fun. The animation I thought was as good as some of the other versions and although it isn't the best Prince of Persia around it is certainly a good effort. Not everybody's type of game but then again, what is these days. There's a big, big challenge here and it won't be easy to complete but there is a sense of satisfaction every time you complete a level. Definitely worth looking at, especially if you're looking for something that little bit different. ■ PAUL



looks very much like the first potion bottle has a curious looking vapour that distinguishes it. This little demon automatically takes one health bar value from your treasured store of life preserve. This as you can imagine can be quite annoying and cause you great problems if you are not careful. One energy bar can be the difference between getting that next level password or going all the back to the beginning to start all over again.

Other more mobile obstacles include the Palace Guards who I've mentioned earlier. They come in many guises, each a better swordsman than the last.

It's wise to spend a bit of time practising the art of using your sabre as failure in this department could cost you the game by wasting time on new lives, or finding locations of health potions after being wounded.

Parry or defence is best taken with a particularly aggressive opponent as this buys you time while you find their weakness. Once you've located their problem you can move in for the kill and finish them off swiftly before they realise what has hit them (which is usually a large sword through the guts!).

The final battle is a clash of swords with the evil Jaffar himself, a real ordeal as the chap has some really serious health points for you to remove for him.

▼ The ornate door hides untold goodies behind it. Now how would you open it?



▼ Another horrendous chasm to cross with a spike trap at the bottom for extra danger too!



▼ A positively huge leap is required to get across this chasm without falling to your death on the spikes below.

▲ It's a long fall down there if the prince was to fall off. Where to next then? Your choice!



▲ The traps on the floor can spring up and surprise the unwary prince if he isn't careful. It isn't the ideal game for everybody as sometimes it can be extremely frustrating but if you don't mind that so much then you could be on to a winner here.

Domark will doubtless be very pleased with what Prince of Persia will do for their sales figures. It has performed admirably on all other formats so there is no reason why the Mega Drive version will turn out to be any different from the others.

The upshot of it all is, if you're a puzzle freak who doesn't mind wandering around for ages and retracing steps all the time, then check this out. If you generally steer clear of this kind of thing then now is not the time to change your opinions. Definitely worth a long look though.



▲ Another dead end and time is running out fast. You'd better come up with something and quickly too.



This game is based very closely on the Broderbund original concept and has certainly converted well onto the Mega Drive format. It's somewhat superior to the Mega CD version that we reviewed back in September with much more attention to control technique and atmosphere. This game, although pretty identical to the CD version, is great with some rather clever touches and more importantly timeless gameplay. Get good on this format and you can challenge anyone on any machine. So grab a turban and get climbing!

■ **STEVE**



I think I rushed into this game a bit too fast. I knew that the numerous levels were very long and with only 60 minutes to complete the game, I'd have to get this Prince moving. But legging it as fast as you can from the dungeons up to the tower holding the princess is not the answer. For example, before you can exit the dungeons in search of the princess, you must arm yourself with the sword to fight off castle guards found lurking in darkened doorways. You must then pass all of the trap doors and steel gates ahead of you. Watch out for the loose platforms that must be avoided unless you fancy plunging to your death. Don't rush in where others have fallen. (Or something like that) Note the skeletons hanging on the walls. This game will keep you occupied for quite some time with its huge levels and appealing sprites. The characters scroll smoothly across the screen and nice little graphical touches help the game along. The only problem I found was that the sword fights were too hard to win and returning to the start of the level got ever so slightly tedious after a while.

■ **GLEN**



▲ Oh no! The Skeleton's escaped from the closet! Kill it quick!

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

87%

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OFFICIAL

PUBLISHER

Sega

RELEASE DATE

February

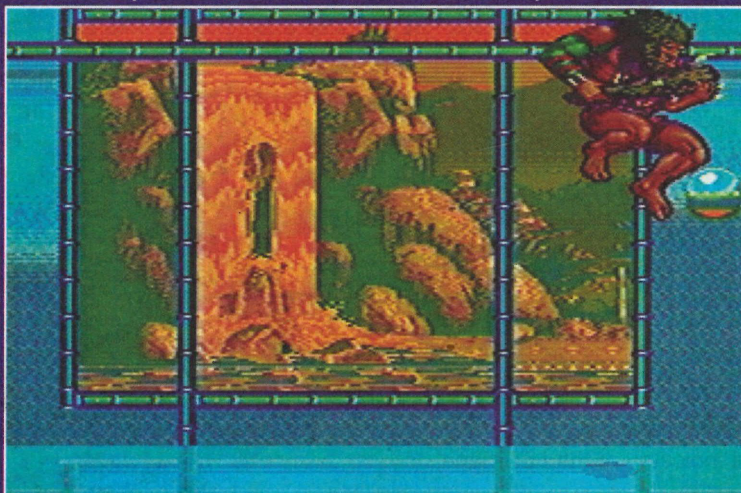
PRICE

£44.99

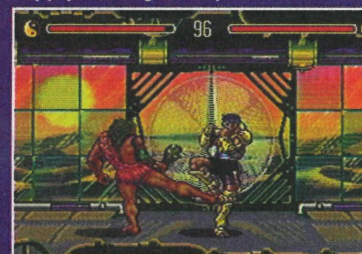
ETERNAL

▼ Hopping around the room has little effect. With the Dexterity Spheres you must time the moves and blows exactly. Sounds difficult and for the first few times it is. Very.

▼ The Holo Trainer lets you jump right in and practice against 'real' opponents.



▼ In the game real all that practise will hopefully pay off, though don't quote me.



Has Streetfighter met its match in or is this just another technical knockout for the team at Capcom?

The battle of light and darkness, good and evil, happiness and despair has lasted through the ages....yeah yeah we all know that one but spare a thought for the latest gladiators that are going to be dying a thousand deaths just for you.

These chaps are special, as each and every one of them has died while trying to save a planet. Reborn again only one shall survive and that warrior shall be called the Eternal Champion! (Sad eh?)

Let's face it, Streetfighter is good, it's very good and anything that matches up to, let alone surpasses it, must be worth talking about in a very loud voice. Eternal Champions is the new contender from Sega and boasts a unique position of being totally conceived for the console world.

EC has been under development for well over a year and now that it's all in the open it's really clear why they bothered with all the secrecy.



▲ Backdrops are the order of the day and Eternal has every scenario for you.

The game boasts not only special moves and original characters but also a unique theme in the Battle Room. This a self-contained fighting area that sees the players not only having to fight each other but also the environment.

The room can supply up to twenty hazards, with a maximum of five at any one time. These range from magnetic mines through to such things as life draining bolts and even the odd floor buzz saw. Odd, but intriguing. It would seem that this game has a lot more to offer from the average backdrop than

the odd elephant raising its trunk and the occasional cyclist tootling past on their way.

With Streetfighter II you're basically expected to jump right in and get on with the task of defending your honour. There are no training sections or anything like that to get to grips with both the standard and special moves

it's a case of trial and error. This can sometimes

TIP
For Gods sake practice. These characters are very difficult to control so the training devices are absolutely essential to your success.



▲ Choose any five of the nasty little weapons that will hinder your performance.



▲ What more can we say about this fine, fine lady except, nice cheeks babe!

make for quite a dull game when players take up the challenge for the first time against the likes of the average professional. You don't learn much in twenty five seconds.

Eternal Champions, as you might have guessed by now, is somewhat different with a complete training programme to help you create the ultimate fighting warrior.

First up is the Dexterity Spheres which are similar devices to the Jedi Star Wars thingies that Luke played around with. You must simply hit them or kick them. Easy?

Well not quite as the spheres can hit back! They dive and weave towards you taking energy from you. Lose all the energy and you are then rated for your performance be it good or incredibly bad.



Man United are currently enjoying a considerable lead in the League should they pull of the Triple well... Eternal Champions!

▲ It's fast but unfortunately it's a bit quirky so don't get too carried away with all the hype. It has its good points in the sprite size and the infamous Battle Room. Have fun.

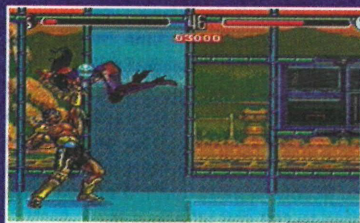
CHAMPIONS

ROOM WITH A VIEW TO A KILL

As I mentioned earlier the background is interactive and this is something totally unique to a game of this type. The battle rooms have 20 environmental hazards, five of which can appear at one time. The players choose which hazards they are going to take on or the computer can be left to choose for you. Hazards eat away at your energy, here is the big hit list that every potential warrior should know:

Scatter Grenade	Damage: 5%
Magnetic Mine	Damage: 0%, puts you off balance
Spiked Ball	Damage: 3%
Stun Bolt	Damage: 0%, puts you off balance
Slow Motion Bolt	Damage: 0%, puts you off balance
Flying Bladesaw	Damage: 5%
Damage Drain Bolt	Damage: 0%, puts you off balance
Seismic Charge	Damage: 0%, puts you off balance
Intelligent Mine	Damage: 4%
Floor Fire Mine	Damage: 5%
Floor Buzz	Damage: 6%
Electrical Bolt	Damage: 7%
Transporter Bolt	Damage: 0%, puts you off balance
Inner Strength Drain Bolt	Damage: 50% - of your inner strength
Flatline Bolt	Damage: 100% - of your inner strength
Life Drain Bolt	Damage: 10%
Control Bolt	Damage: 0%, puts you off balance
Life Extender	Damage: 0%, puts you off balance

▼ Looks just a tad painful and judging by the contestants face it might just well be.



The Holo Trainer is a practice mode of a more acceptable format. Basically it allows you to fight against any opponent of your choice, learning both your, and much more importantly, their strengths and vital weaknesses.

To customise the bout you can slow down or speed up the opponent or change the speed of the game in general or the frequency of special moves etc. Performance rating is graded both on technique and the handicaps you selected.

A Practice Sphere is invaluable for learning the special moves, or certain attacks. They hover in certain areas at head height or ground level. You must time the attack perfectly(ish) to destroy them.

There are anything up to seven special moves for each character and the choice of gaming options is immense. You can play One or Two player fighting mode and in Tournament Mode up to 32 people can compete against each other.

Matches have variable time from 30 seconds right through to which ever player dies a natural death first (unlimited). Plus

this comes with a choice of best of one, three, five, 11 or 21 rounds to compete for. The speeds are Slow, Normal or Overdrive.

An interesting feature of this game is the 'inner strength' which depletes as moves, especially special moves, are made.

This means that a certain element of pacing is required as an all out attack can result in nothing but defeat if you aren't very careful.



▲ It's almost a shame that the night air has to be broken with the screams of death.



Another unique feature of the game is an Action replay system similar to that found on such games as the successful NHL series from EA Sports. Using this format it is possible to review an entire match or just watch the highlights like on TV. This allows time for the players to review the happier moments of the bout, study performance and of course drag everyone in front of the screen for a bit of a gloat.

Bit like the holiday videos in a way. Ah well. That's the way it goes in this game I guess.



Streetfighter still reigns I'm afraid. I thought I had better say that so as not to keep you hanging on too long. The reason is quite clear. Streetfighter was there first and has become a household name and culture. I feel very protective of this game. Eternal Champions is almost there... but not quite. The battle room is a great idea but just seems to add to the confusion with some of the character movements being decidedly quirky and some rather unspecial special moves. Believe the hype if you want! ■ STEVE

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

84%



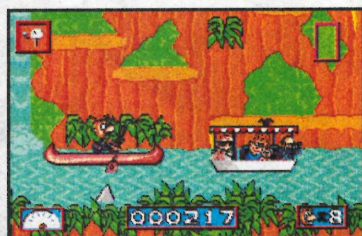
▲ Heck Whenever is one of the levels Normy has to traverse in order to catch his man.



▲ Our hero is pursued by many strange characters throughout the game.

NORMY

■ If the Mega Drive needs a new platform hero then he may be just around the corner in the guise of Normy...

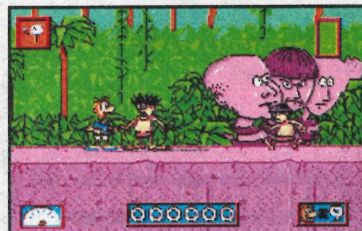


▲ Paddling down this river Normy passes many innocent people in his hunt.



▲ The politician level comes up as number six. If you get to this stage you're doing well.

Electronic Arts are another company having a busy time over the coming weeks. As well as Skitchin' and NBA Showdown they have Normy which is what we're going to look at here. Normy is a cute platform game, no surprises there really. Our hero works as a part-time process server for the



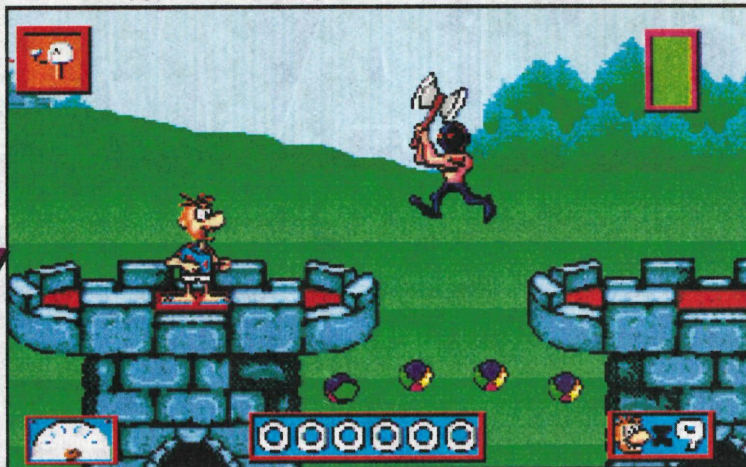
▲ Surely those statues look a bit like Curly, Larry and Mo, the Three Stooges?

These different time periods include 65,000,047 BC, England 1447 and Heck Whenever. In the final version all the criminals will have their own characteristics and must be defeated in their own little way. You'll have to find out for yourself. The difficulty curve changes with the in-



▲ It's back a long way in time for Normy as he hunts down his man with the tenacity of a sniffer dog with a cold. He'd better watch out for those cavemen sneaking up behind him!

▼ This mad axeman obviously means business and certainly isn't planning on doing our Normy any good. It would probably be an idea to dispatch him as soon as you possibly can.



tial bad guys being easier to see off than some of the later opponents.

Normy must use his paddle-ball to fight through the various levels which each contain their own individual bad guys. Spray-painting punks, gym instructors and so on all have to be battled through if you are to have any chance of success. There's even a yoghurt fight in a Wild West Saloon to survive.

There are plenty of various freaky levels to keep the player entertained. These include a Pac-Man style maze and an Asteroid field, all of which have to be negotiated on the way through to the end. These are all nice touches which add to Normy no end.

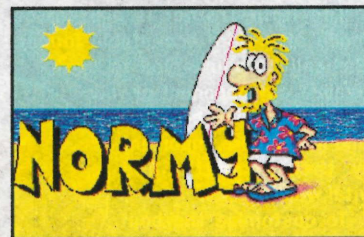
There seems to be plenty going on all the time to keep you busy and undoubtedly this will be one of the features that will attract the player back time and time again.

Along the way power-ups and the

like can be collected by your character. Bandages increase Normy's lifespan and extra lives, well you don't need a degree to work that out now do you! These come in the form of Doctor Bland Cream Soda. Collect fifty sodas and an extra life is awarded to you.

Normy is a cute little sideways scroller. It doesn't look like it will be anything unusual or something we haven't seen before but sometimes you get surprised. Whatever happens it looks like a nice, inoffensive little title and one that will keep up the good reputation of Electronic Arts. For some reason the character doesn't have the grabbing appeal of some of the others on the market but hopefully people will still give the game a fair chance.

Coding has been done by the producer of Toe Jam & Earl so this should give you some indication of the madness you can expect! We'll have a nice little review next month of this £44.99 offering so if you can hold your horses until then we'll be able to tell you all about it.



▲ The Pac-Man level is based on the highly popular video game from the eighties.

▲ It's Normy, the hero of our nation. He must bring the intergalactic riff-raff to justice.

MEGA VIEW

It's hard to put Normy in a category at this stage. It is a platform style game but it is unfair to weigh it up against the likes of Sonic the Hedgehog and Cool Spot. The graphics look good in their own way, maybe a bit sparse in places but we'll wait until we see the final thing before passing judgement on it. Electronic Arts have a lot of good releases due over the coming months. You can't help feeling that Normy won't be the one that sells the most. We will see though. ■ PAUL

RELEASE: MARCH 94 PRICE: £44.95

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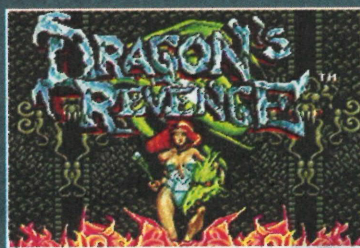
Tengen

RELEASE DATE

Out Now

PRICE

£44.99



▲ The Dragon is back and he's out for Revenge. What shall we call this game then?

▼ One of the many sub levels in Dragon's Revenge requires you to destroy the tree with your shiny, silver pinball and flippers.



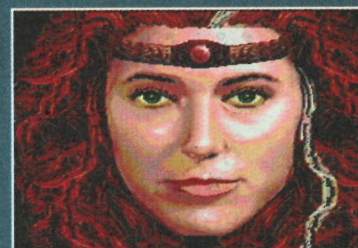
▲ The bottom set of flippers is your last line of defence. If the ball leaves here you're dead.



▲ Another sub game has a clever use of perspective to the ball seem far off.



▲ It's not going well for the tree. It's only seconds away from losing its arms to the ball.



▲ She may be beautiful but this soon changes when she mutates into something bad!

■ One of the most popular pinball simulators on the Mega Drive was Dragon's Fury from Tengen. This is its big brother.

DRAGON'S REVENGE

One of the most popular pinball simulators, and indeed one of the first out on the Mega Drive was Dragon's Fury from Tengen. Everybody who's had a machine for a couple of years will probably have, or at least seen this game. Anyway, the sequel is here and in a flurry of PR activity Tengen have set up a series of challenges which you may have noticed in the news.

There are plenty of pinball titles knocking about and the main competitor for this little offering would seem to be the hugely enjoyable

▲ Another bonus level sees you trying to knock off the trolls one by one.

TIP
Tilting the table can save your ball in some extreme situations. Try not to use the option too much or you may freeze your flippers!

Sonic Spinball. Dragon's Revenge is more of a standard pin table simulator than its nearest rival and so will have its own individual audience.

At the end of the day pinball is pinball and the general gist of things is always the same. It's just a matter of how well it plays and what the control is like. There's only really one real table but this is split up into a total of

three main playfields.

Besides this there are eight bonus doors which have to be opened up and have the



ball fired into them before you can reach their secret.

Each bonus level contains a nice fantasy background and an aim. Some are more difficult than others but all feature a similar theme of killing off all the beasts flying around with the ball. A set of flippers is located at the base of the screen but you'll need to have

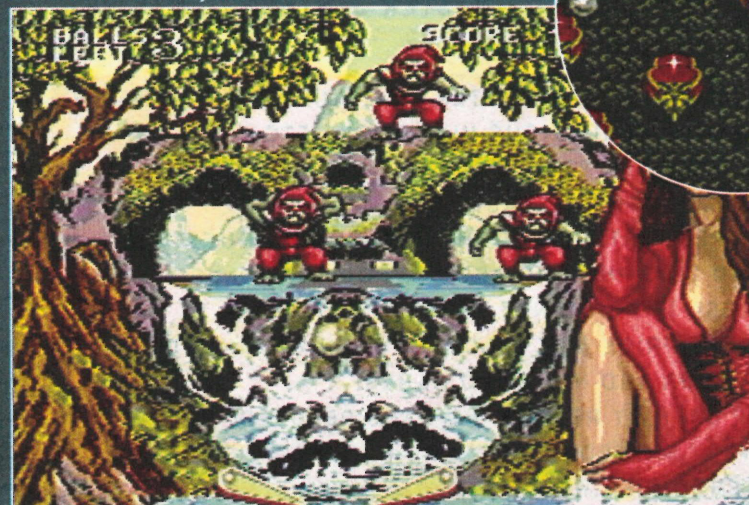
▲ The table is constantly crawling with aliens which will deflect your balls all over.

pretty sharp reactions in order to complete them. Only after you've successfully beaten them all will you be able to complete the whole thing and trust us when we say this certainly is easier said than done.

The default controls sets the d-pad to activate the left flipper and the B button the right. This system seems to work fine and is simple to get used to. Still, if you aren't sure about it then these can be changed through the options screen at the beginning to a setting which you find more comfortable. It's also at this point that a one or two player game can be chosen.

Five balls are provided for the player to score as big a total as possible. Many of the features found on real-life tables are present. Extra Balls, Multipliers and Multiball are all possible, it's just a case of finding out where and

▲ This screen informs you of your lack of success on the bonus levels so far.



Dragons were made popular by JRR Tolkien in his books about Middle Earth.



▲ You've hit all the right things and set off a terrific explosion. There's no aliens left now.

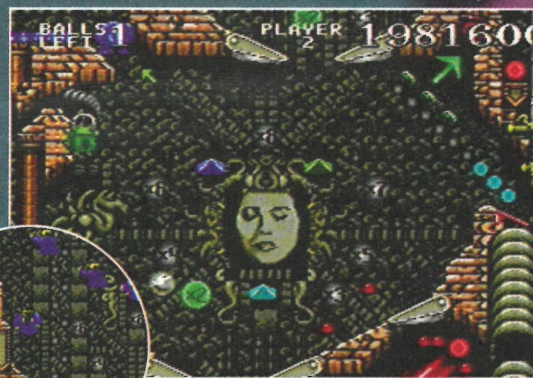
▼ By hitting the pyramids around the face you can set it free and cause it to float around.

ON'S GE

how to obtain them in the first place! Easy, well, relatively easy.

Graphically the game is impressive with the theme leaning heavily to the fantasy side as we've already mentioned. One feature that can be incorporated into a video game version of pinball rather than a real table is moving targets. Dragon's revenge features a number of creatures that all fly around their various sections deflecting the ball off at all angles. Some of these swarms of aliens have to be

▲ Hitting the dragon will open up the entrance to another sub game to get through.



obliterated before the doors to the secret rooms open up. When a door has opened it's indicated by a flashing blue arrow.

Now by bashing the ball up the created tunnel will allow access to the goodies beyond. On some of the harder bonus levels Tengen have used perspective to give the ball a feeling of distance. For example, hitting the ball up the screen will cause it to get smaller. The size then increases as it returns down screen. The feeling of hitting the ball a fair distance is very well achieved and will cause lots of "Hey, come and look at this!" from people when then first see it.

As far as the sound goes well Dragon's Revenge is quite good too. There is mystical woman who is the centre of attention and her moaning

and groaning is quite entertaining for a while. It's especially good if you're having a party and can't kop off. Simply go to your room and whack this on, turn up the volume and your mates will be well impressed.

Aside from that, you have standard pinball sound effects that are certainly no worse than those on other games of this ilk.

It's all simple to get into and excellent fun even if the "rid the world from the evil dragon" storyline is a bit sad.



I really like this. I know we've seen it all before but I'm a bit of a pinball freak and have to admit that this has taken up a lot of my time of late. It's all very busy on screen but it doesn't seem to detract in any way or get confusing. The perspective on some of the sub levels is very nice indeed and the whole thing just smacks of something worth coming back to. It's a title that'll keep getting plugged in in my house even if nobody else likes it. ■ PAUL

If you were a fan of the original, then you'll absolutely adore this. If you're new to pinball, it's definitely worth considering.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



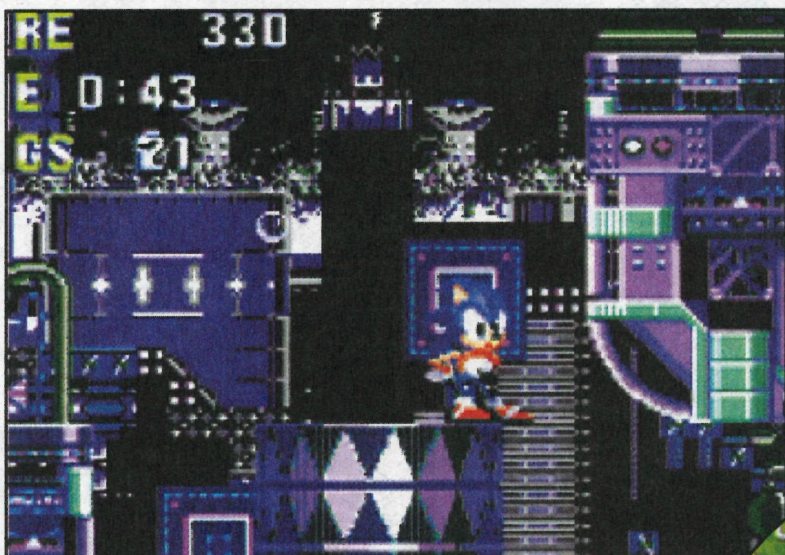
PLAYABILITY



OVERALL

86%

SILVER



▲ Perhaps the finest video games character of all time – Sonic the Hedgehog.

Speeding down a hill as only Sonic himself can do!

He's back and he's er... big. Well at least the game is with more levels, faster graphics and even new badies to negotiate and jump on. True to form a platform it's a platform game as well. Keeping the 'theme that works so drill it into them' approach even Tails has returned, and with a more useful role!

Robotnik rolls in too with an attitude as bad as ever. He's desperate to capture Sonic. All things turn out nice though as he soon sees the error of his ways by running off once again into the sequel... er Sonic 4? Joining him in this extended bad mood is a new character called Knuckles the Echidna.

Now I thought Echidna was some type of South American food enjoyed outdoors containing spiciness surrounded by a hard shell-like pancake. I was, surprisingly, wrong. The real definition is a creature of Australian origin that lays eggs and looks somewhat similar to the humble English hedgehog (well sort of).

That isn't really important but the fact that he's out to get you is. You

▼ Tails, Sonic's trusty companion follows closely behind his hero.

see, this Australian creature is quite a nice chap really but when our Sonic and Tails crash land on his horrid island he finds advice from the evil Robotnik very difficult to ignore indeed.

Convinced that the two heroes are up to no good and out to steal his prize possessions he sets out to make their stay more 'memorable'. The treasured possessions are no other than the famed and much used wonderful Chaos Emeralds. These drive the poor old pink Echidna to try and stop you at all costs.

Tails is back. There was some disappointment here at the office when



▲ Sonic and Tails go ring collecting over this 3D chequered landscape.



■ Here's a new platform character and totally original concept for us to play with! I lie. Sonic's back, with a three next to his name...

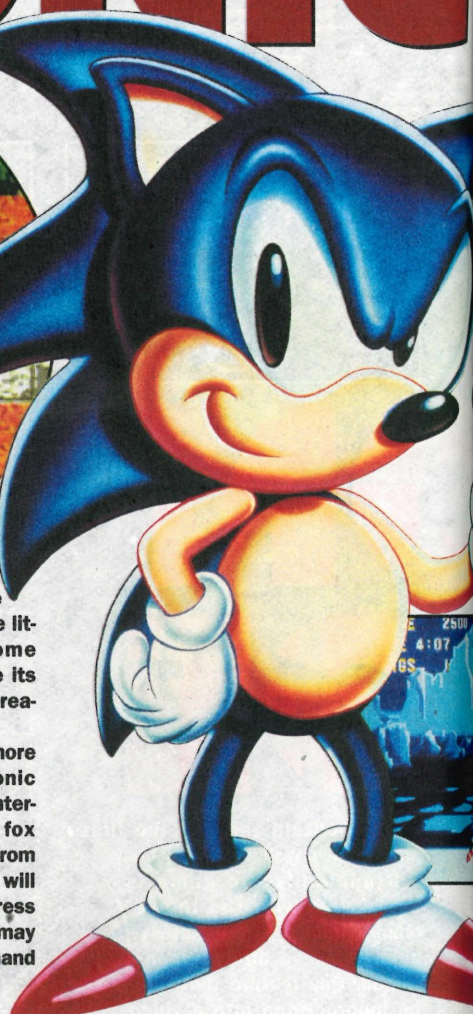
SONIC



he only made a two second appearance in Sonic CD. Many gamers felt the little character had earned some respect. Any animal that can use its tail like helicopter blades is a creature to be reckoned with.

In Sonic 3 the little fox has more to offer than just following Sonic around. Now another player can interact with Sonic by making the fox pick up our hero and pluck him from the jaws of danger. This feature will appear more useful as you progress through the game. Some areas may seem impossible but a helping hand can save those valuable lives.

The look and feel of Sonic 3 is just that little bit different from its predecessors. The game is certainly more colourful and chunky, (catfood commercial ahoy!) with larger sprites used for both main characters and fore/backgrounds. Brighter foliage doesn't, however, mean that the

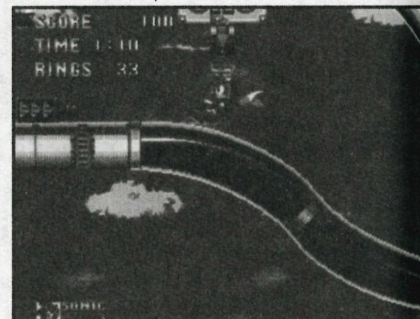


characters are lost in all the mayhem, like sometimes happened in earlier games.

The shocking pink of Knuckles, and contrasting blue of Sonic, takes care of any disappearing glitches that might appear (excuse the pun



▲ It's an absolute ring-fest here. Sonic dashes madly around collecting them.



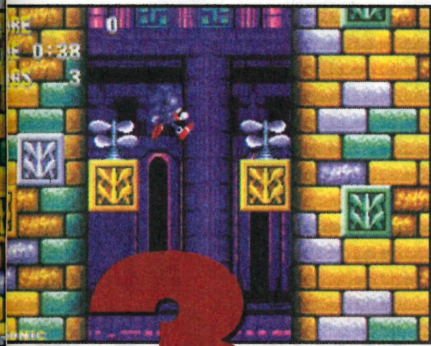
▲ Some new features include Sonic being able to use the scenery more.

SONIC'S NEW DOMAIN

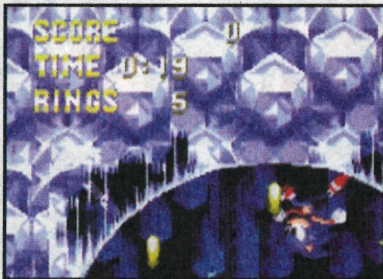
There are SIX zones or levels to complete, each with its own mini sub-levels. Each zone is around three times bigger than Sonic 2 offerings

and that's not just in length. The team have expanded the game upwards providing an effective gaming ceiling the likes of which you've

never seen. Here is a quick rundown of the levels involved, including a closer look at the first three in a little more detail.



▲ Number three doesn't look too different from some of the others.



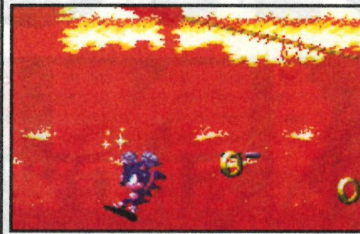
▲ This icy level still contains all the elements of Sonic the Hedgehog that we love.

please). Careful work has obviously been put into the animation of these characters, with Sonic's spikes flowing back at high speed and his little legs wiggling with joy while he's airborne.

As I mentioned earlier the F-Ram allows a saving facility which has so far been excluded on Sonic games. (Except the CD version of course.) The saving of your position is relevant to the last zone or level you have completed.

There are two special stages, each unique and stunning to watch and play. The first sees Sonic running on a chess board of sorts with both blue and red spheres placed around the playing area. All Sonic has to do is run around collecting blue spheres, not red, in an attempt to complete the area and gain an emerald. Gaining access to this section of the game is not as easy as it has been so some careful playing will be needed.

The second special section is certainly easier to achieve but requires skilful handling. After collecting fifty rings you must find and activate a lamp post which should then sparkle. This allows you to access the area which turns out to be a giant sweet dispenser, dishing out bonuses which are difficult to reach. Still, if it were easy what would be the point in trying?



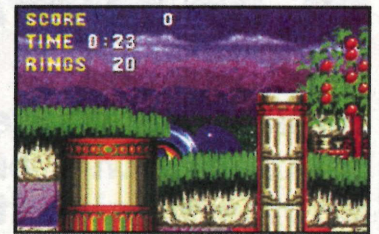
1. ANGEL ISLAND

A tropical island is where Sonic and Tails crash land. This is the first you will see of Knuckles and is a time for wishing you had never clamped eyes on the chap. Caves, rivers and canyons all provide a challenge against the odds as at one point everything around the place is destroyed by Robotnik's mortar device and you find yourself in the midst of a bush fire of epic proportions.



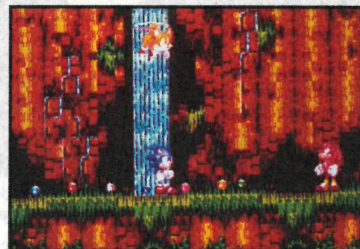
2. HYDROCITY

Hydro=water. Dead giveaway here, it's time for some underwater hold-your-breath frolics. Amazing and fantastic creatures inhabit this silent world, from robotic fish right through to some serious looking water snakes. As with the Sonic tradition short cuts saving time and cutting out danger are there but finding them is an art in itself. It's always worth looking though!



3. MARBLE GARDEN

Things are on the move in a serious way here. Machines and enemies come at you from all angles bearing gifts of a disturbing nature. Stationary hazards in the form of spikey balls and numerous other sharp objects that crop up. In the preliminary stages you cannot help but run right into them. Still, the F-Ram provides an answer if you start getting really stuck in there.



▲ It's true love. Sonic's girlfriend meets her lover near the waterfall.



CARNIVAL

Other Stages include Carnival Night - a multi coloured extravaganza with incredible backdrops. Flying Battery and even Ice Cap, a freezing experience to say the least. You even get the chance to guide Sonic on a Snowboarding run down the steepest drop imaginable. I've boarded for three years now and I wouldn't attempt these sort of slopes. Even if the board used is the size of a front door.

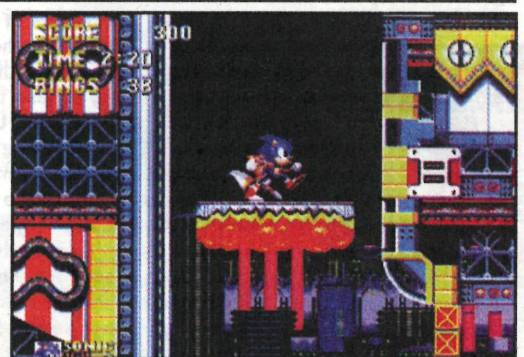
Sonic 3 appears as if it's more of what the public want. This character would sell even if the game was so bad it wasn't worth the box it came in. Sega are very lucky indeed to have something like this which Mega Drive owners don't seem to be getting bored of. Publicity doesn't ever seem to decrease for this guy. With all the side products and merchandising a fortune has been made, and indeed is still to be made from the spiky blue hedgehog. Wherever you go, Sonic means some serious hard cash.

Without a doubt, the Hedgehog has a hold over a lot of people. As far as the games go, they're all of a similar high standard and this third title

in the series, excluding all the spin-offs, (oops, another pun) have done nothing to jeopardise this.

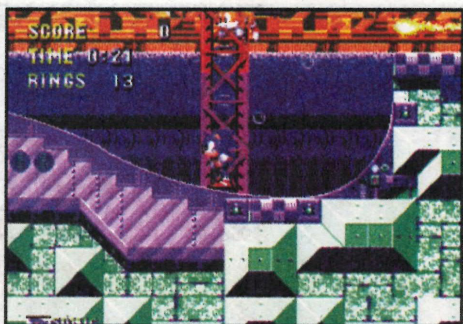
There's a lot more to Sonic 3 than meets the eye. The new interactive Tails perhaps should have been incorporated into previous games but, ah well, that's life. Save games should reduce the frustration factor (which was never overly high in the first place) and should help novice gamers along quite nicely if they have any problems. Inevitably this will be lapped up by everybody and the thing is, it probably deserves it.

Anyway, we'll be having a nice full



▲ Another moving platform sees Sonic and Tails about to make a leap!

review of Sonic 3 after a day out at Sega next month. So for the full low-down you know where to come in about four weeks from now (although the time span is going to vary depending on when you bought this one of course!).



▲ Wheeeee! Sonic sails down slopes that even our Steve wouldn't try.

MEGA VIEW

Thank God it all worked out. We all sat here thinking that this was going to be the one everyone complained about. What on earth were we worrying for? This is Sonic. His third little trip through fantasy land is a definite improvement. The sprites are faster, there's greater interaction between players and, of course, it's one heck of a challenge. Sonic can now power-up with improved abilities including fireballs, fireflashes and even a protective water bubble. I can't wait to get my hands on a personal copy so the little hidden extras can be found and utilised. Watch this space - very, very closely. ■ **STEVE**

RELEASE: MARCH

PRICE: TBA

NBA SHOWDOWN

■ Oh gawd! Not another NBA basketball game you say? Sorry folks, but this one is from EA Sports so give it a chance...

EA Sports are a company that is going places. In next month's Mega Action you'll be able to read all about the operation churning out quality sports simulations like there's no tomorrow. The last success was the tremendously fantastic FIFA Soccer. This is all set to be repeated with the forthcoming release of NBA Showdown '94.

Yes, we know it's another basketball game. Yes we know there are four million others being released at the moment. So what makes EA so sure that they come out to pin the toughest sales battle of the year? Well, the EA Sports logo stands for an awful lot. A lot of people will go for this simply because of EA's pedigree. And why not, There's definately no sign of them loosing that winning

touch. From the graphics you can tell, as you would expect, that it gives no advantage away to its competitors. The court is highly detailed and the players are well animated and feature their own particular individual characteristics.

The Free Throw perspective has also been changed to make it all look very nice and realistic. It's changes like this, plus the ones described below and the Electronic Arts name that will no doubt help propel NBA Showdown to the top of the charts on immediate release.

By the time the game gets released in mid-March it will come with all 27 NBA teams complete with their pro roster. If they're good and they play ball, then they'll be in NBA Showdown '94. This will keep followers of the real thing more than happy as they'll now be able to take control of their favourite charges and try to lead them to glory against the best in the U.S.

Including all this is a tremendous achievement but it will doubtless be one of the factors that sells the game to the public in the end.

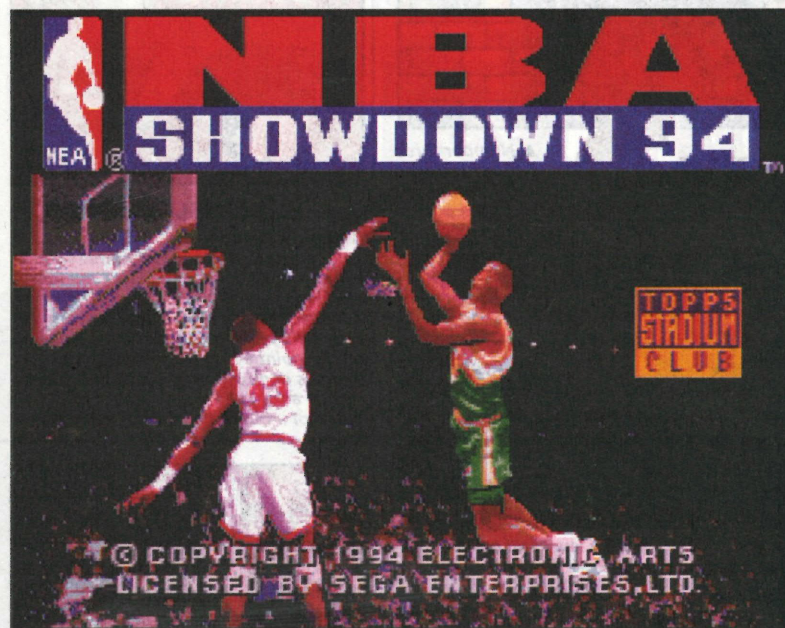
One of the plus points, as we've said, for this title is the simply huge amount of statistics it contains. This will keep figure freaks happy but certainly isn't everything as you well



▲ There are 12 seconds left on the shot clock. So you better get the ball quick.



▲ It's all go just outside the 3-point area. Will Shaq be able to get his shot in before the clock runs out or will Orlando Magic be forced to turn the ball over.



▲ This is what it's all about. Basketball of the highest quality. There's no better place to find it than in the National Basketball Association.

know. Thankfully the guys at EA know this too and accordingly they have decided to tart everything from the game engine through to the finishing detail shown on screen.

NBA Showdown '94 will feature faster gameplay, tougher defence and the all-new signature slam-dunks. For example, you can watch big, hard Shaquille O'Neal (star of the Orlando Magic and several ridiculous rap records) bomb it towards the hoop, jump high and smash the ball through the net in a most spectacular fashion.

As far as trivia goes you may be interested to learn that Shaq (to his friends) regularly breaks the backboard with the awesome power of his dunks. In fact that's one of the reasons he's so popular over in the United States!

The Topps Skills Rating System brings 4000 individual player ratings to the game, giving a level of player

▼ Shaq O'Neal's Slam Dunk smashes through the hoop for two more.

never seen before in games of this type.. Of course everybody says things like that about their game but it always seems to ring true whenever EA Sports are concerned.

A new feature that's probably worth mentioning is that gamers can select the offensive and defensive match-ups. This allows that little extra interaction which helps make a game special.

The game can be played in several different ways depending on what amount of time and effort you wish to put in. Full seasons, reduced seasons and the playoffs are all possible. The cartridge will have a battery back-up so playing a whole season will be perfectly OK.

If you choose to play the game in season mode then the team standings and league leaders are also tracked and saved regularly. You can actually get a feel for what the competition is like, while keeping a beady eye on the opposition.

As with most of the EA Sports games now, NBA Showdown is completely compatible with EA's 4-Way Play adaptor. This means you can have a bit



DOWN



▲ In keeping with American demands all stats of the game both past and present are constantly displayed.

of a laugh if you get your mates round, with a little mini-tournament of your very own.

It's also possible to combine players and create your own "Dream teams" by selecting your favourite All-Stars from anywhere in the NBA. Creating the ultimate team of stars is now simple. Alternatively the idea of grouping together a squad of incompetents will appeal to you so you can get a bigger kick out of thrashing the giants of the game.

As well as all this you can set up an eight-team knockout tournament to see who comes out on top. Either way there is so much variation in gameplay and the way matches can be played that this is bound to appeal to the masses out there.

As with any game of this ilk an Action Replay feature has been incorporated so that you can wind back your favourite moves. You could maybe even use it to analyse the opponents strategy

It's another Signature play from one of the NBA All-Stars. Watch in satisfaction as the ball is slammed into the hoop to the roars of the delighted crowd baying for a long overdue home win.



before the game. Professionalism has always been a word you could associate with the guys at Electronic Arts. They'll be no sloppy touches in this when it is finally released. Control, graphics, sound, they'll all be covered in the best way possible, as EA Sport's games always are.

Anyway, whatever happens you can be sure of one thing - that they'll be a full review of this in next month's issue (well, touch wood naturally). If you're interested in the meantime, it'll be out next month costing the regular price of £44.99. Check it out next month because the competition is sure to be stiff with the amount of basketball

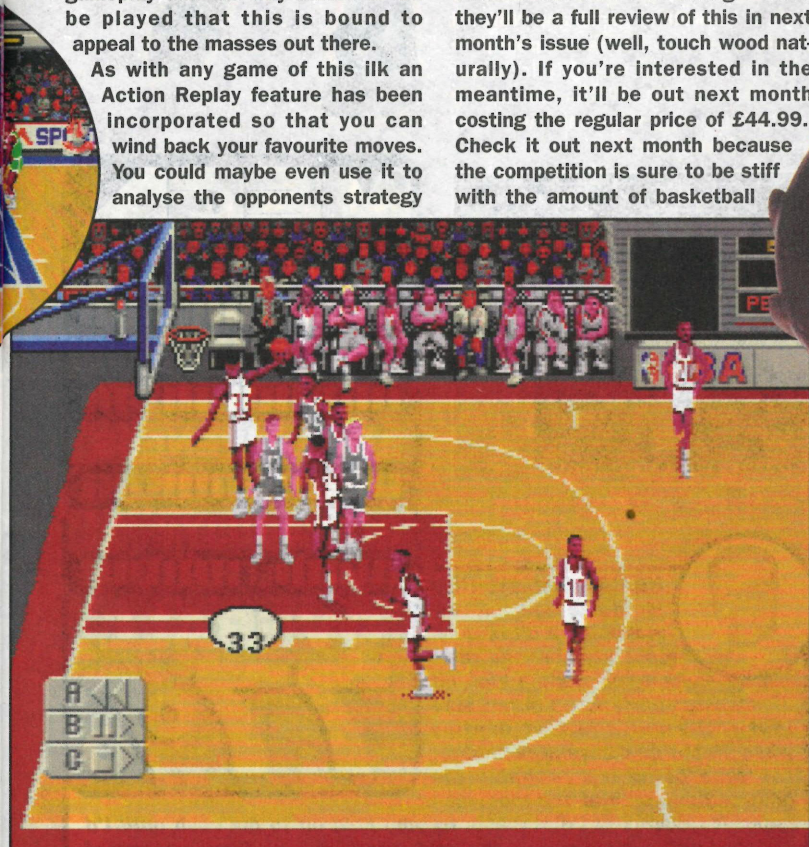


◀ It's free throw time. That penalty for pushing is about to prove costly for your side as time ticks away in this all-important playoff match for a place in the final.

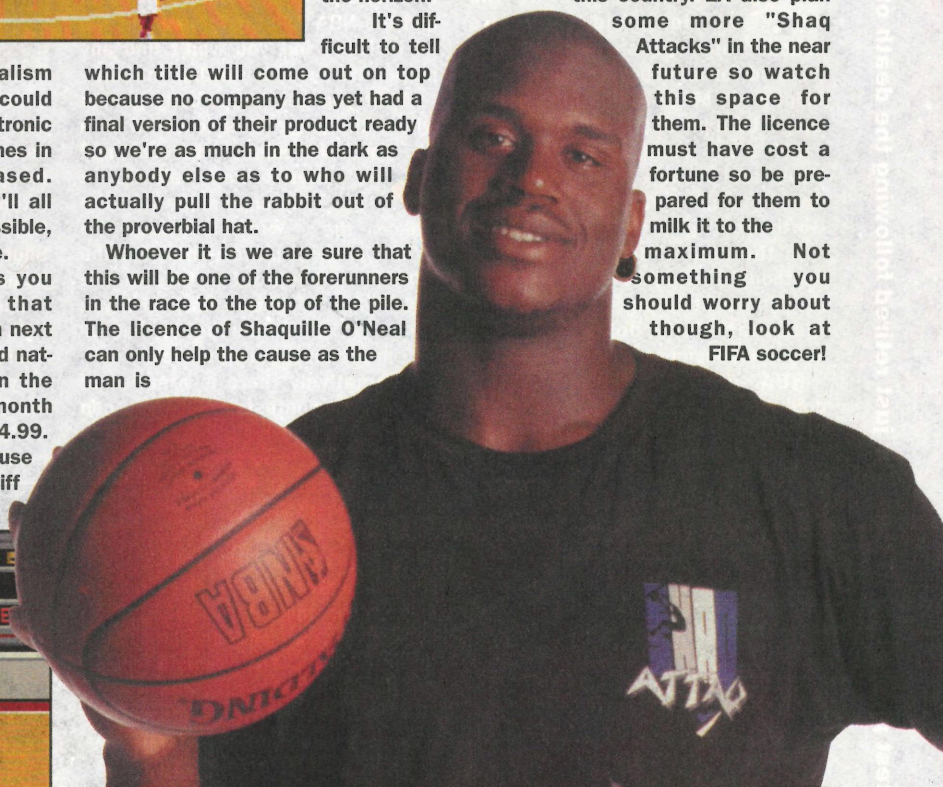
games on the horizon! It's difficult to tell

big business at the moment even in this country. EA also plan some more "Shaq Attacks" in the near future so watch this space for them. The licence must have cost a fortune so be prepared for them to milk it to the maximum. Not something you should worry about though, look at FIFA soccer!

Whoever it is we are sure that this will be one of the forerunners in the race to the top of the pile. The licence of Shaquille O'Neal can only help the cause as the man is



▲ NBA Showdown '94 comes complete with the now familiar EA Sports Action Replay system so you can gloat over your famous moments for ages!



MEGA VIEW

This looks like it will be a pretty good offering when it finally comes out next month. But will it be any better than the other titles just around the corner. Who knows? We'll have to wait until review time for that but at this stage it's looking pretty good. With the reputation that EA Sports have it's hard to imagine this turning out to be a turkey. Stranger things have happened though, and you'll have to tune in next month for a final run-down in our review. ■ PAUL

RELEASE: MARCH '94 PRICE: £44.99



IMPORT

PUBLISHER

Flying Edge

RELEASE DATE

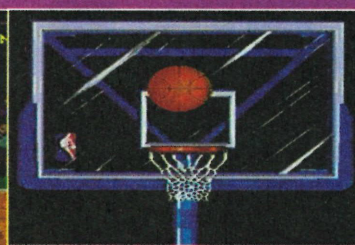
Out Now

PRICE

£44.99



▲ The bald head of Jordan leaps high above his opponent to pop the ball through the hoop.



▲ That's another three pointer for the lads in the tournament.

NBA Allstars

■ With the plethora of basketball games arriving we thought we'd look at an import.

Basketball seems to be very much in vogue at the moment and there are numerous ball games planned for launch over the coming months. In Mega Action next month they'll be a bit of a round-up and you can find out about all the latest titles and what's worth having and what's worth avoiding.

In the meantime we thought we'd just mention a little jam-fest that's still doing very good business on import.

NBA All-Star Challenge will doubtlessly soon be eclipsed in the tide of releases but if you simply cannot wait any longer then this is well worth a look to pass a bit of time.

27 NBA All-Stars are featured in what is billed as the ultimate test of

TIP

When shooting, release the ball at the peak of the jump, this will increase the chances of it making the hoop first time.

basketball skill. One-on-One, Free throws, 3 point shootout, H.O.R.S.E. and the NBA All-Star Tournament are all included but you won't find any proper five-a-side basketball in there.

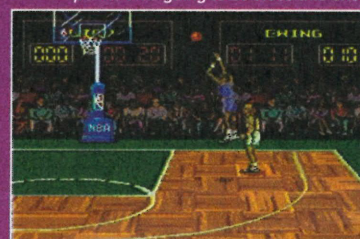
What you get is basically games where the player has to stand at a particular point on the court and tries to fire in balls from a strange angle with the winner being the player who gets the most points in the allotted time, or if you prefer, the first to that all-important winning score.

Alternatively there is a series of One-on-One contests where you can pick players to go up against one another in a timed battle using one end of the court. Normal b-ball rules apply.

Graphically the game is still very good. Each NBA team is represented by their star player and this individual has his own characteristics and looks. For example Michael Jordan is big and bald while Larry Bird is white with silly blond hair. As for sound, you get the ball bounces and the whoosh of the net as the ball goes through it. What more is there?

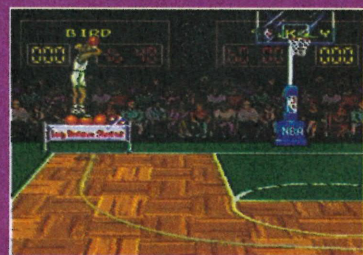
It can be played by either one or two players and it may just fill the gap for the

▼ A long range shot heads for another two-pointer. It's going to be close this one!



next few weeks if you're that desperate. £45 is a lot of anybody's money especially when the choice is about to widen so greatly in the very near future. If you can hold on then Jam It, NBA Jam and Charles Barkley - Shut Up And Jam, among others, are all due to be released very shortly.

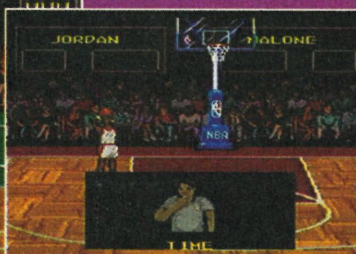
There's only so much you can do with a basketball game and NBA All Stars does what it is supposed to very well, but there really is better stuff on the way. Watch this space and check out the run-down next month in Mega Action.



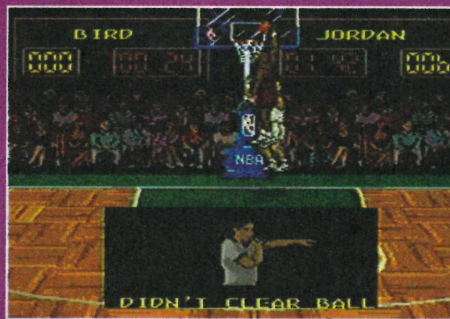
▲ Playing HORSE sees you move around the different positions on the court.



▲ Which way will Bird go next? Round to the left? Or a fake to the right perhaps?



▲ You can't hold the ball for that long. It's a time penalty against Michael Jordan.



▲ The referee gives the foul for not clearing the ball properly. It's off to the free throw line for two shots.



NBA Allstars is getting on in age now but still makes for a bit of good fun every now and then when you want a nice bit of relaxing sporty fun. I'm not sure that it'll stand the test of time when all the new boys arrive but for the time being it's probably the best of the bunch at the moment at least. If I were you I'd probably try and hold on to my cash until I'd weighed up my options over the next month or two. There's plenty of choice with Barkley, NBA Jam, NBA Showdown and Jam it so hang on for a little while. You know it makes sense.

■ PAUL

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



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77%

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BUBBA

■ To most of us a stick is a stick. To Core a stick is a stix and a stix is a sidekick for the hero in a videogame. Weird.



▼ Don't look now but there's a man eating bush about to land on your neck!



▲ The trees come alive in the alien woods on this strange world Bubba has landed on.

ly given this guy too much up top if you know what I mean. If they made him too clever he would probably solve the puzzles fairly quickly. I'm not saying he's a dunce, but then again he ain't no university graduate!

This is where you come in, you must solve the puzzles! The general jist of it is that the slim stick with green, leafy hair that has befriended Bubba is the other main character.

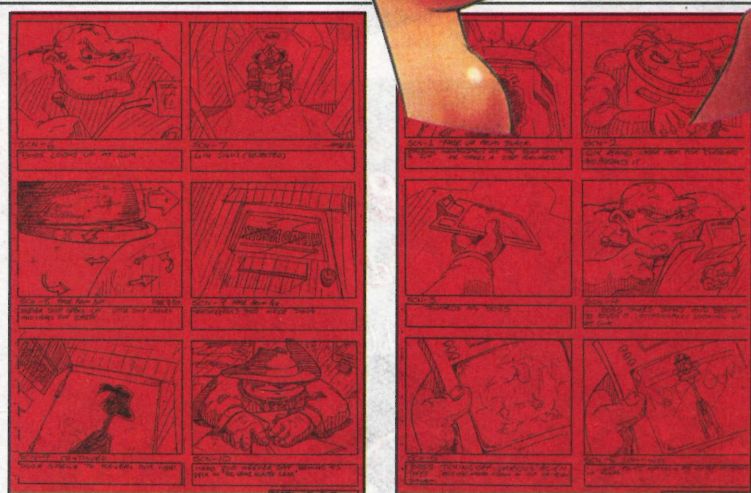
Stix, as he's known, happened to be aboard an alien space vessel pleasantly engaged in abducting every type of creature in the universe. He follows Bubba when the ship crash lands on an unknown planet.

From here on in, the game follows

▼ Collect this little green guy when ever you see him. He restores your health.

The Core Design team have been racking their brains to come up with a new idea that will change the way we play platform games. They have side-stepped away from straight forward shoot 'em-ups to move into the puzzle arena. The game has a unique style of gameplay based around the adventures of a guy called Bubba, a bloke who works for an animal delivery service.

Now the programmers haven't real-



THE STORY SO FAR...

This Bubba 'n' Stix affair sure is one strange story. It all kicks off in outer space, with Waldo (now he's the bad guy in all this) the alien collector, receiving orders from his boss to go out and search for any specimens that they have not captured yet. Guess what, the only one missing off Waldo's list is... a human specimen. So it's up, up and away into the depths of outer space in a search for the missing link, or humans as we know them.

Back on earth, we meet Bubba, a semi-intelligent delivery man, who has just made his last delivery of animals to the zoo. After clambering back into the cab of the truck, ready to get off home, huge clamps suddenly appear from above and hoist his truck with him inside into the air. Happens to me all the time. Before Bubba can get out in he is locked inside the hull of Waldo's craft. Oops.

Totally puzzled by all this, Bubba leaves his truck and decides to have a look round. A sudden tap on the shoulder has Bubba spinning round

to see that he's not alone in this spaceship. He's surrounded by hundreds of aliens, who all look as surprised as he is.

This creates mayhem in the hull of the craft. Hundreds of wierd and wonderful creatures start to panic (surely humans aren't that ugly) shaking the ship about until the doors burst open and everyone, or thing, falls, harmlessly somehow, out onto the planet surface below.

As all the creatures run off, our hero is left embedded in the planet's surface. As he lifts his head to look around a stick falls from the spaceship and lands on Bubba's head. Bubba's instincts tell him that this is not Earth and that he must find a way home. Amazing what a blow on the head can do.

After a short while Bubba realises that he's been followed by a piece of wood. He decides that they should work together in an effort to escape from Waldo and this planet. Logical. So it's this partnership that takes them through the game.

A 'N' STIX



◀ Bubba is a cool enough flute player when he feels in the mood.

happy at all.

Waldo does make a few appearances on each level, and has a go at stopping Bubba. Watch out for him waving a big ray-gun around or trying to drop drop boulders on you. But if you're quick you can dodge Waldo's attempt at recapturing Bubba and sit back and watch his

the style of a platformish type puzzler with Bubba using his new found friend, Stix, to complete different puzzles and escape this awful world.

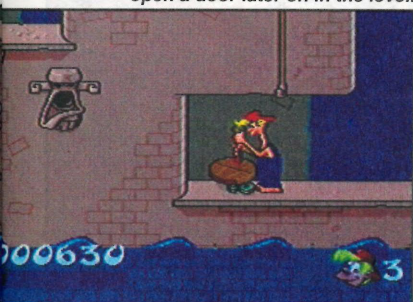
As well as using Stix in the conventional manner, as a weapon, Bubba can utilise his wooden friend in other ways. I'm not going to give too much away though as the programmers at Core Design want you lot to use a little grey matter to try and work out the correct solution.

The puzzles are of the type that once you work out them out you think "I knew that all along!". There is a lot more to this game than running along the screen and hitting everything.

Rather than rushing in, you're expected to think of a way, using Stix, to come up with a solution. All the puzzles that you come across can only be completed with the aid of Stix.

Throughout the game Bubba must also keep an eye out for Waldo, the guy who captured him in the first place. Waldo must be pretty mad after collecting all these strange creatures and then going and losing them all, his boss won't be very

▼ Work out how to spin the wheel to open a door later on in the level.



plan backfire.

It isn't easy though, with loads of levels to work through, you're gonna struggle to solve all the puzzles.

The first zone Bubba wanders into is the alien forest. Here strange things rustle in the undergrowth and trees uproot themselves and follow him. Whenever Bubba spins round to see who's behind him, though, the trees instantly close their eyes and remain static.

Once safely through the spooky woods he finds himself transported into an alien zoo with loads of unusual creatures lurking behind bars, some of which can help Bubba while others are nothing but pests, causing problems for the delivery man.

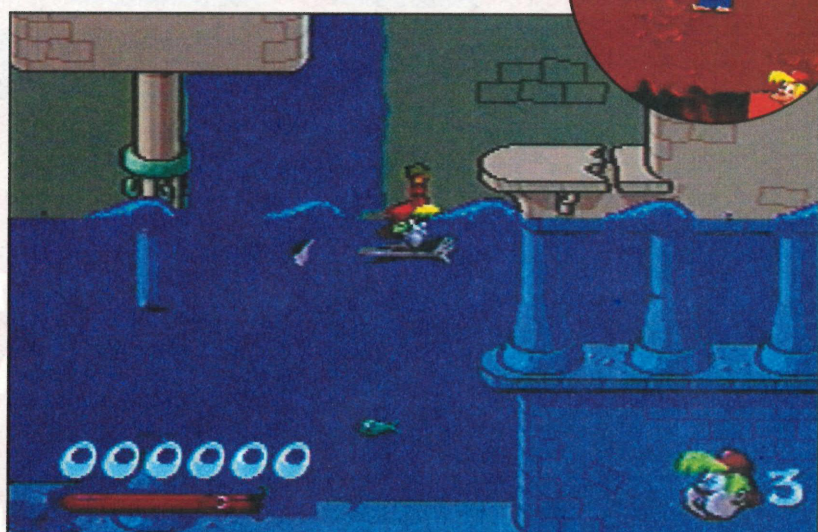
The lava tunnels of a volcano are the setting for the next level, with pesky, dive bombing bats lurking about. In the final zone, the space



▲ Jump on all the boulders to reach the top of the red hot lava flow.



▲ Use the lift to roam the different levels within the heart of the volcano.



port, he confronts his pursuer, Waldo, in a one-on-one battle.

A few of the zones in some of the levels have to be retraced as Bubba can't safely continue without performing a certain task or by retrieving an object earlier on in the level by using his faithful friend, Stix.

Progress is all based on trial and error (for me anyway). All you have to remember is that the stick is at your disposal. And don't worry about losing Stix during play, as he returns to his earthling pal as soon as Bubba whistles.

It looks like Core have kept to their same standard of producing quality graphics which work well with their unique style of gameplay. These are the guys behind the excellent CD heli sim "Thunderhawk", and the colourful and playable "Chuck Rock II, Son of Chuck", among others.

The CD game will contain a longer intro sequence and

▲ Keep an eye on the face icon in the corner, if it turns blue, you're sinking.

will also, hopefully, have a lot more 'between play' visuals, with an animated storyline to link all the many different zones.

We had chance to check out the cartridge version, but as soon as we get any further information on the CD

▼ The programmers came up with loads of ideas of how to use Stix in the game.



MEGA VIEW

All those at Core design are hoping that the Bubba and Stix partnership is going to have a large impact on the games scene and will stand apart from the plethora of platform games floating around at the moment. Whether it will or nor is up to you lot out there in console land, but from what I've seen things look promising. Playing this has made me realise what handy things sticks are, that's why I carry mine everywhere. Stix, don't leave home without it. ■ GLEN

RELEASE: MARCH

PRICE: £TBA

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SKITCHIN'



▲ There are plenty of punks determined to make your life hell as you skitch across the country.

Everybody remembers Road Rash, and the even more recent Road Rash 2. These were games that sold loads and helped propel the Mega Drive to fame. So when the guys that programmed them start work on a new project it's definitely worth sitting up and taking a good long look at.

Skitchin' is the name the new title goes under and is, would you believe it, a crossover between skating and hitchin'. Neat huh?

Skitchin' is apparently a bit of a craze over in the States and involves cars and skates, the idea being to grab onto the nearest car while wearing your meanest pair of Roller Blades and let it pull you along until you make a grab for another vehicle. These cars drag you along behind them until you cross a makeshift finish line, where the first over is obviously the winner. Mad eh?

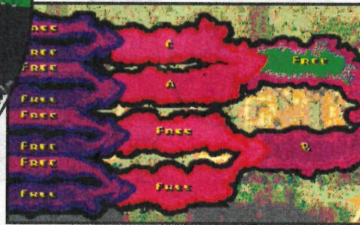
Anyway the plot goes something along the lines of it being time for the National Championships and you,



▲ Hanging on to the back of jeeps is a good way to get around.



▼ This shady character is the kind of guy who will supply you with any new equipment you need. Straight off the back of a lorry of course.



▲ The tournament map shows how far you have progressed to date.

naturally fancying your chances of picking up first prize, decide to have a go yourself.

The final version of the game will be set across 12 major cities in the United States of America. These will include Los Angeles, Denver, Vancouver and many others. Each city will obviously look different and should, if all goes well, represent its real-life counterpart.

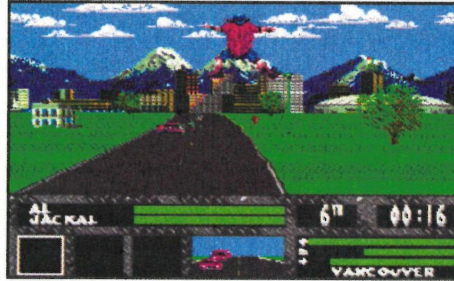
Skitchin' can be dangerous for reasons other than the risk of falling off and landing in a heap of broken bones at the roadside. There are no rules and so while skitchin' you'll be forced to fight off other competitors using some of the nine weapons that can be collected along the way. Don't start contemplating the morality of using these as the opposition will be quick enough to give you a dig if you hang around.

Crowbars, chains and nunchukas are all included as a means to batter your fellow riders off their lifts. Of course, if a weapon is not available resorting to punching, kicking or elbowing is also perfectly acceptable in this game.

To have any chance of qualifying for the next stage you'll have to get your rider into the top four places in a cities race. If you can achieve this then you can progress to the next US city where the gangs riding the road are much tougher.

When everything has been put

■ It's the latest craze from the United States and it's programmed by the same guys who brought us Road Rash.



▲ You've inadvertently come off your lift and are left to fly through the air.

together there will also be various stunts to perform which can be activated by utilising the ramps at stages at the side of the road. These all go by names like the "Moebius", "Daffy" and "Karate Kick".

The advantage of learning to pull the stunts off is that completing them successfully provides hard cash. This money can then be spent on upgrading your equipment to increase the chances of picking up those important wins.

Without upgrading the equipment it is unlikely that any progression will be made through the later levels. New and better skates will be available as the game progresses whereas knee pads and gloves can prevent the occasional nasty injury.

Another good way of making cash

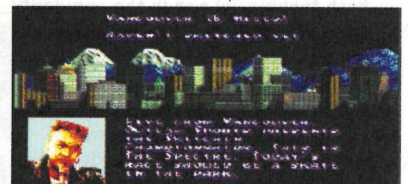


▲ There is a definite graffiti feel to the Skitchin' theme and layout.

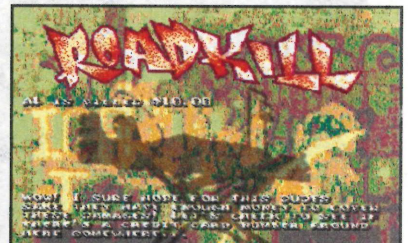
is to finish in the top four with a large total of dollars given to the winner of each race. Every Skitcher has the ultimate dream (apparently) of skitchin' on the back of a Police car. Pull this off and there are extra bucks in there for you.

Having said that the police aren't exactly overfriendly when they catch any youths participating in this dangerous past time. Getting arrested is never posy and certainly won't do much for your street cred.

Two-player participation is always a good selling point and Electronic Arts have decided to include this in Skitchin'. This option takes the form of a two-player split screen with the two individuals battling it out in a dual for ultimate supremacy.



▲ Vancouver is one of the easier cities to progress through early on.



▲ Before each section you will be told exactly what you are up against.

MEGA VIEW

Skitchin' looks like it will be more good fun and it certainly has a strong pedigree coming from the boys that brought us Road Rash last time around. Graphically the title is strong and there is good playability included. There seems to be plenty of variety and so EA should have another winner on their more than capable hands. The two-player option should provide a sizeable challenge and we are looking forward to reviewing this in full in next month's issue. ■ PAUL

RELEASE: MARCH

PRICE: £44.95

RYAN GIGGS CHAMPIONS

■ Britain's finest footballing prospect for years is about to star in his very own soccer game from Acclaim.

He may play for the Welsh but he's still one of Manchester's finest footballing exports for years. Ryan Giggs (formerly Wilson) was brought up around the corner from our Ed and used to regularly destroy local school footy teams with his talent. Now would you believe the boy wonder has been signed up by software giants Acclaim to endorse their new football game.

Ryan Giggs' Champions is coming into the market at a time when the soccer game is at an all-time high, both technically and in the popularity stakes. This obviously makes the competition particularly stiff but having the name of one of the world's brightest young soccer stars should give it a real chance out there.

Just in case you can't wait to find out, the game is due for a release in March so you shouldn't have long

to wait before it hits the shelves.

Acclaim claim (sounds a bit strange that doesn't it!) that the finished game will bring real championship action to your Mega Drive as you can match the skills of your favourite players against the likes of Brazil, Italy, Germany and the good old United States of America.

Park Place Productions are the team behind the game. These guys are widely renowned as being the best in the business as far as sporty type games go and they've really gone to town on this title.

Their pedigree is second to none with their stable of games including the Madden series and NFL Quarterback Club. With names like these behind them it's hardly surprising their talents are in demand and when a big new title comes up for development who better is there for the job than Park Place.

▼ These are Super Nintendo screenshots due to delays getting stuff over from America. The Mega Drive version will look extremely similar and we'll have some of those shots next month.



One of the major features is the ability to play the game with it scrolling either vertically or horizontally. State-of-the-art is how Acclaim describe their graphics and as you can see, even from these screenshots they are pretty special. Young Ryan has definitely got himself a good deal as this won't

be a game that damages him with the fans as some personalities have found happening after endorsing rubbish games. On the technical side of things Ryan Giggs' Champions boasts advanced player control, which will allow a variety of manoeuvres to be performed by the player, attackers and defenders alike. All the other now standard options are



▲ All the features of a good game of footy are included. Here we see the throw-in about to be taken by the Brazilian striker, as Brazil push up for another goal.

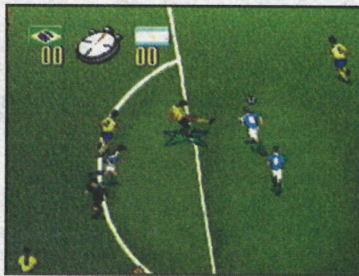


▲ Even Ryan Giggs' Champions has an action replay function which can be operated to show your best goals and moments as many times as you want during a game.



▲ Here we have Ryan modelling the latest range of Manchester Utd. sportswear!

▼ It's 0-0 with time ticking down rapidly. Will there be a late winner right at the death?



▼ A radar at the top of the screen gives you an indication of where everybody is.



game is superior to another as each, inevitably these days, have their own merits. Games from the big companies are very rarely terrible so they usually have at least one or two things going for them.

Ryan's game doesn't really try to be too clever and that's probably just as well. How many times has the "new smart feature", supposedly making the game brilliant ended up completely spoiling it and sometimes even making it unplayable!

Controlling everything is relatively simple and it won't take an eternity to get to grips with the game. Bear in mind that some changes may be made before the final version is released in March but at this stage in the proceedings things look very good indeed.

Football fans are having a whale of a time at the moment with all the quality releases that are arriving. I remember the days when the only good soccer game was Kick Off 2 on the Amiga.

It's all changed for the better now with a wider choice than ever before available to the serious footy addict.

Watch out next month for more hot gossip on Mr. Giggs and co when we'll hopefully have a full review of his game for you to get your eyes wrapped around!

Until then keep playing FIFA Soccer and wait for the day when something comes along and knocks it right off the top spot for good.

Will it be Ryan Giggs Champions? Possibly not, but stranger things have happened in the past. One thing is for certain, if it isn't as good as Electronic Arts' offering it won't be far short of the mark in the end. Only time will tell.

In the meantime we'll keep you posted on any further news as it come in and we'll have a selection of Mega Drive screenshots for you to look at in next month's news.



▲ Being awarded the Young Player of the Year in 1992 was probably Ryan's biggest honour to date. There will doubtlessly be many more over the years to come.

Gigga-What...

*Ryan Giggs made his debut against Everton at Old Trafford on March 2 1991. Nobody new at this stage knew what a phenomenon he would become in the British game.

*He scored on his second match against Manchester City on May 4 of the same year to win the Derby. From then he found himself propelled to soccer stardom.

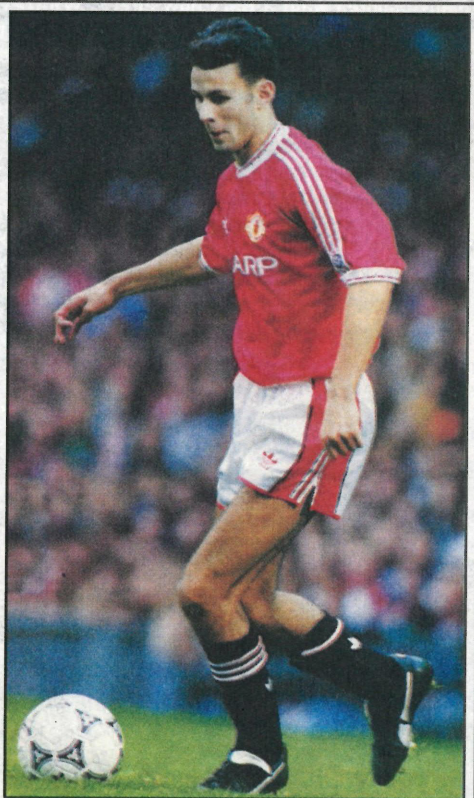
*He became the youngest ever player to play for his country, Wales, when he made his debut against Germany in Nuremberg on 16 October 1991 at the tender ages of 17 years and 321 days.

*Giggs' is five ft 9 inches and weighs 9st 10 (which is all a bit sad really but you can thank office United fan Helen Weaver for all this rubbish!).

*Ryan was born in Cardiff but moved to Salford near Manchester when he was two years old.

*My brother once played Rugby League against him at school.

Reported offers of £15 million from big-name Italian clubs like AC Milan have been flooding into United. Understandably the Premier League Champions are doing their best to hang on to his talent so it doesn't bear thinking about what kind of wage he's on.





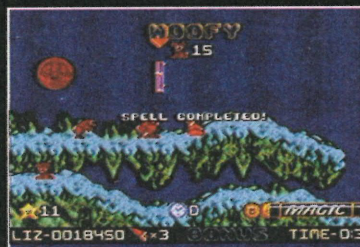
CONSOLE WARS!

And in the beginning, well there was nothing. At least nothing you could plug a cartridge into. Youth was brought up on a diet of hopscotch and skipping through to the heady days when Scalextric ruled the roost. You could quite easily pop round to a mates for a go at Total Control Racing or a game of Subbuteo but all that is now a thing of the past.

While other forms of "kiddie entertainment" have come and gone (how many children want a BMX now eh?) there is no foreseeable demise in the popularity of video games (which at least means I'm in a steady job for a bit!). In one way or form the industry continues to mutate. First consoles, then Home Computers, before heading back to carts once again.

In the eighties it was really a case of

▼ Sega seem to have corner the market with cute characters. Take Sonic for example!



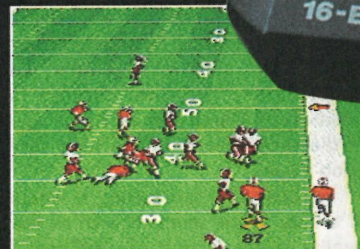
whether your machine was a Spectrum or Commodore 64. Whatever it was could virtually decide the friends you had. If your machine was different then all you could expect was argument after argument as to why it wasn't as good as the one the person you were arguing with had.

So nobody knows what's around the corner. People are all too quick to bandy CD around as the successor to everything. But where do things go after that? Because they certainly will go somewhere. That my friends

▼ Platform games are a staple diet for any self-respecting Mega Drive owner.



▼ John Madden sold exceptionally well.



is another story, one for a different evening. For now we shall take a look at how it all started and just exactly how far we've come in the twenty (well don't call me a liar for the sake of a few months) years since it all started.

I had my first video game thingie back in 1977 as a cute little five year old. Of course at this stage it wasn't even cartridge based. The older amongst you may remember a small grey and orange (hey, it was the Seventies, my bedroom used to be brown okay!) unit made by Grandstand that used to have about 10 different variations on Pong (see later on if you don't know what Pong is - heathen!) built in. These could be selected from a small panel in the centre. There was tennis (which was your basic no-frills Pong). Hockey (which was your basic no frills Pong with goals the ball could go behind). Soccer (which was your basic no-frills...you get the picture anyway.).

Around the 1978 period the first great console war began. Atari

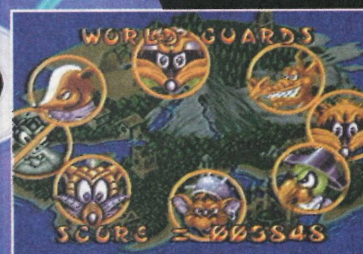
squared off against Mattel. The VCS vs the Intellivision.

The former turned out to be popular with the punters as only the snobby rich with more money had the more expensive Intellivision (Okay, so I had one). Mine was a second-hand purchase for a Christmas present and came complete with about 10 carts for the bargain price of about 200 quid. Now as you can imagine that was enough money to buy a small horse farm in Norwich in those days but it was a steal for the beautiful (fake) teak and gold beast of a video games system.

So, effectively, the first consoles were born. If it wasn't for these then we wouldn't be



▲ The Super Nintendo raced high in the popularity stakes for a short while at least.



▲ Mega CD games have come a long way since day one when the standard was low.



▲ Many people slagged the Mega CD off initially. Sonic CD helped change that.



▲ Stunning graphics are one of the reasons for this success. Beat this anybody?

■ Paul McNally looks back at how it started and just exactly what happened to make magazines like this one possible today. This is a true story told from this author's point of view but the names have been changed to protect the innocent.

where we are today. Many video game veterans will remember these machines and it isn't always untrue to suggest that some of the games on these comparatively primitive formats more than match a lot of today's offerings on the playability scale.

In the early days it was obviously playability that counted as fancy graphics and sound were simply the dream in the minds of the people playing them. The brightest and most passionate eventually turned into today's programmers. As far as big name characters were concerned Mario was about in Donkey Kong but aside from him platform titles were pretty scarce.

Games were all based around simple concepts. Atari had Asteroids, Mattel had Astrosmash and so on. As time went on there started to be a crossover between machine formats. The same titles began to appear for different consoles. No longer did one particular system have the only version of a game. Companies began developing for more than one machine as they realised that this was how to make even more money in this fledgeling business. The video game industry had begun in earnest.

After the arrival of another machine - The Colecovision, the bottom suddenly fell out of the

the cartridge market. People suddenly got fed up of paying £25 for a game (yes kids it was that expensive 15 years ago!). Home Computers hovered into view with their £7.99 cassettes and a promise that they could be used for more than playing games, parents all over leapt on the bandwagon. "I've got it so he can do his homework on it!" could be heard in households all around the country.

The prospect of thousands of twelve year olds doing their projects on their Speccys though was not a realistic one and it soon became apparent that doing schoolwork was not really the major reason kids wanted a computer!

It was all about cheap games. Everybody wanted a keyboard with their machine. Mattel tried to fight back by launching a keyboard that could be plugged into their console. However this "computer" had 1K and to be honest turned into a bit of a farce despite attempts to build it up as the way forward.

Soon after this flop Mattel retired to making Action Man dolls. Atari meanwhile slinked away to lick their



▼ The Jaguar represents a new era in consoles and will go up against any new machine



▼ Stunning graphics and a 32-bit processor take it out ahead of the pack right now.

▼ Will the Saturn have to face Atari's mighty new console. It looks like it to us!



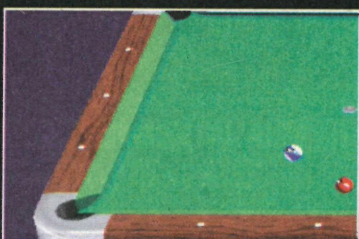
wounds before coming back with the Atari 600 & 800XL computers.

By this stage cartridge machines were obsolete, there were very few games to be found in the shops. I went through a phase of picking up Intellivision titles for £7 as shopkeepers sought to get their cash back. Cassettes (fond memories flood back!) were what everyone wanted. There was nothing quite like waiting 12 minutes for a game to load only to get a Tape Loading Error right at the very end.

To keep this in line with the rest of things and it is "My story" I can now tell you that I got an Amstrad CPC 464 in 1984. Not a Commodore or a



▲ The SNES is no slouch with graphics either. It's a difficult choice these days!



▲ These days a lot of Super Nintendo titles go for playability which isn't always matched on other formats



Speccy. Oh no! I could have classroom arguments with my peers and not have a leg to stand on because Pit Stop and Elite weren't available for my machine! However I had a colour monitor and built in tape recorder so I was happy.

Almost overnight Amstrad barged their way into the party. Their machines started selling like hot cakes and people were producing games for them. Firebird Software even brought Elite out and that shut young David Tennent in my class up let me tell you!

Then, without warning, 16 bit became the phrase on everyone's lips. "Have you seen Dungeon Master on the new Atari ST?" was the question. Thankfully every house in this country has a small space in the cupboard under the stairs. It's almost as if architects in the sixties knew that one day this niche would be occupied by a ZX Spectrum or Commodore 64.

And so I put my trusty Amstrad up for sale in Micro Mart (mainly because you couldn't fit the monitor in my niche!) with the intent of funding the purchase of an ST with the proceeds. I sold it surprisingly quick-



ly to a small, posh looking gent who ripped me off thirty pounds. A defenceless 14 year old, already coping with the traumas of puberty was now forced to realise how cruel the world can be. If only I'd counted the cash I wasted.

Genuine mistake or not I prayed so very hard that night that the dodgy power supply would pack in and maybe even cause a small house fire in which nobody got hurt but his insurance premium was raised to an unbearable level!

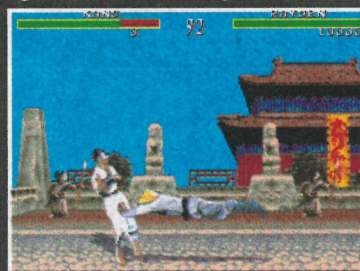
During my introduction to the real world Commodore were busy working on a successor to their C64. The Amiga came and still remains champ, having wrested the mantle of top games computer from Atari. The ST is currently in it's last death throes - killed off by a challenge it could never hope to sustain. Sega and Nintendo had gatecrashed the games machine party.

The Sega Master System and Nintendo Entertainment System had both been around for a

▼ Boxing games are coming back into vogue and Sega is at the forefront.



▼ Mortal Kombat is a game currently selling like hot cakes for the Mega Drive



considerable period by this stage but had failed to make any real impact.

The Sega Mega Drive was the machine everybody put their cartridge hopes on. Sure enough, when it was launched to astounded audi-



▲ The Amiga CD32 has had a start similar to the Mega CD in that it has been criticised.

▼ The Mega Drive can hold its own with the best of them as far as games look.



ences in the late eighties, it signalled the beginning of a whole new era in video games.

It was unthinkable that a cartridge based system could cope with games of this standard. People rushed out to buy one, even though they were not initially cheap. Game prices, though, put people off. Buyers who had been weaned on £20 were now looking at nearer £40



▲ Software seems to be lacking at this early stage but that will all soon change around.



▲ As with all new machines graphics are the key to attracting a lot of new owners.

▼ The violence of Mortal Kombat has been retained in all the Sega versions of the game.



every time they fancied something different. It was make or break time. If the public didn't bite now it would all go horribly wrong. They did and they still are even as game prices continue to rise steadily.

Nintendo decided to spoil Sega's fun by introducing the Super Nintendo in this country after a period of uncertainty as to whether it would ever make it. Game prices rose ever higher as people seemed prepared to pay over £100 for near arcade-perfect conversions of the Streetfighter II game that had recently taken the arcades by storm.

And that leaves us where we are today. On the home computer side the ST is virtually no more. The Amiga is beginning to struggle. The only real growth market is the PC games market which continues to go from strength to strength. As far as the consoles go, as that is where the majority of our interests lie, Sega have their Mega CD which now looks like it is beginning to take off and Nintendo have announced a new Super-Super Nintendo in the pipeline.

Atari are set to make a console comeback with their apparently stunning Jaguar which will be in the shops soon. As for Mattel, well I noticed they're selling Action Man in Toys R Us again last week!

■ *Now the Sega Saturn, if that is what it is to be called will have to face*

the very cream of today's technology. How will it cope.

Only time will tell if success will follow

when the machine is released.

What's that Pong?

The name Nolan Bushnell might not mean very much to you but he is one of the major reasons you are sitting here reading this as we speak. In 1972 Nolan sat down and just knew he wanted to do something different from the forms of entertainment that existed at the time. Being 1972 and with technology being far from the heady heights it is currently at, he was obviously severely restricted as to what he could do.

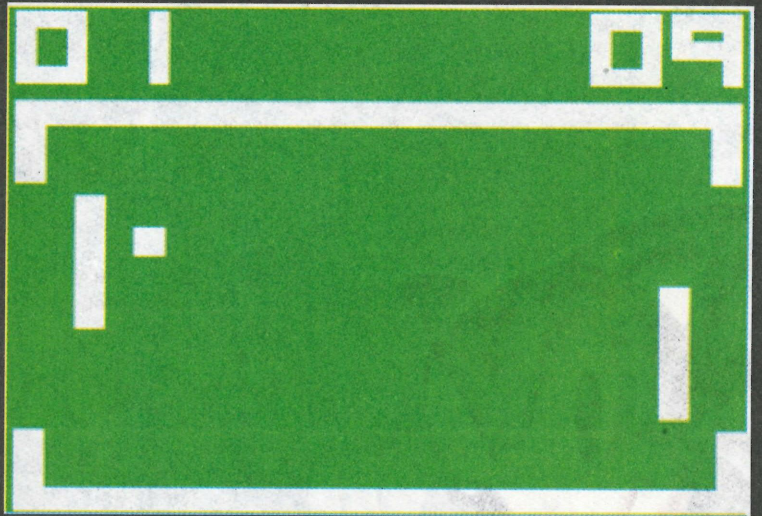
The result of his electrical fiddlings was a crude bat-and-ball game called Pong (mentioned to death elsewhere) which was the first ever video game. The "plot" was simple. It was just a very basic version of tennis

where two players had to knock a dot between two lines with the aim being to get it past the other's bat (trust me, it sounds a lot more complicated than it actually was!).

The game was a phenomenon and therefore a method of marketing it had to be found. Bushnell set up his company. Taking it's name from his favourite board game - GO - he chose the word Atari which means an expression of victory similar to Check-Mate in Chess.

After repeating his success with several other games Nolan decided the time was right to get out and sold up his shares to Warner Brothers for a cool 40 million dollars. Not bad for a young electrical engineer with an idea, a garage to work in and an absolutely tremendous amount of energy!

▼ Pong was a game so simple in principle and yet so difficult to do at the time. Many Pong clones have been produced since those early days. This is just one of the many we've played here.



Reasons why we're here today.

Atari VCS

One of the reasons we're here today folks. If you have one dig it out, dust it off and put it away again. You can still buy 'em if you shop around although not in their traditional tacky look. Shame that.

Mattel Intellivision

A personal favourite of mine. Great games, well before its time. It's Direction Disc Controller was perhaps the first joypad. A collectors item now and really good video games memorabilia.

ZX 81

1K of memory and a power pack that went bang if you dropped it. You can't beat the good old days. Clive Sinclair (and I talked to him when I

was 13!) was, and is, a genius that will never be forgotten.

ZX Spectrum

The follow up to the ZX81. Introduced a nation to computers and games. Most people won't go

back any further that this machine as it was an ideal introduction to a new phenomenon.

Commodore 64

The rich man's Speccy. Was it any better or did they both cancel each other out with their different merits. It's an argument never sorted in the

playground and, believe me, it won't get sorted out here.

Atari ST

The start of the 16 bit revolution. Now sadly dropped off as certain technical limitations made it ideal for composing music but bobbins for top range arcade games.

Commodore Amiga

Still there and hanging on - just. A good all round games machine that has recently been re-released in upgraded formats with hard drives and the like bolted on.

Sega Mega Drive

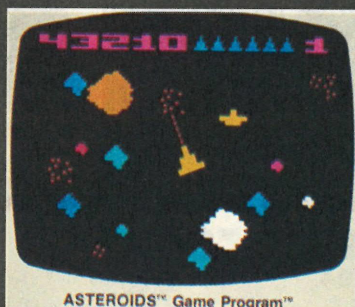
You should really know a bit about this already. A classic. A games machine may never prove as popular.

Super Nintendo

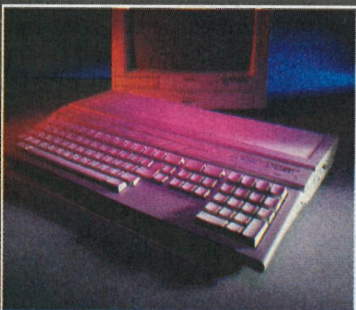
Nintendo's answer to the Mega Drive. Is it better? Make your own mind up. (No, it isn't - Ian)



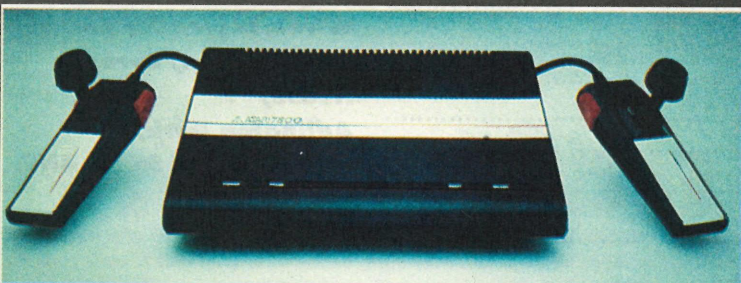
▲ They look so different don't they. Adventure was basic yet brilliantly addictive to play



▲ The original Asteroids on the Atari VCS was and always will be an all-time classic.



▲ The Atari ST took 16-bit computers into the home at long last. Now it's dead.



▲ Later versions of Atari consoles tried to upgrade the look but it was the technology that was rapidly falling behind the rest of the pack. It was then they moved into computers.



▲ Asteroids clones are also easy to get hold of. This is one of the better ones.

MEGA

Wireless Wonders

POST
YOUR
ENTRY
NOW

We've all done it. You're tired, you lie back on the bed while playing Sonic. You wiggle around to get comfortable and the whole bloody Mega Drive crashes to the floor! Joypad leads are a pain, especially when your mum trips over it with a bottle of milk in her hand! It's generally no more serious than a couple of stitches, but it can easily be avoided! Then there was the time when the cat sent it flying and the Mega Drive landed on its head cost-

ing £83 in vet bills and a lot of wasted time in waiting rooms!

Household accidents are, however, soon to be a thing of the past, for some of you at any rate. Ross Electronics have come to your aid with their wonderful Micro Genius joypads which are, wait for it, wait for it...infra red!

That, dear people, in case you're not sure, means there isn't a tangled lead in sight! You simply put batteries in the pad itself and in the receiver box, plug the box into your Mega Drive and turn the pad on. It really is as simple as that.

There's no need to align anything and as long as you point the thing in the general direction, everything will be fine and dandy.

Can you really afford to be without one of these little beasts?

WHAT YOU WIN!

Six winners will each receive a receiver and Joypad (batteries not included unfortunately). They will also receive a voucher which will enable them to purchase a second pad for only a fiver, which is a tremendous saving and also incredibly useful. What are you sitting there for, send off right away!

This Infra red beauty could be the end of all your joypad worries if you enter the compo.

▼ You could soon be playing Sonic with your new pads courtesy of Ross Electronics.



▲ Even Prince of Persia's with it's awkward control can be played with ease.

ROSS

MICRO GENIUS
INFRA~RED
REMOTE
CONTROLLER
FOR SEGA MEGA DRIVE™
16-BIT



Two speed shot selection • Slow motion mode
(onal extra transmitter) Included: 1 Wireless transmitter, 1 Receiver

THE QUESTION:

All you have to do is tell us on the coupon below what use you will find for your old-fashioned joypad when you win. That cable must be useful for something. The six most imaginative get the prize. Simple! Please make your answers no longer than 25 words. We haven't got all week!

RULES:

The winner will be the first six people pulled from a large sack who have a suitably humorous answer. The Editor's decision is as final as they come and no amount of Kylie records will swing his favour in any way to anybody. Employees of Europress Interactive and their families are forbidden to enter and that is the end of that. Multiple entries are NOT allowed but you can photocopy your coupon if you wish!

Wireless Wonders

Closing date for entries 31. 3. 94

Answer:

.....

.....

.....

.....

Name:

Address:

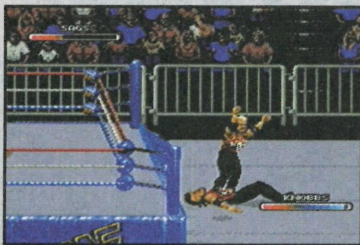
.....

Post code:

Age: Tel:

Send your entries to:
Mega Action
Wireless wonder Compo,
Mega Action, Europa
House,
Adlington Park,
Macclesfield, SK10 4NP.

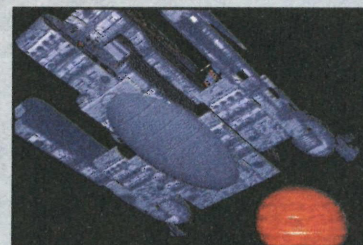
☐ I do not wish to receive promotional material from other companies



▲ **WWF Rage in a Cage:** More mayhem from the wrestlers of the United States.



▲ **Soul Star:** From the guy that brought you Thunderhawk CD - Mac Avery from Core.



▲ **Battle Corps:** Also from Core is this walk-around blaster. Find out what it's like!

cd section

Welcome to Mega Action's Mega CD section. Here you'll find the very latest in Compact Disc action for you to get to grips with including all the new releases and hot gossip. Simply turn the page to find out everything you need to know about Ground Zero Texas, Battle Corps, Soul Star and WWF Rage in a Cage.



OFFICIAL

PUBLISHER

Sony

RELEASE DATE

Out Now

PRICE

£49.99 (Double CD)

GROUND

■ Aliens are upon us and it's going to take more than a Texas ranger to sort this out.



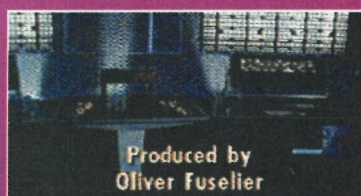
I fancy myself as a bit of a Clint Eastwood, so when I saw this, I jumped straight down from my horse and picked up my control pad. All my hopes were dashed when to my disappointment I found not yellow toothed Outlaws brimming with anger, but aliens dressed as every day citizens. Even so, by the time I put down my control pad, my horse was covered in cobwebs. Seriously though, if you have a Mega CD, you simply just have to have this! ■ JAMIE



▲ Special agent troops set out on their search and destroy mission against the aliens.



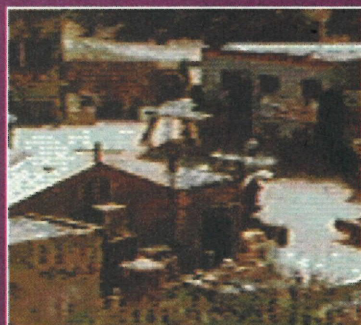
▲ The aliens mother ship orbits the earth waiting for the first invasion crew to report back.



▲ This is the main control room from where you will activate the four battle cameras.



▲ Your helicopter circles the landing pad ready to drop you off in deep Texas territory.



▲ This was just like any ordinary Texas town full of cowboys before the alien invasion.

Have you ever wanted to star in a movie and play the secret agent who's on the case in search of aliens? Well now's your chance. Care of Sony Imagesoft, Ground Zero Texas puts you right in the thick of it to a new dimension in CD gaming.

The latest technology has been put into effect for the Full Motion Video. Previously seen on games like Night Trap, Sewer Shark and the Make Your Own Video titles, the FMV has been used but not to its best ability. Until now.

In Ground Zero Texas, all the images are taken from live video footage, which you interact with. You may expect some of the action to slow down with all this interactive video 'stuff' going on, but oh no, the whole game runs smoother than a greasy sledge on greasy snow. (If



▲ You've got to get them before they get you, so watch out for their mean, green laser beam.

you know what I mean) Because the storyline is based on you using video cameras to successfully complete your mission, everything seems to fit in nicely, with no questions asked.

When you are dragged into the story things are at a pretty serious stage. You play the role of a secret agent, who only works on the most sensitive projects. Under departmental orders you've been flown in by helicopter to try and solve the problem that faces one small town, somewhere in Texas.

You're not the first person to be sent out to this Texas location, there have been three tactical operatives before you, all of which failed to find the solution. People have been disappearing, nobody knows where or why, but as the numbers of 'abductions' increases, the matter has become more serious.

The Army have moved in to protect the humble townsfolk but it's feared they may be too late. So what's all this fuss about then? Why are secret agents involved in a small town on the US/Mexico border?

TIP

Watch every character when something is going down, the alien is not always the main character in a scene. Prepare yourself, it's a shocker.



▲ Reece and Pike meet you at the landing site and brief you on the situation so far. They also warn you that you're the fourth Agent to be brought in to try and complete this job. Good luck!

Aliens, yes that's right, aliens. They've landed and are out to get us all! aarghhh! To make your job twice as hard, the aliens are able to take on the form of humans and mix in with the townspeople.

Your task isn't going to be an easy one, so you're going to need the latest equipment to deal with this problem. You are based in the heart of the security patrolled headquarters, in a control room that looks like something out of Star Wars.

The controls operate four battle cameras which have been strategically placed around the town, and will hopefully cover the most vulnerable spots in the town. As well as



▲ Close the camera shield to protect it from the gun fire otherwise you lose picture quality.

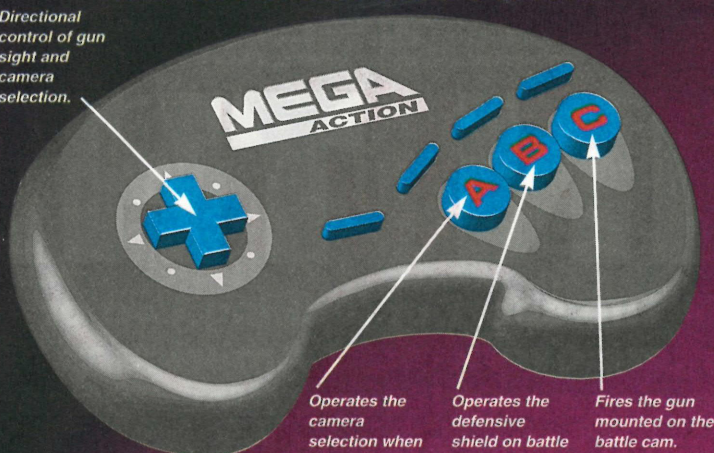
■ Clint Eastwood, when mayor of a US town of Carmel, stopped ice cream being eaten outside as it drips on the pavement.



ZERO TEXAS

THE SEGA SIX SHOOTER...

Directional control of gun sight and camera selection.



Operates the camera selection when pressed with a direction order.

Operates the defensive shield on battle cam.

Fires the gun mounted on the battle cam.

viewing the action, the battle cameras also have the facility to fire at an object within the cameras vision. You must be sure about your target otherwise innocent people will die at your hands, and that's not good for business now, is it. Damage meters show the number of hits that each camera has taken, because once the aliens know you are after them, they don't just sit around. As the damage to your cameras increases, the quality of the picture decreases. The colour is lost first, then the picture

goes blurred until it finally shuts down. To prevent too much damage to the camera, the B button on your joystick operates a metallic defensive shield against incoming fire.

A map of the whole area can be viewed, which shows the location of the four cameras. Red indicators flash by a camera when something out of the ordinary is happening in that zone. You must quickly flick to that camera before it's destroyed and sort out the situation.

To keep you informed about other activities in different locations, four



▲ Now this babe you can trust. This is Da Salvo, another agent who supplies the info.



▲ She may be a babe but really she's an alien. Fill her full of lead before she pulls the trigger.



▲ Watch the action carefully and pick out the alien before they get chance to take a hostage.



▲ The map shows the location of the four cameras and which one is in operation.

▼ Make sure your aim is spot on and blast the alien (in human form) into the middle of next week. The video footage runs through the whole shot as the body is knocked back against the wall.



field operatives are constantly on the move relaying information back to you. Reece and Pike both keep an eye out on the street level, while Di Salvo, second in command, watches the hotel. Special Agent Breen is located in the cantina. All watch the inhabitants go about their everyday routine and quite boring business.

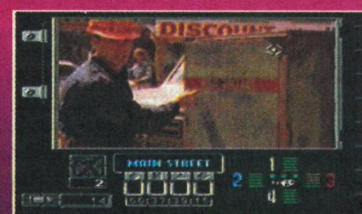
Another advantage of having agents out in the field is that it enables you to have your cameras repaired, so you can continue to scan the streets. Now some of these characters are pretty shady to start off with so watch everyone carefully and get really to nail the aliens if they reveal themselves.

Now if all that wasn't enough the General in command of the HQ informs you after your arrival that a lot rides on you completing this task. Official orders from a higher rank have decided on the towns fate if you fail. A nuclear bomb is airborne aboard a B-52 bomber. If you mess up, then it's bombs away and a final end to the alien invasion.

Once the streets have been cleared of all the aliens, you must move on to different zones and continue your search and destroy mission. Sneak through the

mine tunnels, but don't waste any miners in the process. You're not a tory government.

It won't take long to get to grips with the controls despite the uncomfortable first killings, ha! I just love this game!



▲ Out on the streets another undercover agent relays messages back to you at HQ.

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

93%

GOLD

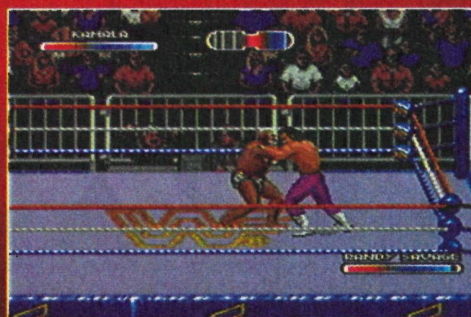


GZT covers new ground with impressive video footage combined with a simple yet addictive gameplay scenario. There are loads of great sequences, including the camera shots of the aliens being blown away. The static screens do get a bit samey but some sequences, particularly the one where the aliens are interacting with a crowd of people, require total concentration as the alien may be a different person each time you play. ■ **GLEN**

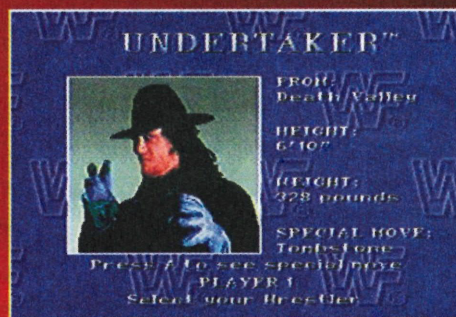


OFFICIAL

PUBLISHER
Acclaim
RELEASE DATE
Out Now
PRICE
TBA



▲ Kamala is locked in a grapple with Randy Savage. Only the strongest wrestler will be able to throw his opponent.



▲ Would you check out this guy! He looks like he's on his way to a fancy dress party or something. Unreal or what.



RAGE IN THE

■ Before the infamous British Wrestler, Big Daddy, changed his name he was better known as Shirley Crabtree.

If you've never seen the American based sport of wrestling, then you're missing out on a scream. Every week thousands of spectators pour into huge stadiums to watch their heroes stamp the hell out of some other guy. This is stereotype city where the good guys run about with blonde hair (who the crowd love) and the bad guys, dressed in black, growl at the

▼ Once the commentator has announced both contenders it's bout one of an all out battle between these two characters in the cage.

crowd (who the crowd love to hate) and finally the fat, unknown wrestlers who have been brought in specifically to lose against the big name stars. I'm not saying that fight routines are planned out but we all must view this particular sport with an open mind.

Anyway whether the bouts are fixed or not they are pretty impressive. The desugners have copied the style of a real match for the game quite well. The fast paced action of

■ The sport of locking two or more overweight Americans in a cage and letting them knock each other around for the joy of others. It can only be the WWF!

the two characters within the ring seems to work well on the console and got me interested straight away.

Just like the real rough and tumble of American wrestling, the moves are pretty violent. There are some moves that these guys can pull off which totally amaze me as to why they aren't reprimanded by the referee. If a mere mortal like myself were to enter the ring then I'd probably last about five seconds amongst all the body slams and drop kicks.

To gain the best control over your player, you're going to need that all important six button joypad. There are plenty of moves to have a go at and you could always try to link a few together to come up with the ultimate combination.

All of the competitors can perform the standard moves which include the kick, grapple and the punch. If you manage to floor your opponent there are several moves guaranteed to knock the wind out of anyone. The elbow and knee drops seem to cut into your opponents neck, while the stomp is simply puts the boot in.

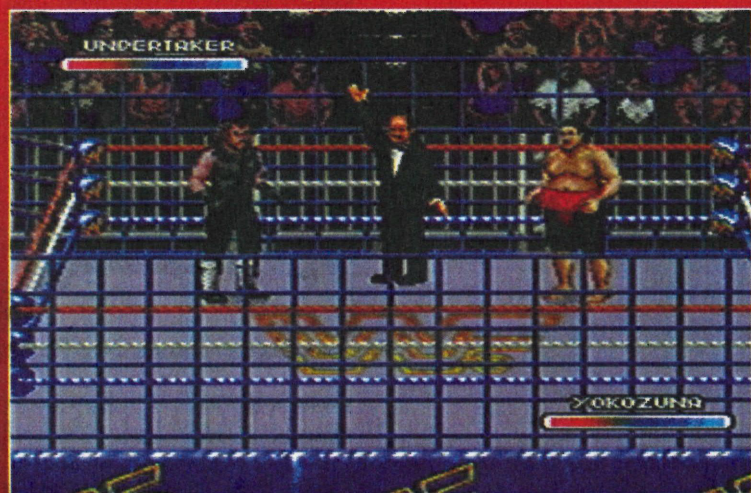
By running across the mat and

bouncing off the ropes you can gain enough speed to perform a superb drop kick or perhaps a clothes line, with which you can't fail to level them out with.

By using the corner pads, wrestlers can climb up on to the top rope and jump off, launching themselves on top of an unsuspecting opponent flat out on the mat. If you're not unconscious you could muster up enough strength to roll out of the way and miss being on the receiving end of a human dive bomb.

Each of the 20 wrestling stars has a special move. Each move reflects the players personal image and can only be perfected by that character. Before making the final selection, you are given the option to view the actual move. Live video footage from the wrestlers history shows the special move being carried out.

The action isn't limited to just inside the ring either. If you've got the power left you could lift your opponent out of the ring and proceed to jump over and do very nasty things to his prone body.



THE FIVE POINT PLAN

I've listed below five main characteristics required for becoming a World Wrestling Federation competitor, for any up and coming hopefuls:

- 1 - An aggressive attitude to anyone and everyone. (That means everyone, even your grandmother!)
- 2 - Your total body fat must weigh over 250 pounds (that's about 18 stone)
- 3 - A deep, booming American accent required for hurling abuse at opponents.
- 4 - A degree in pointing at people. (Very important when threatening the other folk)
- 5 - Have a large, uncontrollable, fuzzy hair-do. (what?)

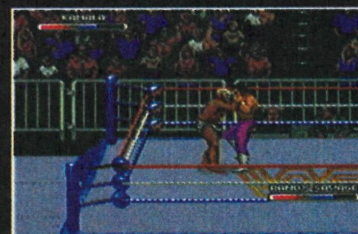


TIP

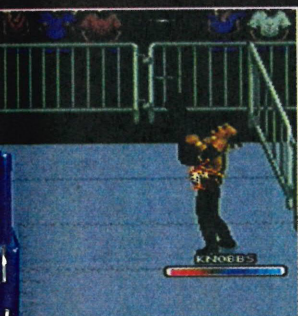
Wait until your opponent has very little energy before jumping off the turnbuckles otherwise they'll roll away before you land on them.



▲ With no referee present in the Cage, the wrestlers can fight as dirty as they like.

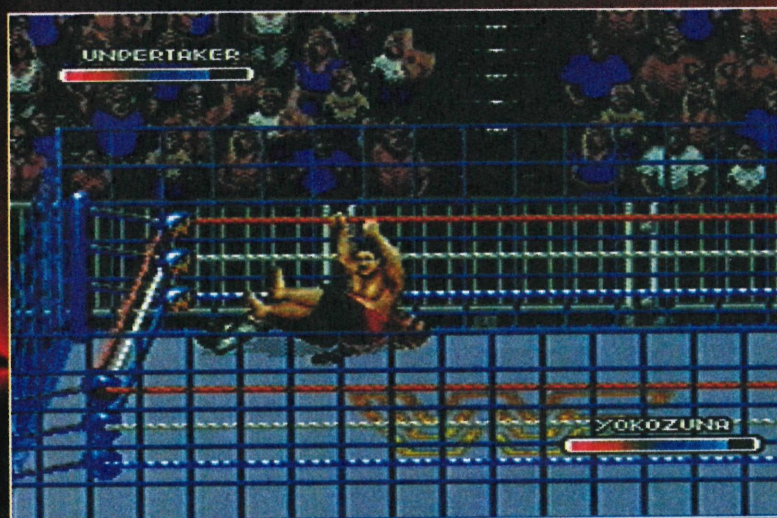


▲ First grip neck tightly with both hands then squeeze. Apply choke hold until blue in face.



▲ (above) Would you mess with this fine figure of a fellow?
(left) The Come Dancing team have nothing on these guys.

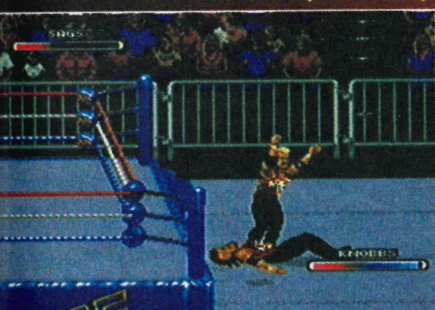
CAGE



Or, from the other point of view, when your opponent clammers up the turnbuckle to jump on you from a great height you might be able get off the mat in time and push them off, and outside of the ring.

The floor is slightly harder than the mat inside the ring and instead of ropes there are metal barriers which, I'm afraid to say, you don't bounce off. Don't linger out there for too long otherwise you'll be disqualified from the match.

During the selection screens, when you can view all of the characters and their statistics, each character has a different sound track playing when highlighted. These individual little tunes are allegedly related to the relevant personality.



▲ Stomping on his chest isn't actually allowed but then again they're not even in the ring.



▲ The Japanese big boy catches some air and uses the Undertaker as a landing mat. Ooooh!

Hmmm. Still, all the sound throughout the game is of a high standard and the commentator introduces the contestants and announces the eventual winner.

The Tournament mode can only be entered into when playing in the one player mode, with the CPU selecting your opponents at random. The WWF title belt is at stake so get ready for 19 rounds of right royal roughness.

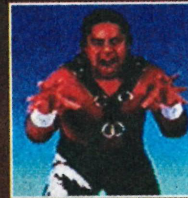
The Brawl is just an all out battle. There is no referee present in the ring, so anything goes. All the illegal moves now come into effect. Moves like the choke or the nasty eye gouge. You can attempt these during a Tournament or single match, but the ref will be watching. You could always floor the referee if he gets in your way of course and then put a move on your opponent with your desired illegal move.

THE GOOD, THE BAD AND THE REALLY UGLY, ACTORS THAT IS.



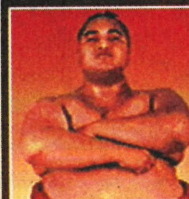
UNDERTAKER

The 6' 10" dark crusader of the wrestling ring has travelled all the way from Death Valley, where he's been practising his spesh Tombstone piledriver move.



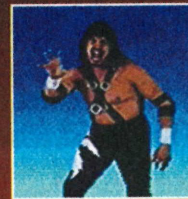
HEAD-SHRINKER FATU

The untamed brat moves of Fatu can not be matched by many wrestlers. With no knowledge of what civilisation is, he's pretty mean.



YOKOZUNA

Weighing in at an outstanding 505 pounds (36 stone!), Yokozuna brings an oriental flavour to the wrestling ring. Watch out for his finishing move, the Banzai Drop.



HEAD-SHRINKER SAMU

This freak is the other half of the Headshrinkers tag team. But here they are prepared to wrestle each other for the WWF title.



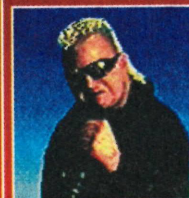
RANDY SAVAGE

Having won the WWF title twice in the past, Randy thinks he's a force to be reckoned with his Flying Elbow Smash. (More like a fly talker I'd say)



KAMALA

Not the kinda guy you would want to meet down a dark alley way. Why he wears strange face paint is a mystery, but at 6' 8" and 28 stone, I'm not going to argue about it.



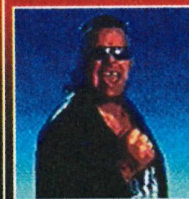
NASTY BOY KNOBBS

From the rough down town streets of Allentown, (where?) in Pennsylvania, Knobbs is a real hard nut who really scares me.



IRS

Irwin R. Schyster, the pen pusher with attitude from Washington will either knock you out in the ring or maybe just lock you up for not paying your taxes.



NASTY BOY SAGS

Sags is the other part of the second tag team in the tournament. He's still prepared to stab his partner, Knobbs, in the back, of course.



MR PERFECT

This great looking guy with a godlike figure (not!) loves the crowd, but more importantly, he loves himself. Definitely a hero for some of the sadder spectators.

The main event of Rage in the Cage is, you guessed it, the Steel Cage Match. With no ref present, the players bounce around like crazy using all the moves possible in an effort to tire their opponent and exit the ring quick style. The object is to climb out of the ring first, but with some 20 stone sweaty beast right behind you, it's no an easy task. Then there's the steel cage to climb. You may make the top rope, but you then face a tall cage which needs scaling. Falling down would be a very poor thing to do indeed.



Because there are plenty of moves to put in motion and the fact that it's all pretty amusing stuff, *Rage in the Cage* definitely grabbed my attention. Graphically it's what you might expect from the CD, with video footage, quality sound and smooth scrolling. Admittedly, the play area does get a tad boring, with no change to the scenery, just the same old ring. The other gripe I had was having to wait for the selected match to load up. I thought we had left all that primitive stuff behind. Oh well you can't have everything with a CD. ■ GLEN

MEGA

SOUND



GRAPHICS



ADDICTIVENESS

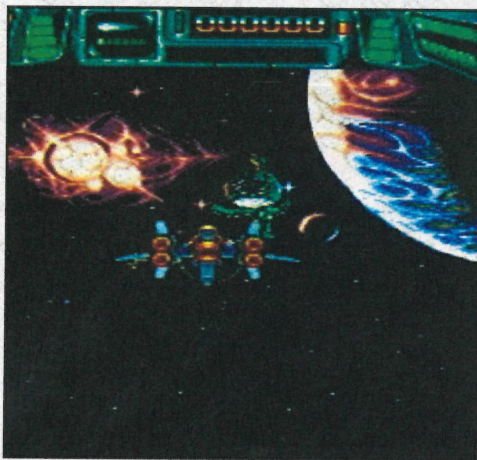


PLAYABILITY

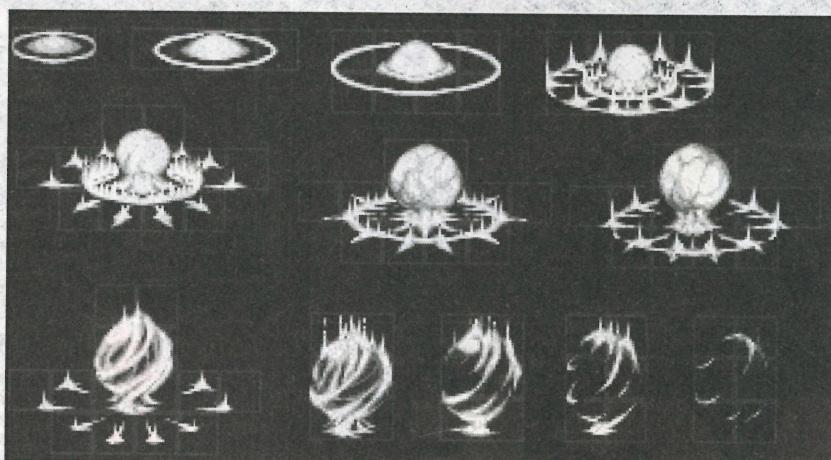


OVERALL

84%



▲ The distant object zooms towards you. Time for a hasty retreat I think.



▲ The explosion animation sequences are highly impressive.



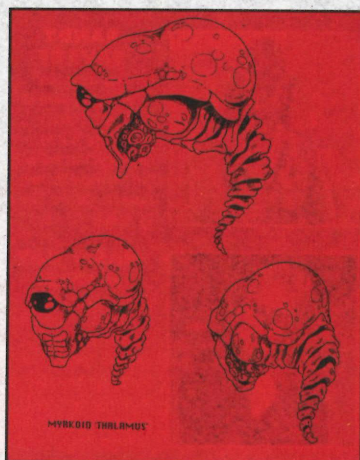
Well maybe it is, especially if the ship has the rather fetching capability of being able to 'morph' from one shape to the next. Thing about it: long legged blonde and it's a Ferrari, white Rover with a fluorescent stripe down the side. With a blue light on top and it's a Morris Minor it would seem technology is finally heading the right way.

Long long ago in a system far far away there were six planets all happy and gay, full of worship for the suns from which they gained warmth. They would collect in large numbers, (you're telling me - six planets worth of people?) and perform their peaceful celestial dance. Little did they know, however, that fast approaching was a race of beings as ruthless and cold as, er, well you know. This race of killers was the Myrkoids, beings

▼ Fleets of alien craft approach, select a weapon and give 'em what for!



▼ The alien mothership is the final conflict you must face. Hang in there!

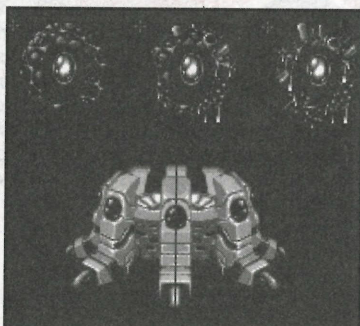


▲ Original concepts are quickly translated into pixel nightmares.

that sucked the life out of vibrant planets leaving only a floating empty husk in space behind.

This sort of behaviour doesn't go unnoticed and your race of people have been hunting this type of non-conformist collection of immigrants for centuries. They've managed to elude you, until now. Now is your chance to strike back and using immense force make them conform or wipe them out, a nice piece of blatant hypocrisy.

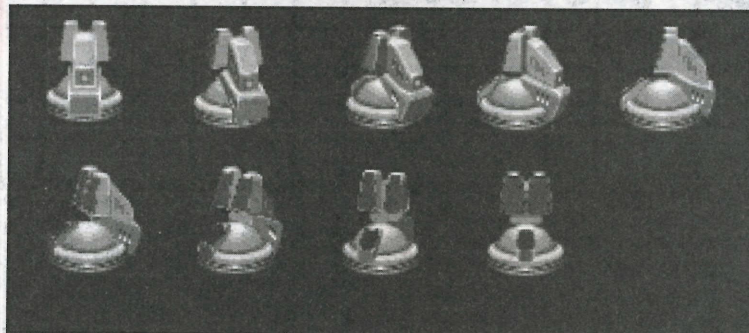
This sort of double standard is accepted in space so lets skip the morality of that statement and jump to where the plot gets interesting. You see the Myrkoids are constantly on the lookout for mineral deposits and/or energy sources to help manufacture power and maintain their huge fleet of warmachines which



▲ Once drawn onto the computer the craft must be brought to life.

SOUL

■ Size really isn't important in space. Flying a small city-sized spaceship isn't the spectacle you'd like the girls to believe.



▲ Rotating turrets appear from nowhere to take out your valuable shields.

continue their quest for universal domination. You must stop them.

In your charge are a crack team of Cryo-Commandoes, each of which is an expert in their own field of spacecraft manipulation. With their help the attack craft turns into a nimble strike Craft, an Attack Tank or a bladeless Turbo-copter. This is automatic and is depends on the current type of environment.

Also available to enforce your views are some power-ups which must be earned or collected through-

out the game. As with other Core Design offerings there are three characters to choose from to oversee the facilities of your ship, although they have different attributes the differences don't amount to much in the end anyway.

The characters are:
Bria Kyssan, female 22 years

Craft Control

Fires Special Weapons and Smart Weapons

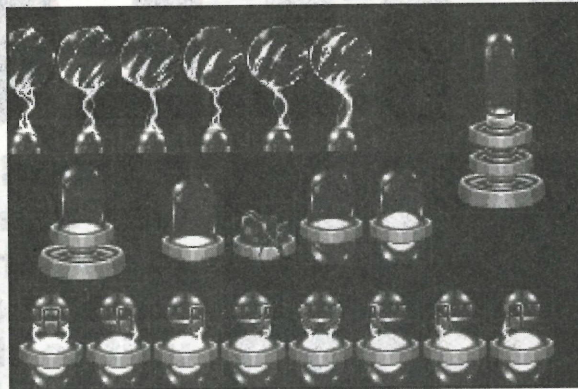


▲ Hugging the landscape you must avoid any nasty formations.

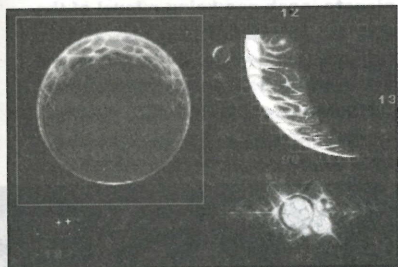


◀ All alien installations must be destroyed quickly.

▼ Machinery and fittings are essential to bring an atmosphere to each location. These are the Mothership fittings.



STAR



▲ The system you must save is peaceful and probably won't pay you.

Bryk Hammett, male 36 years
Kay Naghan, male 25 years

A two player option has been included within Soul Star but surprisingly enough this doesn't ever stretch to simultaneous play. Rather than fill the screen with two large spacecraft blasting away, a strategic element has been introduced. One player guides and fires and the other assigns energy to the ships attack and defence systems. Player two also has the opportunity to fire the special weapons and use the big engines.

Of course player two can also pick his or her character from the above list of characters. The list provides the player with continues, use up all the characters and your quest for peace in the Galaxy is well and truly over mate.

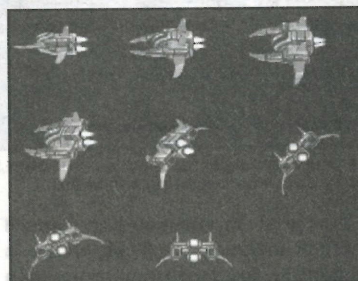
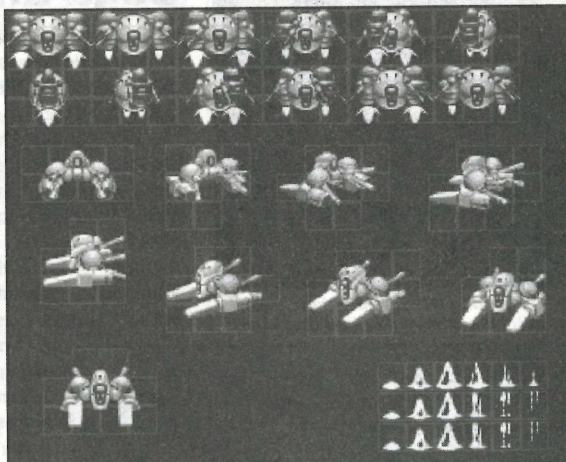
The game is certainly action packed with some great little animation sequences cutting up the various levels. The whole feel and general presentation of the game seems to take inspiration from the manga style of comic art.

Character profiles mean the game has a much more personal approach to warfare.

◀ Care and attention to detail means a slick and well presented game.

Core Design are hoping that Soul Star will lead the way for future shoot em' ups with a total of 40 missions to be completed. These are made up of 17 battle zones which are fought inside planets or huge enemy Myrkoid space stations. The other 23 battles continue high above the planets surface in the solar system. By introducing this many levels to the game you will hopefully be kept interested for quite some time. This definitely has the high addictiveness factor that you initially find with pure shoot 'em up games.

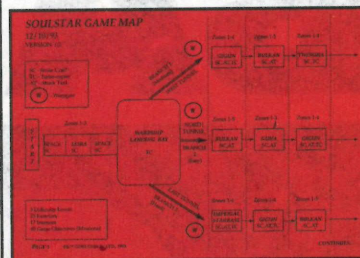
Each of the different zones require different ships for the best performance against the hordes of alien



▲ The ship you pilot can morph from one type to another in combat.

craft. This is done by your space craft 'morphing' to suit its surrounding. The change of vehicle automatically occurs three times during play. The weapons remain the same; the heat seeking rockets and the rapid, fast-firing gun are always at your disposal, with power-ups available as you progress through space and time to help complete your mission.

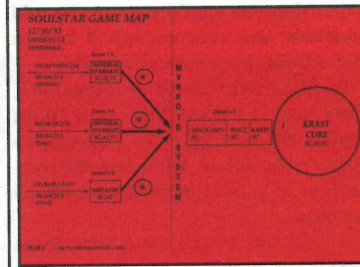
Soulstar Game Map



The map shows just how deep and meaningful your relationship will be with these menaces from space. There are three paths to take, each providing a difficulty setting in the game. The North Tunnel, or first Branch is the easiest route followed in order by West Tunnel (medium) and finally East Tunnel (hard).

Many areas require you to fly through mazes making the correct entrance choices. Some of these might lead to power-ups while others might take you right back into close quarter combat. The paths of each should eventually take you to the Myrkoid System where you must work your way into the Krast Core and take out the invading menace in the final conflict.

Broken down into these sections the game consists of three difficulty settings or paths, 23 Exteriors, 17 Interiors and over 40 game objectives or missions. There is 360 degree of movement for you to enjoy while piloting the Turbo-copter or Attack Tank.



All in all, Soul Star has the basics for the usual blast through the galaxy with a little extra added on because it's on the CD format. Let's just sit and wait for the finished product before we judge.



MEGA VIEW

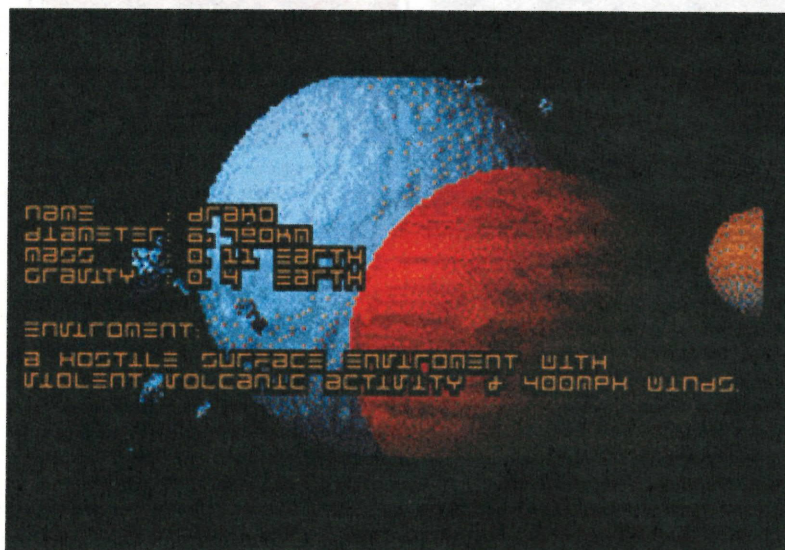
I remember a game a long time ago in the arcades called Buck Rogers. For some reason I can't help but be reminded of this while playing Soul Star. Anyway I liked Buck Rogers and I like Soul Star though maybe for the wrong reasons. If it's up to date state of the art gameplay that you are after then maybe Soul Star falls a bit short, for some reason the game looks just a tad dated. On saying that it is extremely slick and smooth and will no doubt appeal to the shoot 'em up fans

■ STEVE

RELEASE: MARCH

PRICE: TBA

BATTLECORP



Battlecorp seems to be the follow up to T-hawk, though not officially of course. It just looks the same and to a certain degree handles the same, though why and how we'll discuss a bit later.

It's 2096 and it seems that Earth and its inhabitants have expanded beyond the boundaries of the humble globe to explore and populate other worlds. There's more. After such expansion you would expect the odd squabble and sure enough it had to come from the commercial sector.

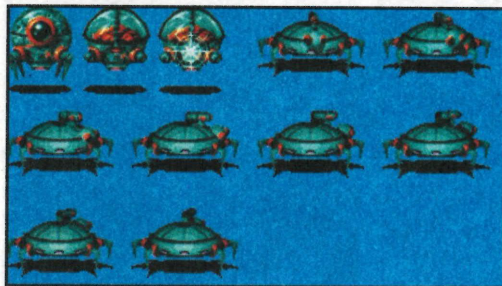
Dividing into large corporations, (hey hey it's that Robocop thing again) the struggle for supremacy gets really out of hand and the protection of these footholds meant all out war.

All out war needs some impressive hardware and these wars provide just that. The super deluxe weapons need an alien mineral to power their ultra efficient 'Super Fission' reactors and outright ownership of this vital fuel makes you a powerful adversary for lots of jealous enemies.

A rival corporation has decided to take over the mining projects, (which just happen to be yours) and have launched an attack on these installations on a moon many light years away. Evil gits. It's your job to protect the installations and how you do this is simple. You merely pilot a craft that can handle the types of world/moon you're fighting on and away you go.

The variety in the landscape is clearly shown here with these renditions

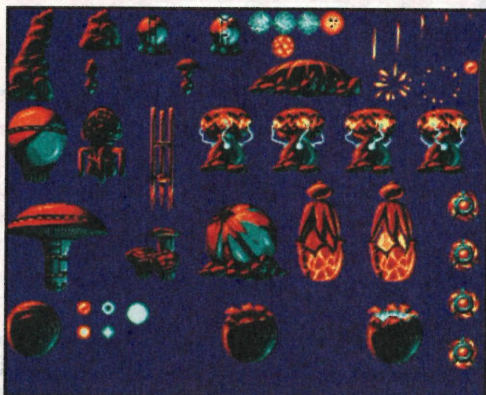
▲ The mining worlds hold their breath as you take charge. Sounds serious.



▲ Ships and alien installations are carefully drawn before being animated.

The craft in question is a Bipedal Attack machine, or BAM, which is armed to the teeth and more than adequate to blow away any hostile machinery. It looks very much like the nasty Police robot in Robocop, you remember - as in "twenty seconds to comply".

It's at this stage that perhaps we should pause and reflect on what I've just said because I can guess what you're thinking. This is nothing new. For those of you aren't I'll explain. This mechanical robot warrior type thing is distinctly Japanese and has an immense following over



■ **Thunderhawk was good. It was damn good. In fact it's fair to say that it kept the Mega CD alive and even kick-started the unit to the market position Sega anticipated.**

there with magazines and countless little plastic kits and wind-up robots to choose and collect.

Not long ago a game emerged on the SNES called Mech Warrior. Based closely on these metallic heroes it stole the show in Japan. The scenario was particularly enthused about. This gave you the opportunity to fight it out with other robots on alien battlegrounds. Battlecorp is set to continue this line with perhaps a more European approach, and if you ask me, a much more professional look.

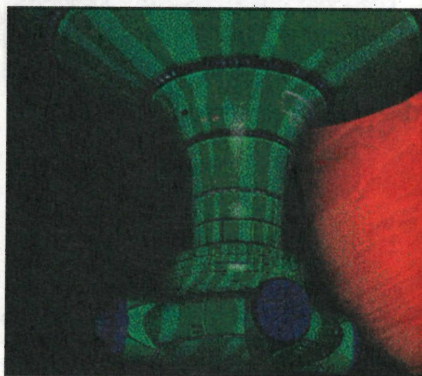
You move around the landscape at three speeds and an on-screen radar supplies you with the target or mission objective coordinates. You simply follow the arro, and blow everything away.

Blasting is, as ever, the aim of the game and there are several weapons to choose from. These range from a simple machine gun right through to a missile that leaves a small but firm dent in the structure of the universe.

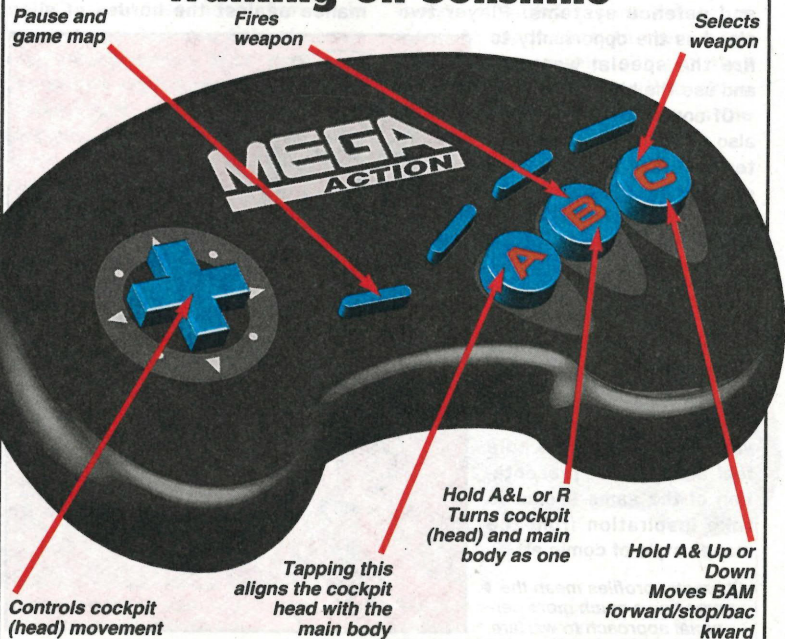
To achieve these levels of devastation you must pick up, or rather walk over, certain icons which provide the supply of missiles or bullets. You'll need certain weapons to achieve your aims so maybe an element of strategy creeps in as well, something for everyone!

The game is based on six different planets, each one being a level of the game. The BAM has to battle through underworld, underwater and even some extremely unpleasant temperature conditions.

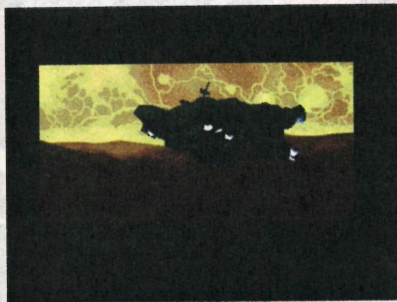
▼ The intro features live action cinematic sequences. Very atmospheric.



Walking on Sunshine



S CD



▲ Once again it's up to you to single handedly save a corporate interest.

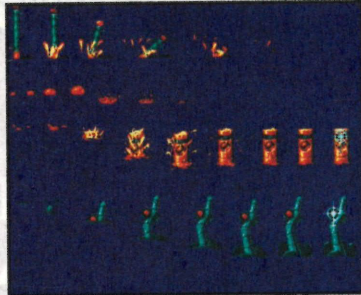
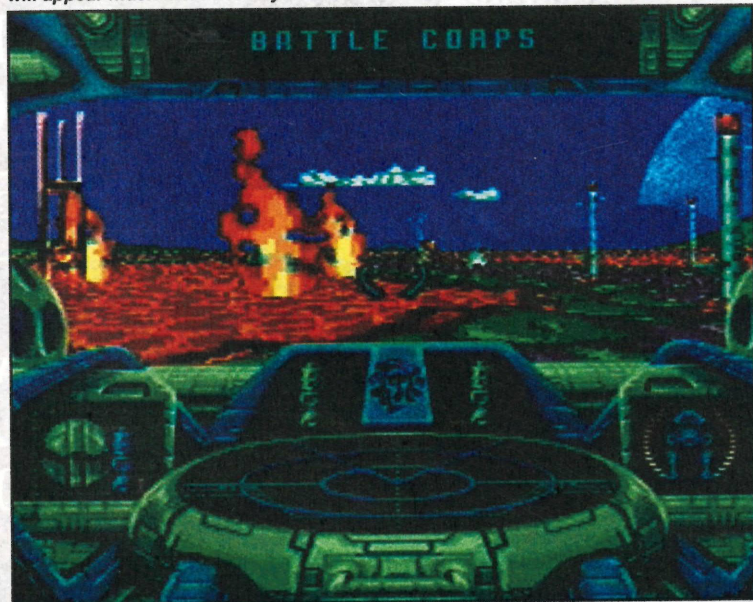
The main world is called Mandlebrot and has many, many moons, each populated by something known as a strategic mining settlement which is either under attack, or has been completely taken over by the rival (BioMech) corporation.

To work your way through the planets you must complete the missions keeping your BAM intact. You don't actually pilot the craft as a team has been set up to do this for you. In reality, of course, you do have to give instant commands but Core has allowed this little bit of plot enhancement to provide some interesting handling characteristics.

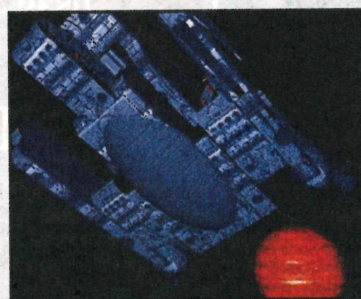
Certain pilots who you could pick will allow you to things quicker (or slower) than others. Overall, though, picking the right one for the job is not exactly all that important as the strengths and weaknesses of each character tend to average out.

In the hot seat and, unfortunately for them, at the painful side of your mistakes are three dedicated (and some would say foolish) veterans of the first Corporate Wars.

▼ As the game progresses the controls will appear much more friendly!



▲ Perspective adds to the feel of the game, as we can see by the drawings.



▲ Size means nothing in space. Your sister ship is about the size of Cheshire.

Jack Cutter, a 26 year old male, Sharman Valdrosian, a 23 year old female and Karl 'Blaster' McKray, a 34 year old male.

As I said before each character has varying attributes, but no one character is that obviously superior to the others.

Each world has its own unique feel and characteristic like the underwater scenario which allows your guns to stay cool all the time. The three difficulty settings and complexity of the missions should mean the game will take months to finish. This game also shows off the scope of origi-

A TYPICAL DAY OUT



Each mission environment is 3D modelled, fully rendered, texture mapped and just about everything else that could be done to make it that little bit more real. Perspective and movement has been carefully planned to give aliens or installations a proper sense of depth.

Moving toward an object doesn't provide glitches or jerky movement and continues the Thunderhawk tradition. A full 360 degree movement is allowed so you can safely run off into the distance when things get a bit out of hand.

Many a game doesn't allow this and the usual scenario of just sitting there and taking it with nowhere to run has been replaced with a nice touch of being able to find a quiet place to lick your wounds.

The shields that surround the

attack craft certainly take a battering and there will come the big moment when it looks like they are going to give up. Fear not, as by locating certain power lines, running the length of the battle area, you can squat down and recharge your batteries.

As well as attacking and defending bases you'll be required to perform particular tasks such as destroying key mining machinery.

Of course no level can be complete without the boss and Battlecorps is no exception with some really quite imaginative nasties to negotiate. These usually fit in with the theme of the planet.

There is also a difficulty setting which takes the standard format surprisingly of easy, medium and hard. This can all be done from the easy to operate options screen, again like the Thunderhawk predecessor.

nality that the Core Design have at their disposal.

Despite at first looking identical to Thunderhawk the game is surprisingly different with the landscape, as opposed to the attackers, playing a key part. Good navigation is vital to achieve your mission objectives, as is correctly deploying your weapons. The BAM, fortunately, is very agile and can run out of trouble pretty sharply!



▲ Select the right weapon or simply add power to your shields if you want to traverse the terrain intact.

MEGA VIEW

This is great. Super robots that bite seem to be flavour of the month and Battlecorps looks like being the front runner. I must admit the game looks, and feels, very much like Thunderhawk. More than enough missions are in to keep up your interest and the attention to detail seems to have paid off in full. Battlecorps looks like, plays like, and lets face it, is going to be a game that all of us are going to be fighting over to review when it's eventually finished. ■ **STEVE**

RELEASE: TBA **PRICE:** TBA



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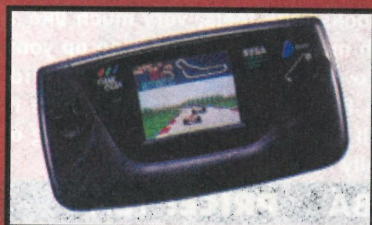
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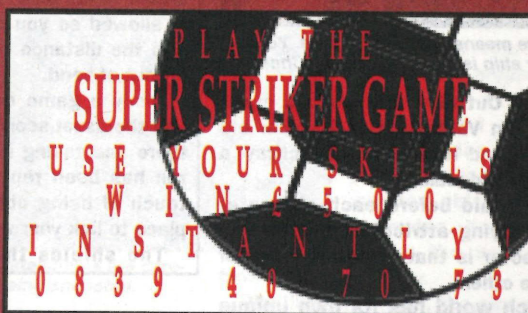
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over the edge

EDIT'A: Brad Burton

D'ZINE: "Q"

I nput. That's what it's all about, hence the reason I've now opened up my direct phone line for you guys.

So, if you've a good idea for a story/feature whatever, then give me a call on 0625-859675 Ext 314. Don't be shy and don't worry too much about your phonebill because I'll even call you back. All letters will be read, all criticism be taken in, as will any compliments. I'm not gonna' be a smart ass by patronising you like certain other mags. Just who do 'those' people think they are? Talking down. No way. I'm on your level. Straight up, that's the way it is. That's the way it's gotta be. Without you, OTE is history. With you OTE is making history.



EVERYTHING YOU WANTED TO KNOW ABOUT WORKING ON MAGAZINES

I t's not all work, work work. Well truth be known it is. But sometimes it sure doesn't feel like it, I mean how many jobs do you get that let you travel up and down the country wining and dining, and get you on telly to boot? Over the next couple of pages I'll be explaining exactly what my job as OTE Edit'a actually entails and if you've ever wanted to get into this line of work there will be some tips that'll give YOU the edge. No nonsense, straight talkin', everything you ever needed to know about this line of work and the sneaky ways into it. Interview tips, sound advice, all from experience.

The first thing you've got to appreciate is that it's all about research. You can't just wait about for that all important scoop to land on your desk. So picking up the phone is essential. But how do you get a lead in the first place? Over the last two years I've worked on several different games mags in varying capacities and during that time I've acquired loads of contacts, some friends, some acquaintances but all invaluable. These people are an essential part of any reporting job.

Let me explain, I reckon I know at least 100 people and let's say each of them know at least 50 others within the industry. That equates to a potential network of 5000 people but obviously the chain doesn't stop there. They're all in different walks of life, each following their own career. So if something happens, a new product is released or just a bit of gossip it's only a matter of time before the news sifts back. It can be a bit like Coronation Street at times.

BUT NOBODY COULD BE BOTHERED TO TELL YOU

OTE

DDD

"I DONNED MY RED COAT AND HEADED FOR BUTLINS"

Brad Burton



GETTING AN INTERVIEW

Put a bright letter together and address it to either the publisher or editor, whoever you feel the more comfortable with. Check out the writing styles of the ed. and adapt your piece of writing accordingly. If the mag you've got your eye on working for is a bit straight then use big words like elastoplast and wheelbarrow. On the other hand if it's a jolly console mag perhaps bum gags are the order of the day. Use your initiative. After you've banged your envelope in the post box wait a week and if you haven't heard anything give them a bell asking if they've got it. Now's the time to introduce yourself and try to establish a relationship of sorts. Bear in mind these people are generally busy and if you catch them on deadlines they're likely to brush you off. If they blow you out, just try for a different mag, it's as simple as that.

BEFORE THE INTERVIEW

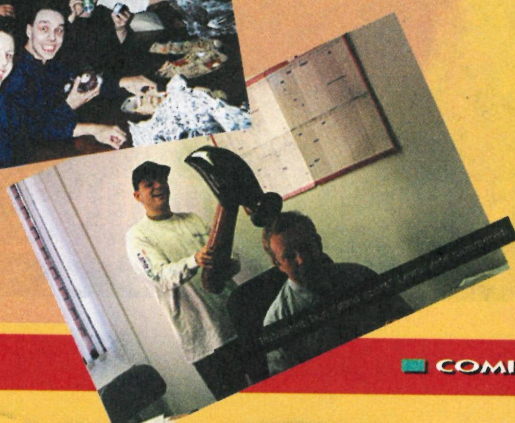
- Check the companies existing publications, get a bit of product background. What you like and what don't you like (lean more towards the good things, creeping never goes amiss)
- Formulate a few intelligent questions for when the interviewer says "Have you anything you want to ask me?"

AT THE INTERVIEW

- Bend the truth if need be. But don't lie.
- Be yourself.
- Smile a lot and be polite.
- Don't have a drink if your'e offered one, because there's far too much scope for an embarrassing situation. (Spilling drink on your clothes or spitting piping hot coffee back into your cup just isn't posy)

ONCE YOU'VE GOT THE JOB

- Be nice.
- Before you do something dodgy, ask yourself if the end justifies the means
- Don't get caught
- Try not to



backstab. In this industry you need as many friends as you can get.

- Burning bridges is a no no. Some office junior you slag off and ridicule today, could leave your company and go on to be your boss in a future job. That's the way it works.
- Every person you meet is worth knowing.

GETTING A REP

Make yourself known dependant on your character. You could try what one successful journo has by changing your name to a certain washing powder. Alternatively you could shout Yo everytime somebody phones you. Not everybody appreciates this but at the end of the day if people can't accept you for what you are they are not worth knowing! It doesn't make a difference how you do it, just do it.

SUMMING IT UP

Getting a job on a magazine really isn't that unrealistic. I mean look at me. From an early age I used to read all the computer mags and the thought of working on one just seemed unrealistic. Yet I was determined and although my entrance into this field had a lot to do with chance. I genuinely believed I'd do it and set my heart on it.

Exam results, journalism qualifications and games knowledge help. But regardless of your qualifications, if you show commonsense and enthusiasm then you'll set yourself high above the rest of the field. If the interviewer likes what he sees you may find yourself on the payroll. Whatever the score don't lose enthusiasm, if you get a KB (knock back), strive to succeed. Have a goal and score it, what are you waiting for? Get your scribble on paper. What have you got to lose? Hopefully this piece does inspire you to consider magazine journalism. Good luck, but I'm sure you won't need it. I look forward to meeting you.

CHECK YO'SELF...

AGE: 20 (21 - Feb 6th get the prezzies in)

SEX: Sometimes.

HOW DID YOU GET INTO MAGS?

Luck, being in the right place at the right time. I was working in a computer shop teaching sales assistants how to sell. Now and again you'd get idiots coming in trying to outsmart you with their knowledge. One morning I approached these two guys who were looking at the ST software shelf to see if I could help 'em. The tall daft looking one sniggered and came out with some cutting, "I work for ST Action magazine" comment. "I'm very pleased for you," I said (sarcastically). The rest is history, the tall guy was Jason Dutton formerly STA editor, now MicroProse's UK PR man and the small cuddly 'un was Paul McNally formerly STA deputy ed, now Mega Action's top man. We got talkin' and over a period of time we hit it off. Meanwhile redundancy struck. After a six month stint on the dole having no luck with jobs I donned my Red Coat and headed for Butlins, for a life of sand, women and ice cream. During this time I stayed in touch with my computer magazine chums. It was only a matter of time before a job opportunity

aroused (err, arose). I was interviewed by the publisher, he liked what he saw and I got the job writing games reviews on STA! Hurrah, that was my foot in the door.

IF YOU WEREN'T AN EDITOR WHAT WOULD YOU BE?

Almost certainly a car salesman and an exceptionally good one I might add.

BEST ASSET?

My big mouth, it's talked me out of some pretty suspect situations. Saying that though it's also talked me into a lot of trouble!

WORST THING IN THE WORLD?

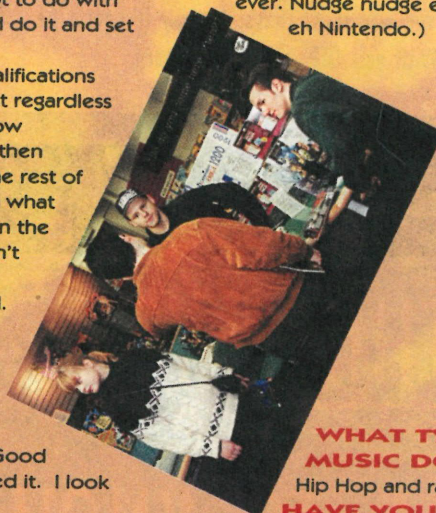
Librarians who take their job far too seriously, bending your ear about overdue library books.

OCCUPATIONAL HAZARDS?

Deadlines and spilling piping hot coffee.

WHAT MACHINES DO YOU OWN?

Does it matter? Ho hum, believe me when I say I don't really play games all night. Here goes - PC, Mega Drive and an Amiga. I'm after a Super Nintendo with Street Fighter 2 Turbo (Can anyone help? I'll be your bestest friend for ever and ever. Nudge nudge eh eh Nintendo.)



WHAT TYPE OF MUSIC DO YOU LISTEN TO?

Hip Hop and rap generally. "Jump" music.

HAVE YOU EVER BEEN IN TROUBLE WITH THE POLICE?

I'm saying nothing till my lawyer arrives!

FAVE SAYING?

Chill out, man.

WHY DO YOU SAY 'RESPEKT' AS OPPOSED TO THE CORRECT WAY OF SPELLING IT 'RESPECT'?

Mainly to gauge OTE's influence and also to add a bit of style to existing slang.

WHAT DO YOU HATE MORE THAN ANYTHING?

Racism, bullies, basically anyone who's out of order. Don't worry, they always come un-stuck.

WHAT DO YOU DO WHEN NOBODY'S LOOKING?

Rub my bristly chin.

WHAT'S GONNA HAPPEN TO OVER THE EDGE IN THE FUTURE?

Crikey who knows. I'd love it to expand into its own magazine. I doubt it though.

Or do I?



MORTAL KOMBAT II

No sooner had it entered an arcade in shadiest Manchester than my phone rang.

It was a tip off. Mortal Kombat 2 was at large. I knew the location, 'nuff said, I abandoned my desk. With my foot seriously pressed against the accelerator I made my way to the site. Sure enough it was there, surrounded by a mean looking posse hogging the show. I waited for 15 minutes before blowing well over a tenner trying out all the characters. Never one to miss a trick I whipped out my camera and started snapping. Within 20 seconds I was ejected from the premises by a security dude. Damn, I needed those shots. Back at the office I decided against gatecrashing the 'cade again so I spent the rest of the day pleading with various industry contacts to help me out. The next day, a jiffy bag full 'o' shots was my reward.



About the game... The general feel of the original game remains, and those all important uppercuts still play a massive role in the defeat of your opponent. Controls are still pretty much the same as it's predecessor — a joystick and five buttons.

About the characters, well fans of the original may well be upset if their favourite characters were either Sonya Blade or Kano because they've both stepped down, but we're a fickle bunch so who cares? However they've been replaced by some tougher komatants. All the other original dudes who remain have learnt some extra moves since their first outing, but I'm sure your more interested in the newcomers.

KUNG LAO, looks like a bizzare Japanese cowboy. Among his moves are an elbow to get himself out of head battering situations, his innocent looking hat has a razor sharp rim and can be thrown off to cause some serious damage. I don't know how I did it but somehow I teleported into the sky and ended up directly behind my opponent.

BARAKA, perhaps the strangest new character in the game. He's a sub human of sorts going into the fray with his back arched. His normal teeth have been



ripped out and in their place a set of metal razor-sharp nashers are in effect. To be honest I couldn't suss out how you can use them as a weapon, yet, one bizarre combination later I found myself whipping a pair of swords out of nowhere and slashing out at my opponent causing him to bleed profusely.

KITANA, is one of two females within the game. Her beauty is disguised by a velvet veil. A deadly beauty she is an' all. Hidden on her person is a razor sharp fan. When thrown it cuts deep into the opposition's flesh, unless of course you're quick with the block. She's also a master of judo not hesitating to throw you over her back if you get too close.

MILEENA, armed with a pair of Sai (short swords) she battles on. Looking remarkably like Kitana, she has a wickedly fast hook.

REPTILE, oh yes, Mr Elusive himself is back and this time you can dive straight into the pyjamas of the Lord Lucan of video games. Controlling him is a cinch and I found him to be the most user friendly, certainly at this stage. Other than the spear throw it's possible to pull down his face mask and spit acid (yuk). If the missile weapon hits, it leaves the enemy with smoke smouldering from their shoulders. Great attention to detail. Another new move is to conjure up a slothfully slow powerball and fire it towards the other



It's only a matter of time before MK2 is converted to your machine and I know for definite that conversion work has started. But if you can't wait till then you could always purchase your own upright — £2895.00 is what it'll set you back!



VIDZ

► AVAILABLE AT ALL THE USUAL RETAIL OUTLETS.

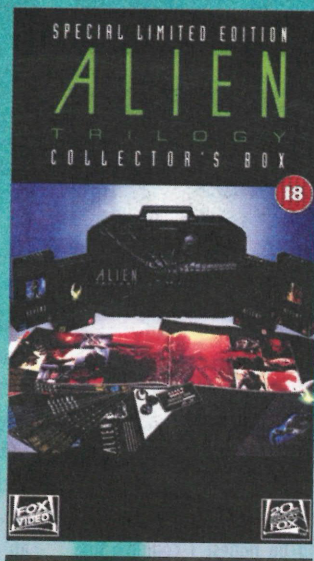
1

TITLE: ALIEN TRILOGY COLLECTOR'S EDITION
SUPPLIER: FOX VIDEO
RATING: 18
£: 74.99

For the Alien fan who has everything, Fox Video present The Alien Trilogy Collectors Box. Inside the moulded plastic face hugger box you'll get loads of top Alien goodies. Including digitally remastered letterbox (widescreen) versions of all three films, a previously unseen scene from Alien, plus a documentary about The making of Alien 3 and an interview with movie Director Ridley Scott. Loads of colour stills, a natty T-Shirt and all sorts of other stuff.

WORD UP

Yea I like it. Not the kind of thing I'd buy. But the kind of package you long to receive. A superb gift and a well put together package. If I've one gripe, it's the price tag. It's a tad steep at 75 notes.



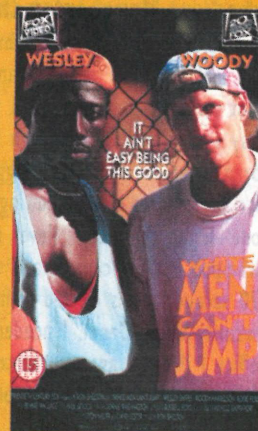
4

TITLE: WHITE MEN CAN'T JUMP
SUPPLIER: FOX VIDEO
RATING: 15
£: 10.99

Wesley Snipes and Woody Harrelson front this urban yarn of two slam dunkin' court hustlers who try to make enough dollars to get themselves out of financial difficulty. Basically it's a story that's chasing its own tail, covering the same old ground over and over. Double cross after double cross. A modern day fairytale, without the 'They all lived happily after' bit.

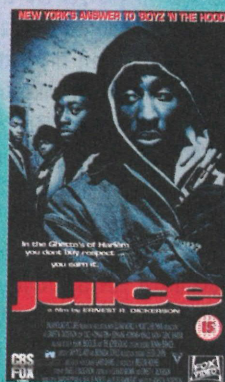
WORD UP

Nice title, nice film come to think of it, but to be honest it just wasn't what I expected. That doesn't mean I didn't enjoy it though. If you like rap, basketball, Wesley or Woody, then perhaps it may just pack enough of a hook for you. Scan it right about now.



5

TITLE: JUICE
SUPPLIER: FOX VIDEO
RATING: 15
£: 12.99



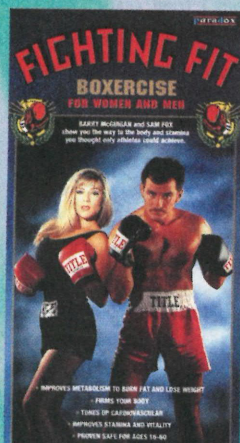
Four friends, Q, Raheem, Steel and Bishop all live in the Hood. Life isn't easy and without a crew you're outta there. If no one watches your back you're dead. Where reputations are lost as quick as you gain them it's a case of getting "juice", power and respect. Bishop's tired of half steppin' and in an act of cold blood he takes a life. A decision that'll change his world for ever.

WORD UP

The first rate hip hop soundtrack does wonders for what typically is a G'sta flick. Convincing acting helps keep the plot alive. Well sweet.

NOTE

2



TITLE: FIGHTING FIT
SUPPLIER: ABSOLUTELY FABULOUS PRODUCTIONS LTD
RATING: (E) EXEMPT FROM CLASSIFICATION
£: 12.99

Samatha (big) Fox and Barry (small) McGuigan join forces in this fresh fitness video, Boxercise, where boxing meets exercise and brawn meets, err, bre... brains. Punch and skip your way into fitness, but only if you follow the workout, twice a week.

WORD DOWN

I don't know, I just don't know if it's worth £13.

Credit where credit's due, though, because Fighting Fit has approached a tired format and breathed a bit of life into it. Only a bit mind.

3

TITLE: RAPID FIRE
SUPPLIER: FOX VIDEO
RATING: 18
£: 10.99

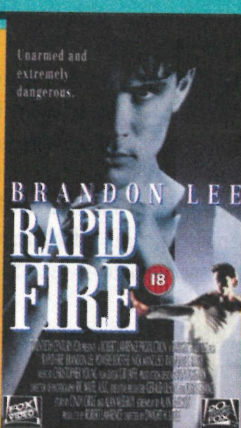


Bruce Lee's son Brandon stars in his last complete Hollywood movie prior to his suspicious death whilst filming for the unfinished action movie The Crow. Jack Lo (Brandon Lee), a college student who, surprise surprise, is witness to a brutal gangland killing by the Kinman Tau gang, known drug smugglers and so it goes. He knows too much and the posse want him silenced, so a cat and mouse game ensues with Jake running from the villains and corrupt Police hellbent on seeing Lo wiped out. With it becoming increasingly hard to

distinguish who's a friend and who's an enemy, Jake's only chance of survival is to fight back, and using his deadly martial arts skills to suppress the threat, he's forced to go after the ruthless Tau.

WORD UP

Granted, the plot is a bit clichéd but I assure you the action makes up for that. Some well neat choreographed fighting, and although not on par with the likes of his father Lee still puts on a great show for the camera. Rapid Fire was testament to a career that really never was. Bloody good!



NOTE: **WORD UP** spread the title it's probably a good 'un, **WORD DOWN** sack its sorry butt and consider carefully before unloading ya' cash!



£49.95 a piece.

Perspex neon light telephone.

We've come a long way since the day when Mr Alexander Bell created the first phone. Nowadays the word's optical, digital and touchtone are synonymous with our telephone networks. The fluorescent blue circle emits a soothing light when not in use, but it's not solely for cosmetic reasons, no siree. How many phonecalls have you missed from having your stereo booming? Fear no more — not happy with a banal ring, well the blue tubing flashes. So you'll never miss a call.

Battery Manager

is causing a bit of a stir within the battery industry. Why? Well the sales pitch behind each unit states that this baby recharges ANY battery up to 10 times, regardless of the batteries make and origin. The giants of the battery industry were in uproar (Ever Ready and Duracell to name but two) trying in vain to ban this product. They failed. **Price point £29.99 MK1 (AA, AAA type) or £39.99 MK2 (universal)**



Plasma claw.

A combination of rare gases and pulses of electric cause the transparent sphere to produce a diminutive electrical storm that you can view without having to worry about being struck by lightning. Pointless fun, but well sweet though!

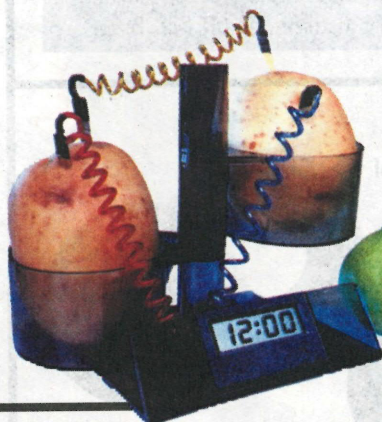
Price point **£59.95** still it certainly impresses the girlies.

Cabriolet slippers complete with battery operated head lights. Alright so they're of no use whatsoever. But I'm sure they'll keep your tootsies warm during those up and coming

freezing winter months. Price point about **20 sov's.**



A digital clock powered by fruits and vegetables, who are you trying to kid? I know it sounds pretty wild, but I assure you, simply put some veg' into the cups and stick the prongs into them and away you go. How does it work? Well apparently it's something to do with the salt in the vegetables. I'm sorry I didn't do that well at chemistry so I can't help ya'. **£14.95! Plus your vegetables.**



Ask ya' mum before you start stealing the Sunday dinner!



What a film! What a watch! Aladdin merchandising is at an all time high. Next is this rather stylish and totally awesome **Aladdin timepiece**, manufactured by time giants Zeon. I'd choose where you wear it very carefully. I don't think it'd be suitable in a business meeting, do you? Anyway, a penny short of a tenner is what this'll put you back.

WATCH AVAILABLE FROM RATNERS AND, ERR, OTHER WATCH SHOPS!

Guess what gear I got for Christmas?

MORE STUFF



Hot from the cable TV networks of America is **Operation: Aliens**. Loosely based on the powerful trilogy, it's a cartoon adventure series that follows a team of three warriors as they battle through the universe taking on loads of vicious aliens. Rumour has it that Channel 4 have bought the programme and are due to screen it in the new year.

Trekkies have probably already ordered theirs, but the less polyester amongst you may want to know a bit more about this **alarm clock** Enterprise before you fork out **£21.95** for the item. When you press the demo button, or when the alarm goes off you'll hear Kirk's communicator flipping open, followed by Jim saying "Landing party to Enterprise" — **beam us up Scotty!** Then a light illuminates the planet surface, whisking the team off, supposedly.



Respekt due: Hewland posse, Chicken, Q'sta, Joanne Matthews, all OTE fans. Peace.

LAST WORDZ

Another buzzin' OTE heads for the sideline, and I'm sure you'll agree its certainly been a good 'un. Ain't no time to play, keep those letters coming — all interesting letters, especially the ones with decent ideas, will be personally replied to! Why not send a snapshot so I can put a face to a name? I mean it's only fair — you know what I look like. By doing that you'll not only gain ultimate respect from me, but you may even see your mugshot in its full glory in forthcoming issues. Anyway the choice is yours. Enough pleading for this month.

Brad Burton

Over The Edge, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP.

SOON...

- I'm 150 ft up, its time to jump over the edge. Bungee style. Surely I won't back out at the last minute?
- Life in the Army, I join the barracks of the Kings Division, beer, guns and five in the morning starts.
- Nightclubbing, the hottest and best clubs tested.
- White knuckle city, fairground rides. The best put to the test.
- I interview an ex-con and get the low down on why crime doesn't pay.
- Make a track, put it on vinyl, get a deal. The music industry profiled.
- Going places... Fast. The page where we feature pictures of the hottest customized cars. Have you a mean machine that you'd like to show off? How much did it cost? You want a piece of this action? If so get your photos together now.
- Right, so that's about it. The end of an issue, the end of the year. How was it for you? Regardless, I assure you things can only get better. Respekt friends, **Brad**

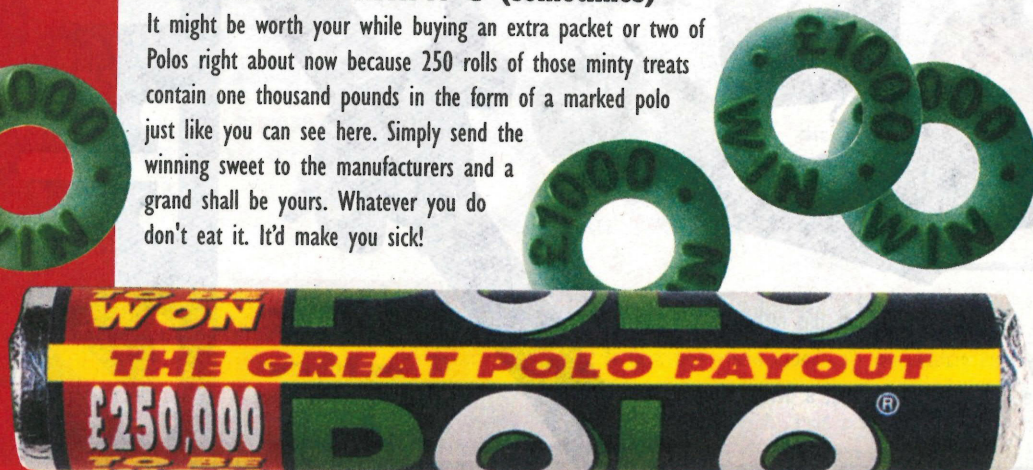


Millennium, not to be confused with the software house of a similar name, have just launched a **battery charger** that'll do a full recharge on Millennium cells in just over an hour. When you consider most take 6-7 hours, that's pretty impressive. For more info get in touch direct on **0344-845900**.



POLO THE MINT WITH A 'G' (sometimes)

It might be worth your while buying an extra packet or two of Polos right about now because 250 rolls of those minty treats contain one thousand pounds in the form of a marked polo just like you can see here. Simply send the winning sweet to the manufacturers and a grand shall be yours. Whatever you do don't eat it. It'd make you sick!

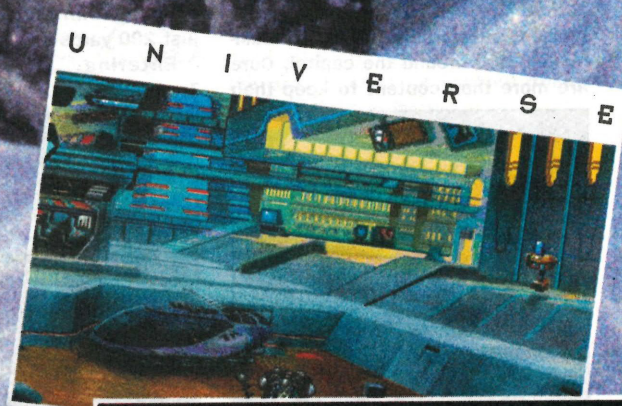
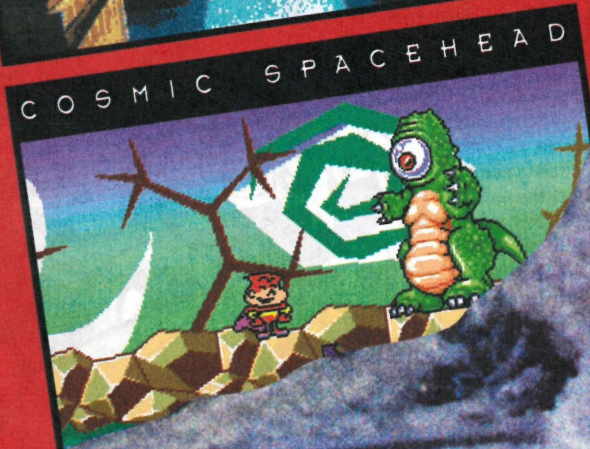
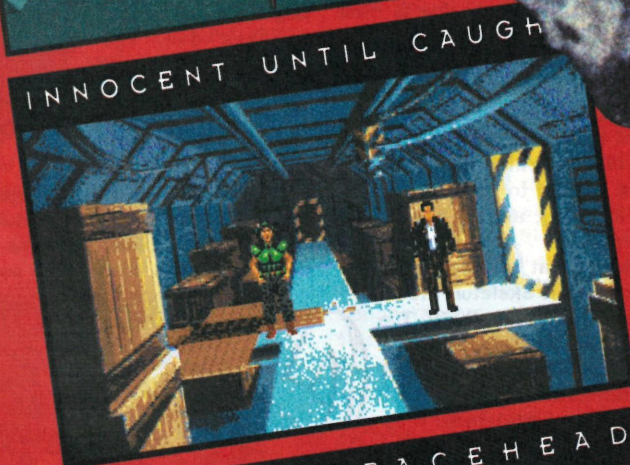


NOTE: Unless otherwise stated all "Stuff" is available from **The Science Museum** in London. Phone them on **0793-480200** for further details!



A little something...

We don't believe in new year resolutions. What are we going to do – promise you the best in reviews, previews, features and guides?*



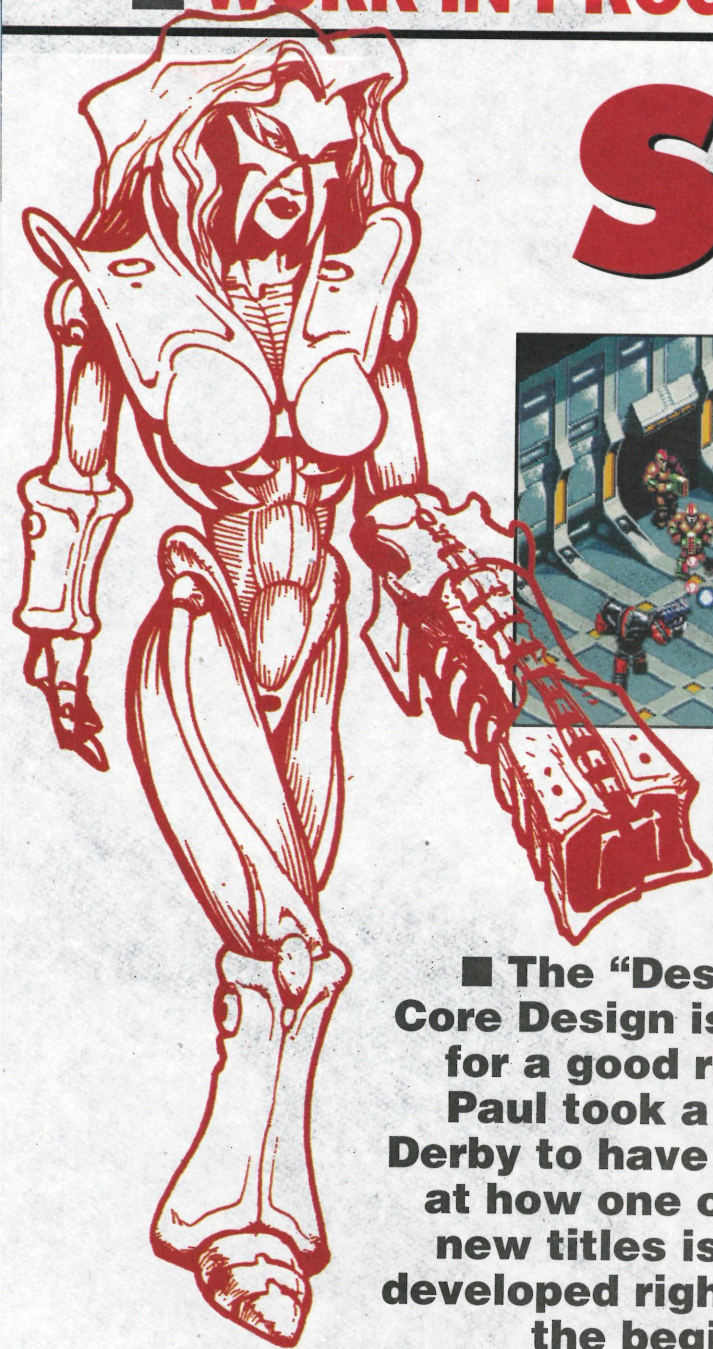
*We provide that already

...to sink your teeth into

AMIGA ACTION

On sale now!

SKELETO



▲ Shooting things is always a good method of staying alive. Especially when the things are shooting back.

■ The "Design" in Core Design is there for a good reason. Paul took a trip to Derby to have a look at how one of their new titles is being developed right from the beginning.

Mega Drive is big business at Derby-based Core Design these days. While most software houses seem keen to keep their business in and around the capital, Core are more than content to keep their

rapidly expanding operation exactly where it is. Having grown to a company with 40-plus staff they are about to shift premises and move just 200 yards down the road!

Entering Core's current Tradewinds House location gives the

kind of feeling a Doctor Who assistant must experience on their first trip in the Tardis. Everything looks small on the outside but the interior houses stairs and corridors galore.

During Mega Action's trip to Derby we picked up tons of information for you on the various up-and-coming products from the guys that produced Thunderhawk CD. All these feature in this

issue, but for now let's concentrate on a little game going by the name of Skeleton Krew.

A chat to the chaps working on the project soon revealed that they took a great sense of pride in their work. Although the programmer of the Mega Drive version was over in the states for the Consumer Electronics Show, we talked to the graphics team and the coder of the Amiga version which is being constructed parallel to the only version worth knowing about, the Mega Drive version.

A brief look at the storyline tells us exactly what Skeleton Krew is all about. The date is 2070. The evil and nasty Moribund Kadaver, a renowned cryogenics scientist has taken over a cryogenics plant on the outskirts of Monstro City. Soon, a whole host of vicious cyborg mutations, known as Psykogenix begin to appear in the city. They then proceed to hound the inhabitants from their homes until, eventually, the whole city is run by Kadaver.

News eventually filters back to the headquarters of M.A.D. (Military Ascertainment Department) who despatch agents to recapture the fallen city. One returns. Just before breathing his last he gasps out bringing news of a monstrous Psyko Machine nearing completion. The only thing now that MAD can do is call up the morbid, but deadly, (excuse the pun) Skeleton Krew. That's you that is!

The general gist is that Kadaver is sending his operatives across the solar system to collect the parts he needs to complete his machine. When he has all these parts he can begin his campaign to take over the every planet in the vicinity. You must stop them with your 4-man Skeleton Krew team. What could be easier than that?

An awful lot of work has gone into the design of the characters for this particular game. Only one level of the game has been coded and put



▲ Detail seems to be the most important part of Skeleton Krew's design.



▲ Each sprite has been drawn and re-drawn in a large number of different positions.



SKELETON KREW

together at this stage but from what we've seen of the storyboards and animation the later sections also seem to be coming along very nicely indeed.

As you can see from the numerous illustrations the characters have a distinctly comic book style about them. Indeed, one of the artists is about to have his first comic book cover used by Marvel Comics. The pedigree of the team behind this project is not in doubt.

The whole concept of the finished game will be an eight-way isometric shoot 'em-up with each level

▼ The characters' legs are all drawn and animated separately from the top half.



being extremely different to the last. One of the best touches of Skeleton Krew is this difference in levels.

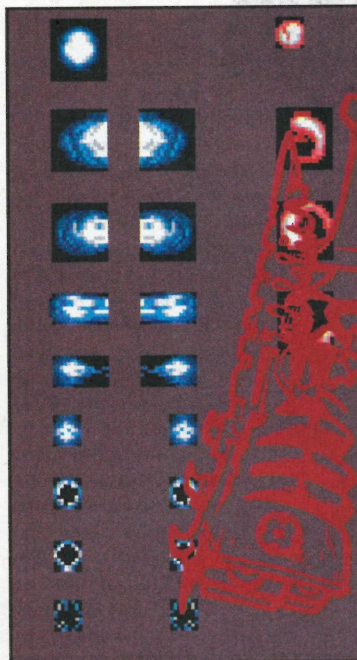
As you begin the game you find yourself in an apparently bog-standard walk around and shoot scenario. When everything has been pieced together, though, there should be a tremendous difference, as virtually every level is designed in a different style to the last.

For example level two, nominally called the Turbo Shaft, was being worked on when we arrived. The idea here is that immediately the chosen characters enter the shaft the floor begins to go down. It soon becomes apparent you're in a lift.

While the lift moves downwards attacks come from all sides and they have to be fought off ferociously if the player is to continue much further in the game.

Various sub-rooms and bonus levels will be situated throughout the game. The prize for finding one of these locations will generally be power-ups which, rest assured, will make life considerably easier.

▼ Gunfire is also something that has to be carefully thought about and designed.



Another example of a different style of level will be when the player eventually reaches level four. An animated intro should show the Krew being dropped close to a Venusian river, on jetskis would you believe! As you can see, the idea is to take Skeleton Krew away from the conventional shoot 'em-up in the same way Bubba 'n' Stix was set apart from the usual kind of platform game.

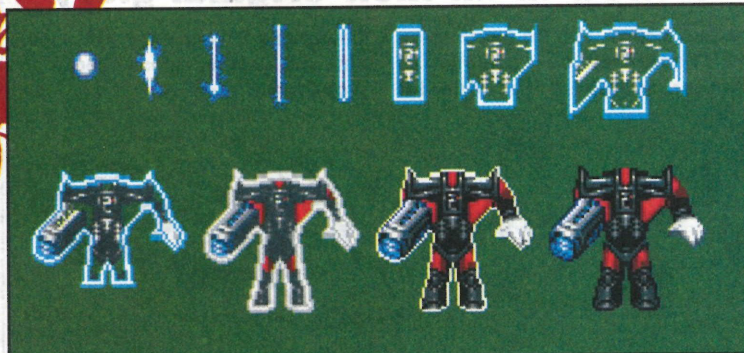
Each level will only be completed after the destruction of an end-of-level boss man. In the finished version there will be six levels of increasing complexity and madness but the last two levels will

have two each making an impressive total of eight to destroy.

At this stage the artists want the levels to become stranger and stranger as the game goes on. For example, if the

graphics on level one are standard futuristic interiors they want the ones later on to become freaky and out of the ordinary.

You'll have to wait until next month's preview to see if they



▲ Hundreds of sprites all have to be individually drawn from scratch before any of the characters can be inserted into the game code. Everything has to look perfect before things go on.

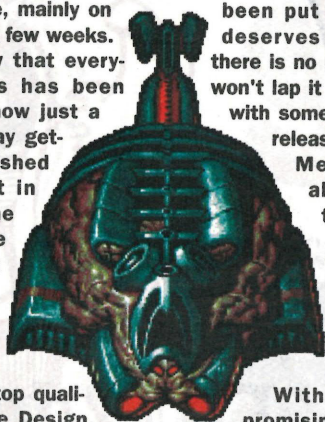


▲ Each individual body part must be animated. This involves hours and hours of work.

achieve this as there is still considerable work to be done, mainly on the maps, in the next few weeks.

The pictures show that everything more or less has been designed and it is now just a case of slogging away getting the coding finished and everything put in place in time for the big launch date planned for later in the year.

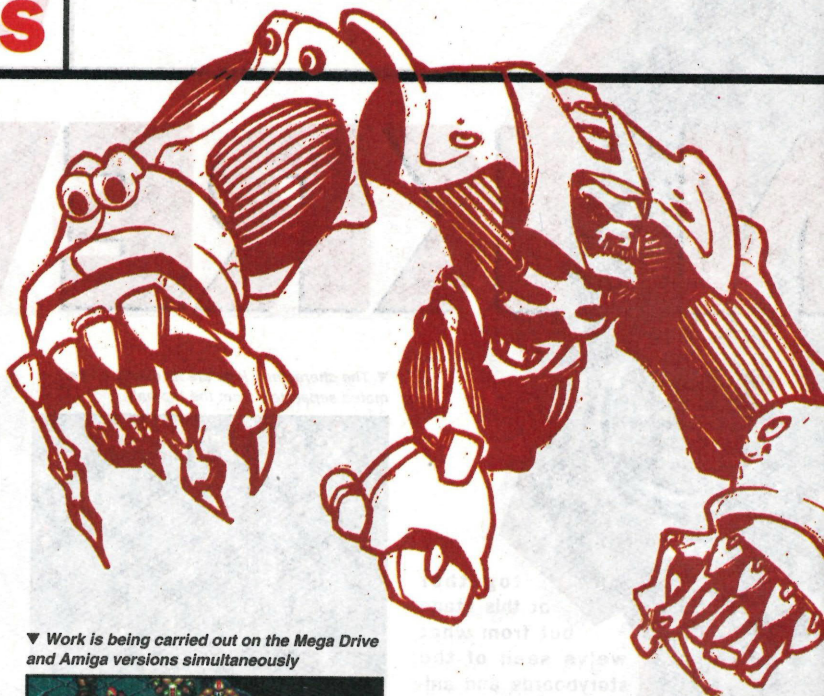
It is safe to say at this stage that Skeleton Krew is looking like another top quality product from Core Design.



With the effort that has obviously been put into this project it deserves every success and there is no reason why the public won't lap it up as they have done with some of their other recent releases, especially for the Mega CD. Sega must already love them for their ground-breaking Thunderhawk CD, effectively the game that sold the Mega CD in its initial struggle for stonking success.

With a whole array of promising titles just around the corner then it cannot be long before these guys start to get the recognition they have richly deserved for a long time. If things carry on the way they are at the moment then next month's preview should be something special. This could well turn out to be one of the best games of 1994.

We'd like to thank the whole Skelton Krew team and everybody else at Core for being ultra-helpful and providing us with about everything possible.



▼ Work is being carried out on the Mega Drive and Amiga versions simultaneously



▲ Each sprite is being lovingly created by the artists down at Derby-based Core Design.



▲ All the sprites and screenshots you see here are from the Mega Drive version.



Core Design's Skeleton Krew in all their original glory

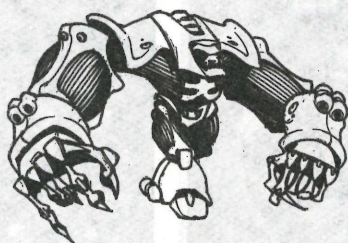
Three characters can be chosen from, all of which have been beautifully animated. Spine, Joint and Rib

are their names with the fourth member of the Krew being known as Skulker, which is the Special

Operations vehicle that will appear now and then in various scenes and drop everybody off.



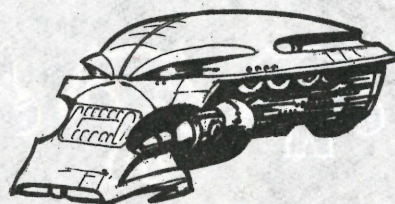
Spine.



Joint.



Rib.



Skulker.

MEGA

Jamboree

Come on! admit it, you've all been in Allsports and seen the rows of basketballs and wanted to bounce them all over the shop. Now's your chance to make the living room lights shake as you bounce your very own basketball, wear your very own NBA cap and listen to a bangin' NBA record with a sprinkle of hip hop thrown in for good measure (in fact you may have heard it already if you're a regular MTV viewer).

As a taster for their next game NBA Jam, those lovely people at Acclaim have provided 10 of each of the above mentioned goodies for all you ball fans. It's all official quality gear so you are assured of a classy prize no matter what.

If you want to read more about it then dig out issue seven (December) of Mega Action where the whole damn caboodle was previewed.

Alternatively you could wait to read all about it in the next issue where there should be a full review if there are no delays.

In the meantime get your thinking caps on and answer these stupidly easy questions before getting your answers in the post!

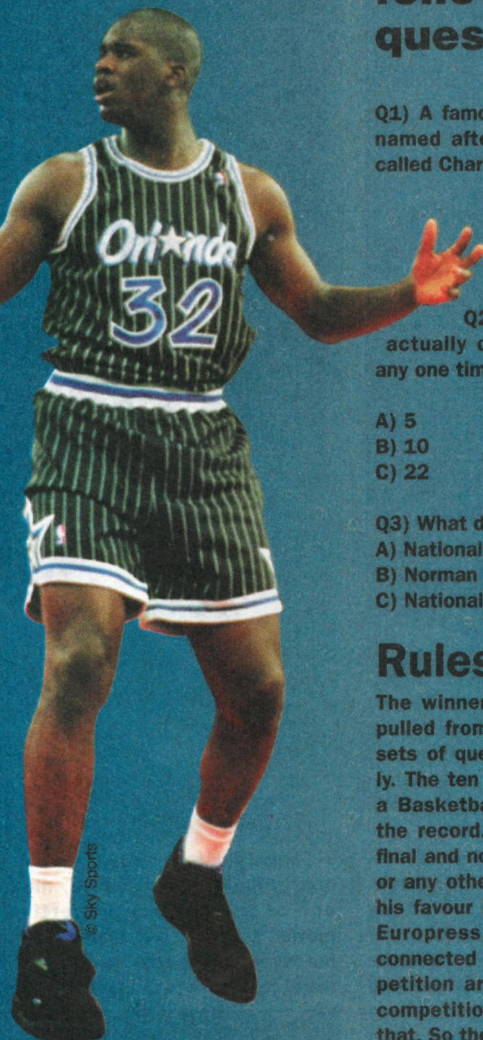
10 Official NBA Basketball!

10 NBA Caps!

10 copies of NBA Jam - The record!

10 lucky winners will each receive a parcel containing the three items above. Let's be honest, the postie won't get that ball through the letter-box so you're going to have to get up early one morning (probably a Saturday if my luck's anything to go by recently!).

Please remember that multiple entries will not be tolerated in this competition and we will find you out and bin the lot! You are allowed to use a photocopy of the coupon if you wish to avoid slashing your magazine up but please make sure you fill in all the bits, including your age. Entries later than the date on the coupon cannot be considered.



Answer the following questions:

Q1) A famous NBA player is kind of named after a popular bank. Is he called Charles...

- A) Midland
- B) Barkley
- C) Royal Bank of India

Q2) How many players are actually on a basketball court at any one time?

- A) 5
- B) 10
- C) 22

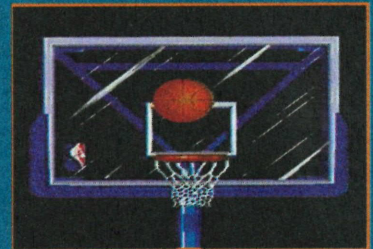
Q3) What does NBA stand for?

- A) National Bald Association
- B) Norman Bates Anglers
- C) National Basketball Association

Rules:

The winner will be the first person pulled from a large sack with both sets of questions answered correctly. The ten winners will each receive a Basketball, a cap, and a copy of the record. The Editor's decision is final and no amount of juicy peaches or any other kind of bribe will swing his favour in any way. Employees of Europress, or any other company connected in any way with the competition are forbidden to enter the competition and that is the end of that. So there!

POST
YOUR
ENTRY
NOW



▲ It's all about getting that ball through the hoop as many times as possible!



▲ You could soon be doing this in your own bedroom with an NBA cap on.



▲ Imagine doing this with that NBA record blasting out of your stereo system.

Basketball compo

My answers are :

- 1
- 2
- 3

Name:

Address:

Post code:

Age: Tel:

Send your entries
by 31:3:94

MEGA
ACTION

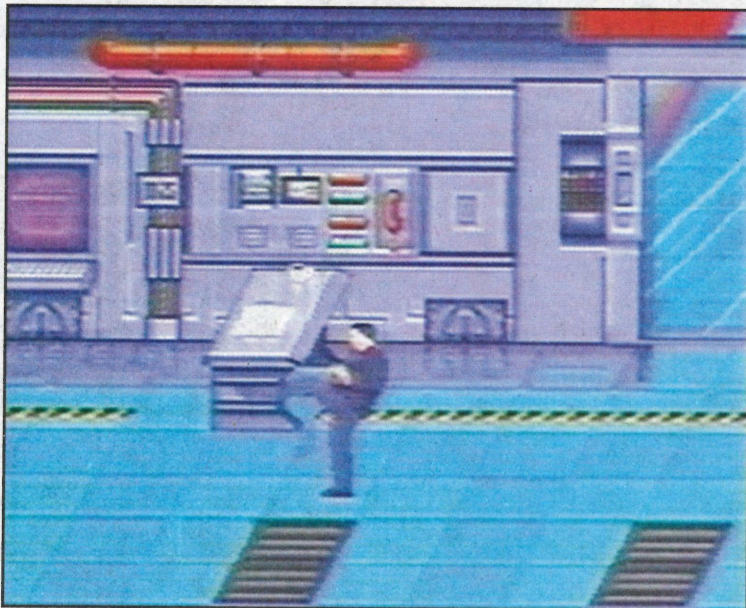
**MegaJam Comp,
Mega Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.**

☐ I do not wish to receive promotional material from other companies

No correspondence will be entered into by the Editor.

STEVEN SEAGAL

▼ During the early sections of it's always a good idea to limber up a bit. Make sure your little pixelised muscles are warmed up and your jeans aren't too tight.



■ Movie star Steven Seagal is becoming big business in Hollywood circles. This fame is soon to spread to the Mega Drive with the release of TecMagik's new title.

There have been murmurs in the Mega Drive fraternity now for some months regarding Tecmagik's new game based around martial arts film star Steven Segal. He of the slicked-back hair, fast moves and the star of several recent hit action movies, including the popular Under Siege, is almost ready for a launch on a slightly smaller screen, that of your Mega Drive.

We are now in a position to show you some screenshots of what the game will be like as well as some behind the scenes footage of how it was all filmed by actors. This

includes Steven Seagal himself, who performed activities like knife throwing for the cameras so everything came out just right. An awful lot of work has gone into the production and getting the moves correct and all this will eventually go towards making this a beat 'em-up oozing quality and class.

Tecmagik are proud of the fact that they are the first video games publisher to sign up a major Hollywood movie star and they are certainly going for the throat in a bid to capture the games playing public's imagination.



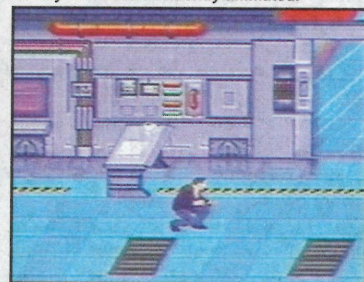
▲ A crash-landing followed by a roll were all captured on film for the digitising crew to play around with. Only when this footage was completed could work on the game proceed.



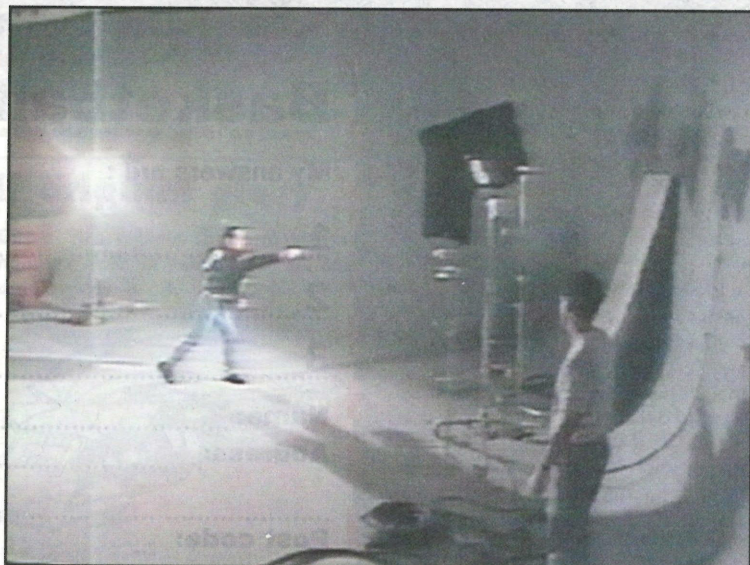
Seagal's latest film, Under Siege, has brought him stardom, making one of the hottest properties in movies today. A few more roles like his last one and he'll be able to command fees similar to Sly and Arnie.



▼ The Seagal sprite will be able to perform a variety of moves all fluently animated.



So how do you go about producing something that the man himself judges and gives his opinion on. Tecmagik already have a pretty good idea of how to go about it.



▲ When TecMagik hired Steven Seagal he was required to perform a number of stunts he is famous for. His knife-throwing abilities are one such skill needed for the game.

GAL - THE GAME



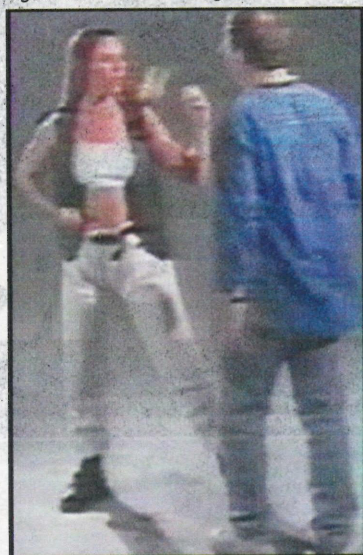
▲ This is the studio where everything for the game was filmed before being digitised.

They're utilising two of Hollywood's most experienced production teams, including directors, producers, actors, cameramen and real actors in a valiant attempt to produce something that's never been seen before. Tecmagick aim to create all the excitement of an original Seagal plot and couple it with stunning graphics and a rocking soundtrack.

Having got a number of actors into the studio and dressed them in suitable beat 'em-up attire (for example, the girls must all wear skimpy bras because that's what girl thugs wear!) the long and

Seagal's movies ▶ now attract other big names stars like Erika Eleniak of Baywatch fame. She was in Under Siege.

▼ Real Hollywood actors were brought in to be digitised as enemies in the game.



arduous process of filming all the moves to be digitised begins.

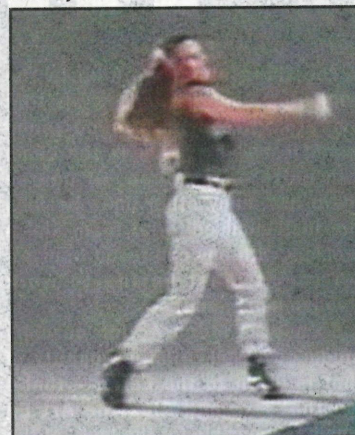
Steven Seagal's principal skill is the ancient art of Akido so it's important to capture the throws, falls and the correct stance to create a realistic air to the game. Seagal himself was brought in for some tricky sections and a few of his other skills were also taped for digitising purposes.

In Under Siege one of the most exciting scenes is a knife fight. Always a bit of handy man with a blade our Steve was asked to throw

▼ TecMagick have even released a short video about how the game has been made.



▼ All the actors movements had to be carefully filmed lots of times for effect.



knives at a board in order for the crew to get the throwing motions just right. Such attention to detail should shine, really making the finished product, due for release sometime in the summer.

▼ One of the few in-game shots in the world around at this moment in time.



▼ Seagal himself was hired to do the filming for his role in the game and jump off tables.



The game is at such an early stage there are very few screenshots knocking about. What there are, we have for you here. There's going to be an awfully big marketing push behind this game and as the release date grows nearer the hype is sure to grow manic.

Steven Seagal - the game could well turn out to be one of the success stories of the year. Only time will tell, but you can be sure of one thing.

Mega Action will have a full preview as soon as we have more information on it. Until then we'll keep you posted in the news. Keep your eyes peeled!

Bodyguard turned star

Segal started off his career as a bodyguard to the stars. His macho physique, good looks and general toughness combined to make him a natural target for Hollywood studios.

When Nico was released Segal joined the category of actors who liked a bit of violence in their films. Stallone and Schwarzenegger all began like this before moving onto more humorous roles.

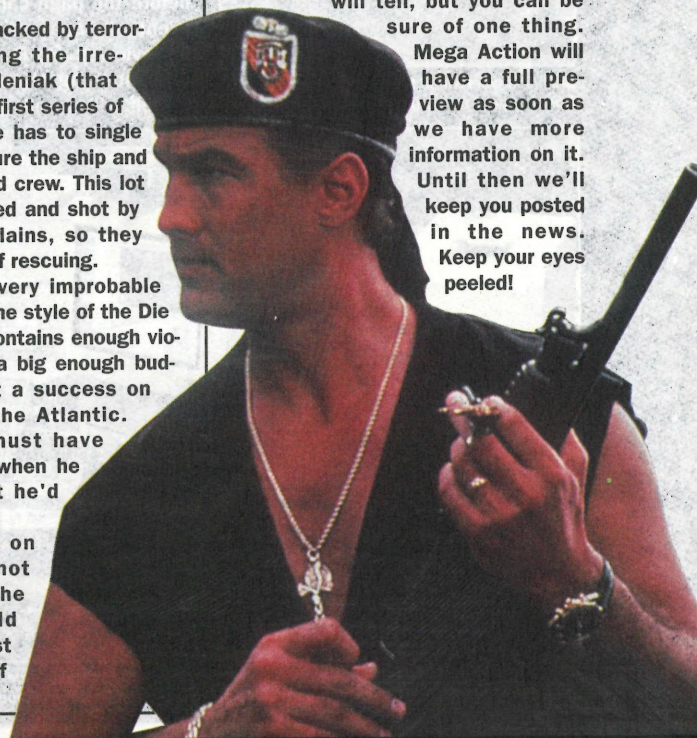
At this stage Segal was seen as a sort of poor man's version of the two Hollywood big men. Steve was fed a series of weak plots generally involving him being some kind of cop avenging a member of his family killed by one gang or another. The public didn't lose faith with him, however, and were finally rewarded with his last film, Under Siege.

By far his best effort to date, Steve plays the part of a Navy chef

whose ship is hijacked by terrorists. Co-starring the irresistible Erika Eleniak (that blonde from the first series of Baywatch) Steve has to single handedly recapture the ship and free the captured crew. This lot are being tortured and shot by the ruthless villains, so they could use a bit of rescuing.

It's still all very improbable but the film, in the style of the Die Hard classics, contains enough violence, and had a big enough budget, to make it a success on both sides of the Atlantic. Bruce Willis must have kicked himself when he found out what he'd missed out on.

From now on Segal will be hot property and the movie world awaits his latest thriller to see if he can it up.





STOP THE PRESS

There's no rest for the wicked and there are plenty of those here at Mega Action let me tell you! To meet ever tightening schedules and the pressures of getting the mag into the shops all the time there is very rarely time to spend three days a week in the pub getting drunk!

You may be thinking that it's all play and no work in this game but really nothing is further from the truth. Often I actually do some work, perhaps once or twice an issue sometimes (just kidding boss, don't hit me again!).



▲ This is where it all happens, Europa House, Home of your favourite magazine.



▲ This is the kind of mess Jamie makes every time he wants to play a game. Needless to say, it's obvious who has to clear everything up every single morning (yes the cleaners!).

The thing about working in the computer magazine industry is that everything revolves around teamwork. If one link is weak the chain can quite easily snap. Of course there are many other links besides the individual editorial team and a problem with any can result in disaster (or at least having to work through lunchtime!).

So how is Mega Action actually produced? Well, a large quantity of that is down to the Editor – that's me that is – and Alex the Art Ed who's responsible for the look of the mag, all the nice colours and the flash graphical effects that make it all pleasing to the eye.

An article, be it a review the news pages or even this feature will go through many stages before finally being committed to print. Initially the writing side has to be taken care of before the page can be laid out as it eventually appears. If it's a game to be reviewed and it arrives in the post one morning then Steve, Glen or myself will usually volunteer to do it

▼ Glen is happy tapping away at his keyboard while Paul and Brad from *Over the Edge* have a chat about the finer things in life. None of which involve video games but we can't print 'em.

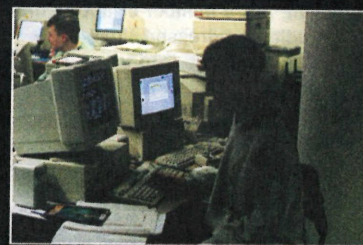


and then settle down to a good morning playing, analysing and generally getting into it.

A popular question you get asked quite a lot is "How long do you play each game for before you write your review?". This varies enormously from title to title. If you find yourself getting into something you could well find yourself playing for a lot longer than you originally intended.

The truth is that there is no set time period to play for. Nobody says "You must play that for five hours" or "You haven't played that enough, get back to it now boy!". It isn't school and we all trust each other's judgement enough not to question it.

Realistically, any reviewer worth their salt knows a good game from the off and is shrewd enough to give a bad title a fair crack of the whip in case its hiding something behind a shoddy exterior. No game gets the five minute treatment, regardless of how trashy it actually appears. After all if you have to mark something low, then knowing why to score it thus is just as important as recognising the hallmarks of a good product.



▲ Former Mega Action boy Dave Longworth now sits next to us on PC Action!

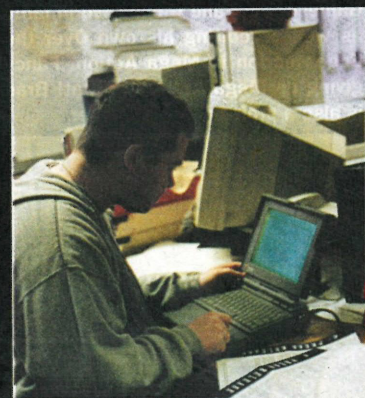
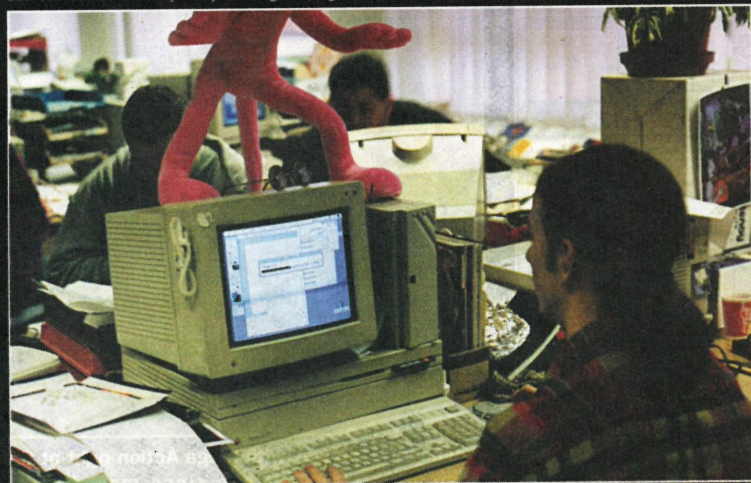
Once enough play has been extracted from a game it's down to the writing and "grabbing". Grabbing is the name we use for the process of taking and preparing screenshots



▲ Adobe Photoshop, a painting programme which we use to make all our special effects.

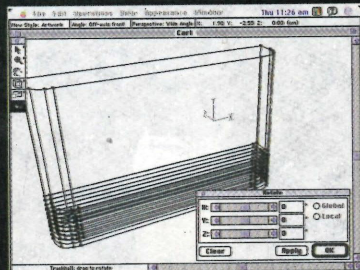
■ Ever wondered about the mad, blind panic that occurs between Mega Action being written and your good selves actually purchasing a copy at your local newsie? Well have a read of this as Paul takes you through the process of getting grey hair quicker.

▼ The Pink Panther stands watching over Jamie precariously balanced on the monitor. As you can see Jamie is really busy waiting for pages to print out on one of the printers in the office.



▲ Paul's got the smallest of them all. The Macintosh Powerbook is well handy!

and can be one of the most enjoyable sections of the job. Years ago it all used to be about squatting down in a darkened room with a monitor and camera but these days clever gadgets and Apple Macintosh computers



▲ Adobe Dimensions... fantastic programme for manipulating 3D images and text.

worth many thousands of pounds take care of it all.

When all this has been completed a check list is filled out by the author of the piece and it then is passed on to the Production Editor, Ian. He then makes sure the whole thing reads nicely and sorts out all the the fiddly bits we can't always get to do like Spell Chocking and Punc.tuation. (The old ones are the best eh Paul?) Then, and only then, is it ready to be created as a page of Mega Action by Alex and Jamie, the guys who really did art at school instead of throwing paint around!

Everything you see and read is created on an Apple Macintosh, a machine that makes a very tricky job a delight to do, especially when they crash and you lose that page for the third time that day. Using a number of high-tech programs all the special effects you can find in the magazine can be created with ease and a little bit of imagination.

Writers are always welcome to put their visual ideas forward but realistically most of the time they'd be better keeping their ideas to themselves as they are usually rubbish! If there's one thing I've learnt in my years on computer magazines it's to keep my trap shut when I think a screenshot would look better two inches higher up because there's always a reason why it wasn't there in the first place.

Once everything has been laid out (and that sometimes includes a few writers who've had ideas above their station!) the page goes back to Ian who then looks over it again to check all the style points and make sure he didn't moss anything (boom-boom) the first time around. Then, and only then, does it get passed on to Don, the big bossman, for the seal of approval.

If the man says yes it's in and some more 1990's technology (hey it's a great decade!) is carried out and the pages are printed out on special sheets of film called "film". These are then stored until the whole thing is ready to be shipped off to Scotland to be printed.

What do we do then I hear you ask? Well generally we go home because it is very, very late in the morning.

The team

We here at Mega Action believe it is very important for you to get to know the people who are writing the things you read before making that all important purchase. If you know about us then it's easier to associate with our views so here's look at Mega Action staff. You can be sure they're beaver away even as you read this (unless it's Sunday and the footy's on Sky!).

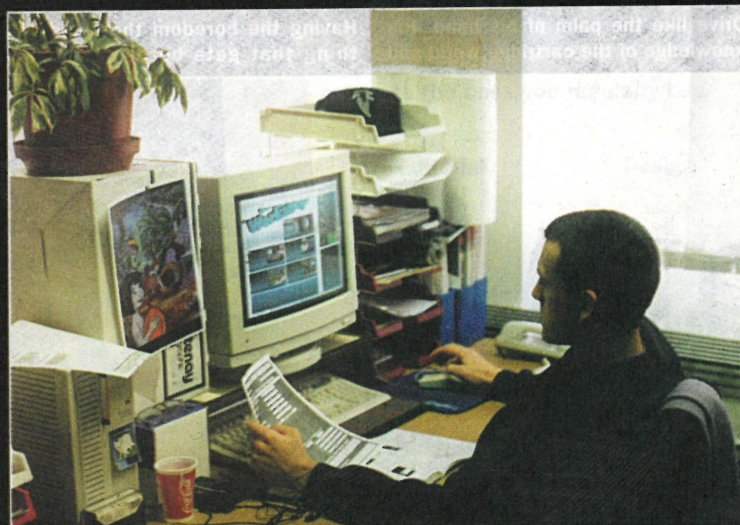
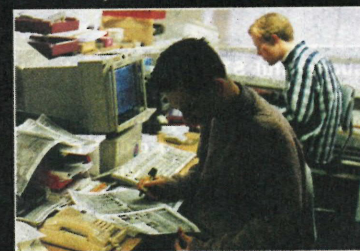


▲ Quark Xpress... used to layout the design of every page of the magazine, because of its fine graphic and text handling capabilities.

Paul McNally

He's the New Kid on the Block (It only takes a minute girl! - Oh no that's Take That isn't it!). This is the second issue of Mega Action that Paul has worked on since moving across from Europress Interactive's sister title PC Action which he went to after being Editor of the highly

▼ Once a page is written its over to Ian who looks for any mistakes on the page.

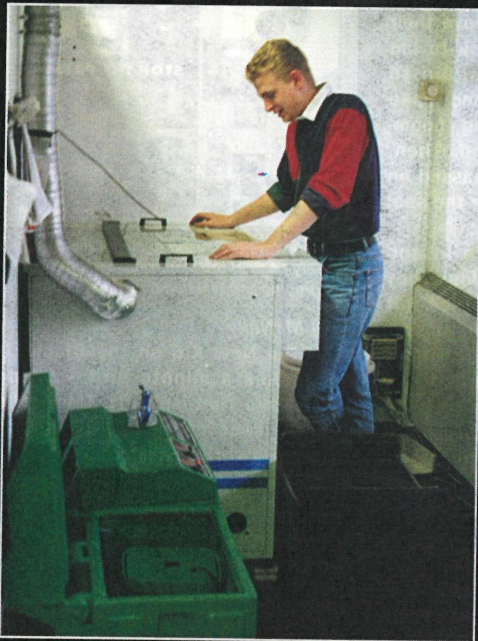


▲ Alex examines his checklist before embarking on another two-pages for Mega Action. All the details from the writers are inserted on the list to make life easier for everybody.



■ Well it's on with the show and once the pages have been written and set they go up to the film processor upstairs where strange things occur!

▼ Nic Moran is the guy that stays until all hours making sure the film is ready for sending to the printers on time (ish)



successful ST Action! Paul is into staying late at work and working weekends as it keeps him away from his girlfriend (Look I didn't mean it Keeley, Anne, Sarah or whatever your name is!)

Steve Atherton

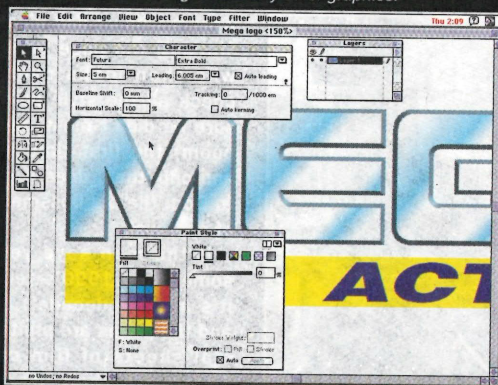
Steve's been here since day one of Mega Action and knows the Mega Drive like the palm of his hand. His knowledge of the cartridge world and

sometimes stumbles around his Christian name (Only kidding mate, can I still have that lift to the pub at lunchtime!). He's only been on Mega Action for a couple of months but he's had a console for a couple of years and knows a good game when he sees one!

Ian Lynch

Having the boredom threshold of a thing that gets bored very easily

▼ Adobe Illustrator™, a vector based drawing programme which we use to create the logo and many other graphics.



the industry is second only to that of his garage where he keeps getting new bits bolted to his car and bits of police car removed.

Glen Urquhart

Not even Glen knows how to pronounce his surname. In fact he

indeed somehow doesn't stop Ian being employed in a job where the need for concentration and attention to detail are vital. Ian was a history student before he came here. He certainly seems fond of time...lunchtime, hometime seem two of his favourites but not "time gentlemen please".

Alex Jeffries

When Alex is chilled out it's hard to tell whether he's alive or dead. This strange creature can be seen skulking around the office closing all the windows (even in summertime) because it can be bitterly cold up north. Anyway he's the main man of the art association and responsible for the look of Mega Action today.

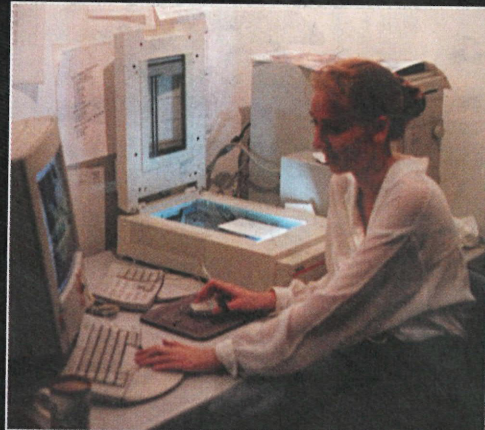
Jamie Leeming

With musical tastes ranging from Breakbeat techno to Glenn Medeiros (hang on I thought he worked for us?), Jamie has a set of headphones the size of Halifax and can generally be blamed for any mistakes there are, if only because he can't hear you with his headset on.

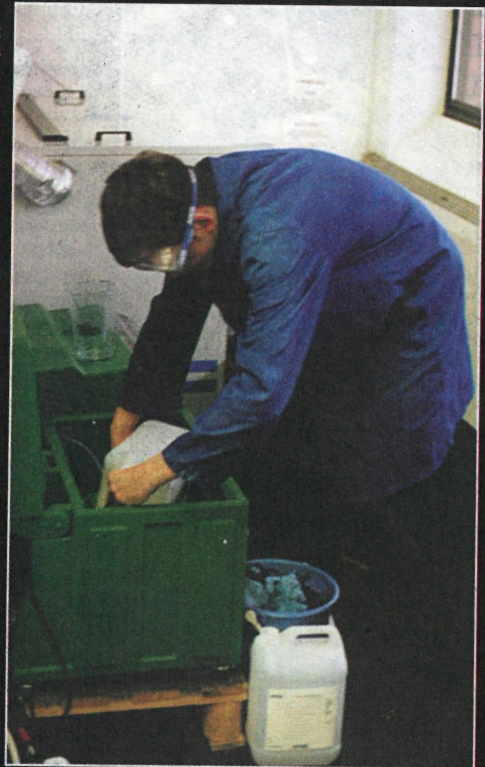
Brad Burton

Brad started off on ST Action with Paul before embarking on a career of working on lots and lots of different magazines.

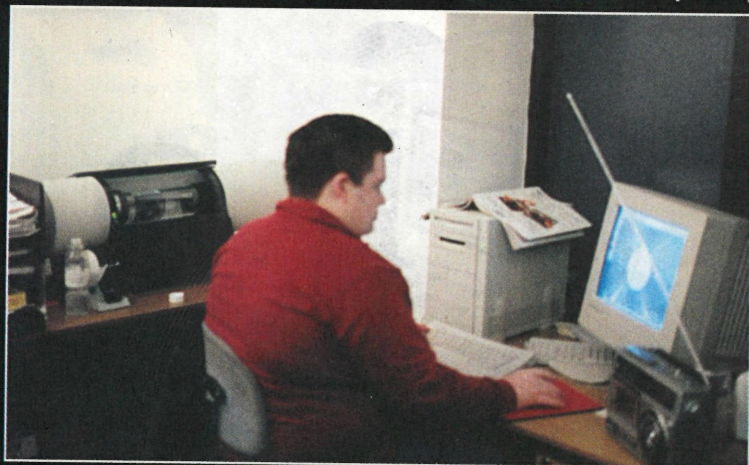
▼ Sarah, our scan chick, does her stuff in reproducing many of the pictures you see including this very photo!



He was with Mega Action right at the start but has since moved on to Gamesmaster and Games World fame as well as editing his own Over the Edge section in Mega Action. Fancy giving up Mega Action for that! Brad is also a professional swimmer.



▲ Andy is the lucky guy who gets to process the film by dressing up in safety clothes and risking his hands!



▲ Mark is the other guy who works the scanners with Sarah. Without these two people Mega Action would never see the light of day. A big round of applause please!

FREE GAME

■ In order that we at Mega Action can continue to provide you with the most definitive guide to the Mega Drive we need to know exactly what it is that you, as a

Mega Drive owner, look for in a dedicated magazine. Therefore, we've compiled this survey for you to fill in and return to us and who knows, you may even win a free game!

About You:

1) Are You:

Male ☐

Female ☐

2) How old are you? _____

3) Are you:

At school? ☐

At college? ☐

Employed? ☐

Other? _____

About Mega Action:

4) Please rate each section of MEGA ACTION out of ten, with ten being the best score and zero being the worst.

	Editorial	Design
News	_____	_____
On The Other Hand	_____	_____
Tips and Cheats	_____	_____
Players Guides	_____	_____
Cartridge Reviews	_____	_____
Cartridge Previews	_____	_____
CD Reviews	_____	_____
CD Previews	_____	_____
Competitions	_____	_____
Features	_____	_____
Workshop	_____	_____

5) If you think one section needs improving which is it and what improvements would you like to see?

6) What would you like to see covered in MEGA ACTION that we don't do already?

Classifieds ☐

Reader reviews ☐

Game Gear ☐

Other _____

7) Do you read MEGA ACTION:

Every month ☐

Every 2 months ☐

Every 4 months ☐

Less than that ☐

8) How many other people read your copy of MEGA ACTION? (circle one answer)

2 4 6 8 Other _____

9) Do you reserve your copy at the Newsagent or do you buy off the shelf?

Reserved each month ☐

If it's there I'll buy it ☐

10) What other Sega magazines do you buy and how do you rate them out of ten? Please only rate the ones you regularly buy.

	Editorial	Design
Sega Power	_____	_____
Mega Tech	_____	_____
Mega Power	_____	_____
Mean Machines	_____	_____
Mega	_____	_____
Mega Machines	_____	_____
Sega XS	_____	_____
Mega Drive Adv. Gaming	_____	_____
Sega Magazine	_____	_____
Other	_____	_____
(Please Specify)	_____	_____

READER SURVEY

11) Are you attracted by cover mounts and if so what would you like to see on the front of MEGA ACTION in the near future?

- No cover mounts ☐
- Tips book ☐
- Novelty Item (e.g. Shoelaces on issue 7) ☐
- Badges ☐
- Postcards ☐
- Discount Vouchers ☐
- Poster ☐
- Other (Please say) _____

12) What do you look for in the advertising pages?

- New releases ☐
- Cost of software ☐
- Where to buy stuff ☐
- Mail order guarantees ☐

13) Which Mega Drive do you own?

- Mega Drive ☐
- Foreign Mega Drive ☐
- Mega Drive 2 ☐
- Both ☐

14) Do you own a Sega Mega CD unit?

- Mega CD ☐
- Foreign Mega CD ☐
- Mega CD 2 ☐

15) If not, will you be buying a Sega Mega CD unit in the next six months?

- Yes ☐
- No ☐

16) What other consoles / computers do you own?

17) Do you follow closely the developments in the gaming world? (ie are you aware that Sega are developing a new 32 bit console)

- Yes ☐
- No ☐

18) How many games do you buy a month?
(circle one answer)

1 2 3 4 5 Other _____

19) Where do you buy them?

- Chain store ☐
- Mail order ☐
- Local shop ☐

20) Do you buy import games?

- yes ☐
- no ☐
- sometimes ☐

21) Design wise would you like to see:

- More colour on the pages ☐
- Less colour on the pages ☐
- More screen shots ☐
- Less screen shots ☐
- More contents information on the cover ☐
- Less contents information on the cover ☐
- any other design comments: _____

22) How do you rate "Over The Edge" out of ten for

- Contents _____
- Page design _____

23) How many pages of Over The Edge would you like to see in Mega Action?(circle one answer)

2 4 6 8 Other _____

24) What other subjects would you like to see covered by Over The Edge? _____

Please send your completed survey to:

✉ Mega Action Survey, Europa House, Adlington Park, Macclesfield. SK10 4NP.

Name: _____

Address: _____

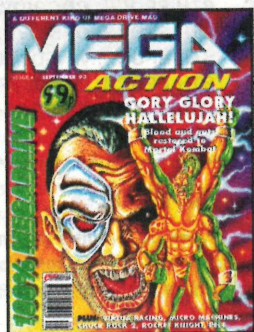
Post Code: _____ Tel No: _____

If you're the winner in our draw which game would you like:

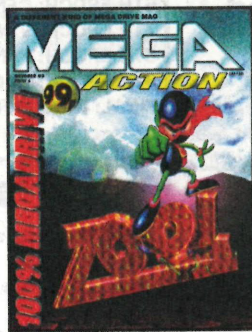
All information will be kept in the strictest of confidence and will be used for internal use only.

WANT A BACK ISSUE?

Well, now's your chance to get one!



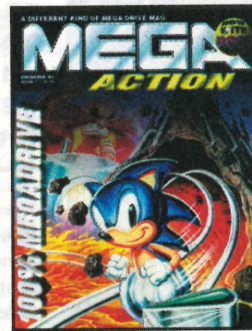
Issue 4 - Mortal Kombat, Micro Machines, Chuck Rock 2, Rocket Knight, Thunderhawk, Zombies
Code: 8604



Issue 5 - Zool, Silpheed, Bubsy, Jurassic Park, Mortal Kombat, Populous II, RoboCop Vs. Terminator
Code: 8605



Issue 6 - Thunderhawk, Dune, Madden '94, Sensible Soccer, Aladdin, WWF Royal Rumble, Gunship
Code: 8606



Issue 7 - Sonic Spinball, Streetfighter 2, Zombies, Dune CD, Lost Vikings, Gods, Crash Dummies
Code: 8607

If you've missed the last few issues, you can now pick 'em up for only £2 each!

Choose the issue(s) you want, then send a postal order or cheque to:
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Please quote the code number!



A message to your newsagent...

Dear Mr Newsagent...

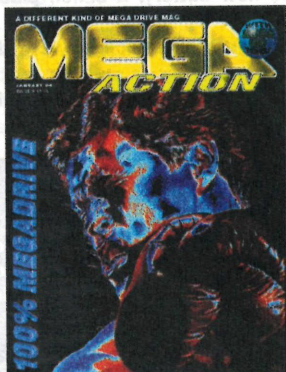
I think MEGA ACTION is the greatest thing to hit the publishing world since the invention of paper. Therefore, I would be most grateful if you'd reserve/deliver* me a copy each month!

My name:

My address:

.....
.....

* Delete as appropriate



TIPS

MIXED AND CRACKED

MEGA

■ **Clench those cheeks, it's time for more fun filled frolics with the immortal Barry and his fine compendium of cheats and pokes. After the yuletide period I've been overwhelmed by the amount of game pokery that has been delivered by santa and his bulging sack of goodies. So please read on and taste my liberated knowledge of life around the games console. Until the next time, be nice to each other...**

FLASHBACK

When I first heard about the title of this game I thought it had something to do with the sixties and the Rolling Stones. Despite my optimism it turned out to be very good arcade adventure which may prove to be a little too tough for the meagre. If you happen to be a shy, small god then enter PIXEL on the password screen. This will result in all enemies being instantly killed as they try to enter the screen to attack. And if you think this may spoil the game for you then check out the following list of game codes:-

EASY	NORMAL	EXPERT
BETSY	FALCON	CLIO
PANCHO	DATA	ACRTC
STUDIO	MILORD	BLOB
TOHO	QUICKLY	STUN
AKANE	BIJOU	MIMOLO
INCBIN	BUBBLE	HECTOR
CYGNUS	CLIP	KALIMA

GALAHAD

Is EA's game giving you too much jive? If it is you may wish to know about the infinite lives cheat that exists. By entering LTUS in the password screen you will without fail be blessed with an indefinite amount of lives. And if you press A, B, C and Start all together you'll skip a level. Groovy.

JAMES 'BUSTER' DOUGLAS BOXING

If you're finding the fights a little enduring and tedious then use this super punch trick to win the match early. By pressing A, B and C all together during the fight your boxer will throw an unbelievable punch. Your opponent won't believe what hit him, he won't be able to mind, you've just knocked him out.

JURASSIC PARK

With any luck this should be the final cheat or password to this otherwise great film licence. By tapping 02160016 in the password option screen you'll initiate the level select cheat. Then select Grant as your main character and begin the game. With any luck you should be greeted with the secret level select screen.

MEGA LO MANIA

Hmm. Normally I would give some sort of cliché line about being a god and how hard it is. Instead I shall simply say "Behold, all of the codes for you to relish". Or something along those lines.

SCARLET	CAESAR
2ND EPOCH: ZTYCAAVMHTR	2ND EPOCH: IHGABUPCHHE
3RD EPOCH: AJBBOJKUKNP	3RD EPOCH: ZEEAPRMHSNE
4TH EPOCH: KSSCECXGOTV	4TH EPOCH: OFDARQPJAIQ
5TH EPOCH: IXSCICXRJBH	5TH EPOCH: MKMCPVQFOK
6TH EPOCH: CIRASDDXDBL	6TH EPOCH: KPMCHXWUF0G

7TH EPOCH: HUGCKLUBBBJ
8TH EPOCH: TOEBULTSZGT
9TH EPOCH: RNTBIEBUYGB
FINAL: CPFDGLLMWMX

7TH EPOCH: PEPAJISOHCE
8TH EPOCH: GXFAOPJTZHJ
9TH EPOCH: HLPFCZTPTBR
FINAL: XGDOMBVSENX

MADCAP

2ND EPOCH: CQFAPSVSGHK
3RD EPOCH: HDNBHWGZBW
4TH EPOCH: EUJAJVJFEUK
5TH EPOCH: MWYBVBRAFIC
6TH EPOCH: CFNDHOFMIOC
7TH EPOCH: VJNAVDGXIM
8TH EPOCH: YMGBHOWUEOB
9TH EPOCH: ZAQDZPCQIOE
FINAL: IQFDUDYUMMJ

OBERON

2ND EPOCH: INPAGGJAEZ
3RD EPOCH: MLNDATZQTF
4TH EPOCH: RYICWBCXTT
5TH EPOCH: M00ACGVYBUR
6TH EPOCH: CDOBIDWHODJ
7TH EPOCH: ORMDYPZRJUT
8TH EPOCH: WNEDYDSBZHL
9TH EPOCH: QAKDVLFKOO
FINAL: XXEDVBSBGs

JURASSIC PARK

EEK! The dinosaur-mania continues as we dish out more help with this aging game. This time it is in the form of Action Replay codes so hold on to your hats, here they come;

FF003B00FF: Infinite blue darts.
FF003D00FF: Infinite stun gun.
FF003E00FF: Infinite gas grenades to hurl.
FF003C00FF: Loads of red darts to chuck around.
FF003F00FF: Blind your way to victory with an endless stream of flash grenades.
FF004000FF: Blast your way to freedom with this unlimited number of rockets.
FF004100FF: Stun everything with this infinite amount of concussion grenades.
FF00550020: Special lucozade that keeps you going forever.
FF005300FF: Resurrect yourself to victory with oh I don't know, an incalculable supply of lives.

ZOMBIES ATE MY NEIGHBOURS

Finding Konami's latest arcade romp a little on the difficult side? If so then feast your eyes on this amazingly superb batch of Replay codes:-

00186A6000: This will remove the countries protection code allowing import versions to work on all machines
FFFA7500FF: Never run out of water supply for your water gun.
FFFA8F00FF: Keep a large supply of keys handy, you'll never know when you'll need them.
FFFA8100FF: Hmm. A nice stack of soda cans for you.
FFFA8300FF: Tomato your enemies to death with this cheat.
FFFA8500FF: Chill 'em out with your supply of ice pops.
FFFA8900FF: There you go me ol' china, a new set of plates.
FFFA8B00FF: Some nice new cutlery, a billion piece set in fact, lovely.
FFFA8D00FF: Become an aggressive hooligan with this enormous stock of footballs.
FFFA7700FF: Freeze the blobs with your larger than life fabulous fire extinguisher.

WE NEED YOUR TIPS AND CHEATS!

MEGA ACTION is on the lookout for decent tips and cheats! We're always looking out for more letters for this section shortly, so if you need help with a game or have advice for your fellow readers, put pen to paper! From next month we're going to be giving away free goodies from Ross Electronics, look on the other page to see what! Send your cheats, hints and tips to:

Mega Action Tips and Cheats,
Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP.



DR. BARRY DIABLO

■ An extended welcome to all as we embark the train to... Ah, I've forgotten the destination. Oh well, nevermind. Here, take my hand as we depart for the

seaside for lobster throwing competitions and then later we may head out for the country for hunt wrecking. Let's make those dogs run for a change. Schnibbit.

Dear Barry,

Whenever I play Sonic the Hedgehog 2 in two-player mode I can only race through four different levels. Is there anyway I can increase the number of these zones? Please help me I'm really in a desperate situation.

Yours Faithfully,

Calum Stephenson, Abbots Langley, Hertfordshire

BARRY: Hello Calum, increase the number of levels you say in the two-player mode? Hmm. Let me just check my data banks to confirm my suspicions. Ah ha, just as I suspected, there isn't. I'm sorry but take heart, I'll see you on the moon for spaghetti racing in small soap dishes by lake blackwater. Fweep...

Dear Barry,

I have managed in my gaming career to complete over 50 games on my own. Despite this resounding success, however, I have become what they call 'up the creek without a paddle and hope'. The trouble is all down to one game, Toki. If there is any sort of cheats for infinite lives or level select I would be a very happy person. Please help, thank you.

Yours Faithfully,

Jason Bergin (frustrated gamesplayer), Eire

BARRY: Doh! Yet again someone has written in requiring help upon a game which I alone cannot assist. Unless you have a Game Genie I can't. If you do here is a handy code which may assist your severe plight. By entering ATWTCAS8 in your Game Genie you will be blessed with over a billion lives! Groovy eh? Oh well, ta ta for now and I'll no doubt see you in Stockholm for custard pie throwing and jelly wobbling competitions with Bernard Manning the international comedian who won an oscar for his role in 'The Blob' (he filled in as the stunt double).

Dear Barry,

Could you let me know if there is any sort of cheat or code for Krusty's Fun House? As I appear to be very stuck on the last room of the first level. Please excuse my incompetence as I have not owned my Mega Drive for very long. By the way, I love the hair style it's great and it makes you look like Patrick Swayze but only better!

Yours Faithfully,

Charlotte Hoggarth, Sedbergh, Cumbria

BARRY: Oo, Oo! I may be able to be of some assistance here, let me just check my galactic knowledge of Sega games and see what I can do. Ah ha, here we go if you enter WILLIAMS backwards in the password option screen (SMAILLIW) you'll gain access to all of the levels and all of their respective rooms. Unfortunately my friend you're still going to have to solve all of the puzzles for yourself. Sorry!

Dear Barry,

I know this is going to sound very sad of me to ask but I have recently heard that it is possible to change the music during a match in Thunder Pro Wrestling. Is true or are my mates just having me on? If it is true then please tell me as they won't.

Yours Faithfully,

Phil Riverlong, Glasgow

BARRY: What??? What sort of gaming request is this? You must either be very sad or very lonely. Still I shall assist as this is my main purpose in life at this present moment. If you pause the game and rotate the pad a full 360 degrees and press B you can alter the music to any choice. Now I hope you are satisfied and I insist you don't bother me again with such pathetic questions. Next.

Dear Barry,

Please aid my dying soul. It seems I am totally incapable at playing Crue Ball. I suppose it wouldn't be too much to ask if you can help me in any way like a level select cheat perhaps? If you can I shall be forever in your debt.

Yours Faithfully,

Brian Hogarty, Towster, Oxford

BARRY: Yaaaawn! Eh wassat? Help you say, on Crue Ball? Okay, okay I'll help you. Let me just take another peek at my intergalactic journal of games. Right here we go, if you listen to the music for level six on the sound selection screen and then press A, C, A and B, then return to the main title screen and press start to begin a new game, wait until the level screen appears, then press B and Up to choose your new level. Great stuff this book you know!

Dear Barry,

I can complete many games on the Mega Drive including Splatterhouse 2 but with much dismay I can't finish it's sequel, Splatterhouse 3. If you could be so generous and tell me all of the game codes I'll be the happiest man in this side of the hemisphere. Looking forward to hearing from you!

Yours Faithfully,

Robert Trueman, Manchester

BARRY: By ye gods! What a request. Well it appears I don't have these codes in my extensive book. So if you just give me a few minutes I'll quickly whisk through the game to get the codes especially for you... Right here we go;

LEVEL 1: Just press start

LEVEL 2: REISOR

LEVEL 3: ETLBUD

LEVEL 4: TABRAE

LEVEL 5: ELPOEB

LEVEL 6: PHENIX

LEVEL 7: BLAGME

There that should keep you happy until you run into problems with another game.

Dear Barry,

Before I ask of your help I would just like to say how much of a relief it is to see you in the magazine. You have been a great help in more ways than one. For your infinite wisdom has solved many of gaming and life problems. I'm not going to ask you about the mystery behind the universe as this is all too easy to understand, instead I shall ask of you to help with Sega's Ecco. I just can't get to the last battle. Is there a special password that I can use to get me there? If so can you print it for all of us to see?

Yours Faithfully,

Grant Scott, Kent

BARRY: I'm glad to here that I have influenced your life in such a strong manner. But let me add to this by printing the final code to this great aquatic adventure. The final battle code is (snare roll please): KQC�MLX. Just remember to sonar his eyes out and then ram is head with your strong snout. Oh yes make sure you stay clear of his mouth as he tends to suck in a lot of water from time to time. Be seeing you!

Dear Barry,

I've just recently purchased a Mega Drive. I am currently 43 years old and new to all of this. Along with my Mega Drive was a copy of Sonic the Hedgehog. I must say I have had endless amounts of fun whizzing through the first few levels but now I'm beginning to get a little bored. I've read your page and I undersand you can enter cheats to get past difficult levels. Is there one for this game and if so what is it?

Yours Faithfully,

Scott Campbell, Bristol

BARRY: Oh my dear man. Is there a cheat for this you say? Well if enter Up, Down, Left, Right then A and Start together when Sonic is waving his finger on the main title screen you should get a level select screen. Now go away. And bother me not with ancient games such as this.

Hot News!

From next month Mega Action is proud to announce that the Barry Diablo section will be sponsored by those wonderful people at Ross Electronics. Each month for the next year we will be giving away some Ross Mega Drive goodies to the sender of the best tips and cheats. You can't really beat that can you?

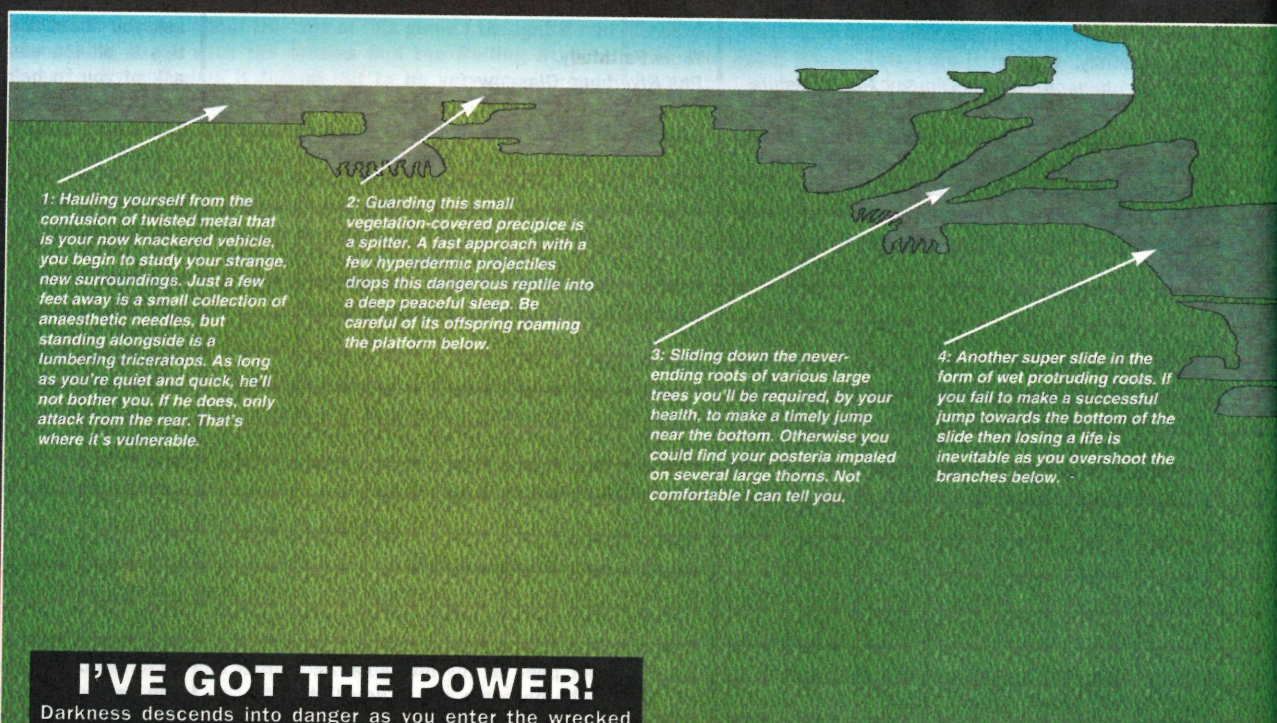
So if you fancy one of those flashy infra-red joy-pads like we're giving away on page 38 then you'd better start discovering some good stuff and sending it in to Barry today!

Barry will be checking to make sure your tips are original so don't try and pull a fast one! Find out more about Mega Action and Ross Electronics and all the wonderful things they can do for you in the next issue.

COMPLETE SOLUTION

WELCOME TO THE JUNGLE

Starting from the wreckage of your jeep, you must traverse the jungle lying ahead. Moving through any jungle is a decidedly difficult task, but when its infested with multiple meat-eating dinosaurs you'll wish you had an infinite supply of rockets. Unfortunately that wish won't come true, but you've got second best. This map.



1: Hauling yourself from the confusion of twisted metal that is your now knackered vehicle, you begin to study your strange, new surroundings. Just a few feet away is a small collection of anaesthetic needles, but standing alongside is a lumbering triceratops. As long as you're quiet and quick, he'll not bother you. If he does, only attack from the rear. That's where it's vulnerable.

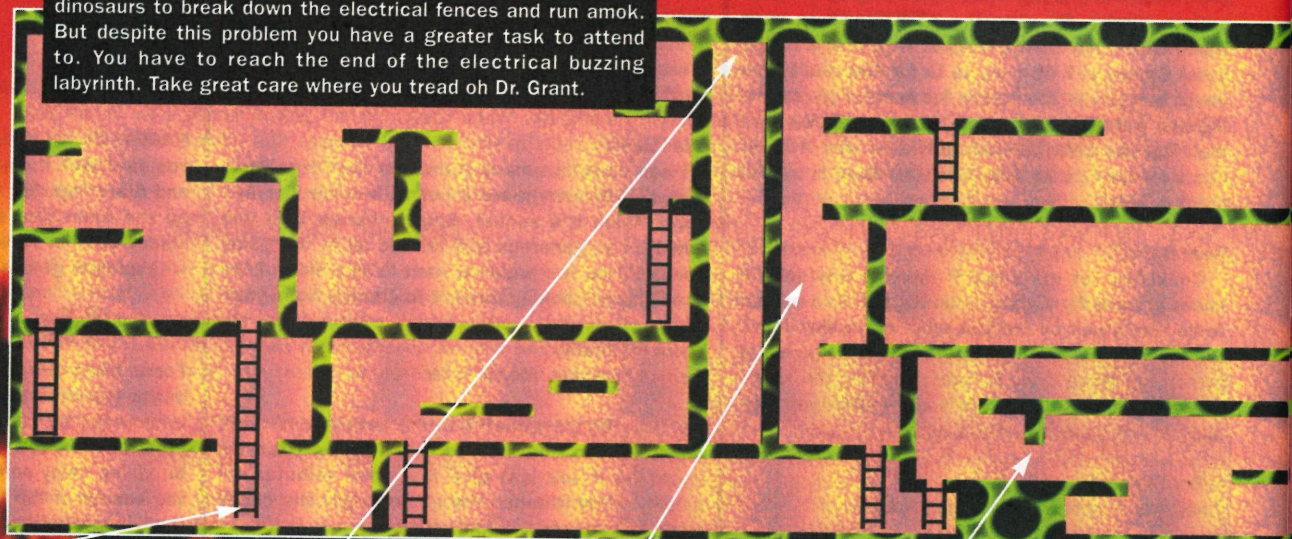
2: Guarding this small vegetation-covered precipice is a spitter. A fast approach with a few hyperdermic projectiles drops this dangerous reptile into a deep peaceful sleep. Be careful of its offspring roaming the platform below.

3: Sliding down the never-ending roots of various large trees you'll be required, by your health, to make a timely jump near the bottom. Otherwise you could find your posterior impaled on several large thorns. Not comfortable I can tell you.

4: Another super slide in the form of wet protruding roots. If you fail to make a successful jump towards the bottom of the slide then losing a life is inevitable as you overshoot the branches below.

I'VE GOT THE POWER!

Darkness descends into danger as you enter the wrecked power station. Little power is on-line thus enabling the dinosaurs to break down the electrical fences and run amok. But despite this problem you have a greater task to attend to. You have to reach the end of the electrical buzzing labyrinth. Take great care where you tread oh Dr. Grant.



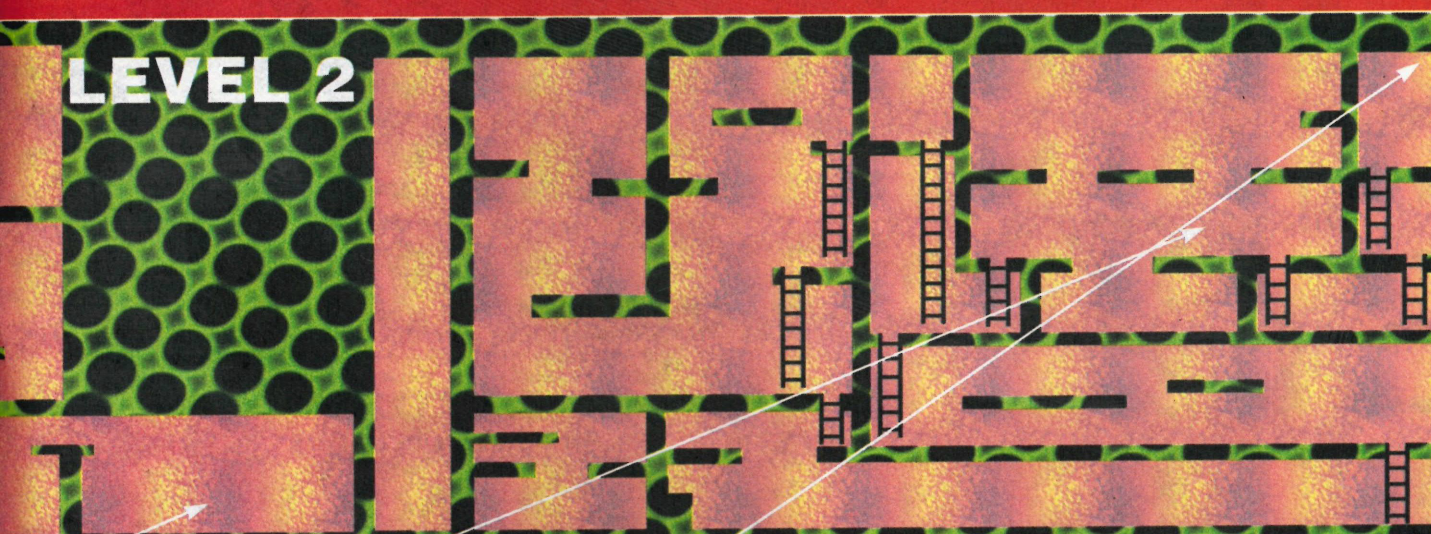
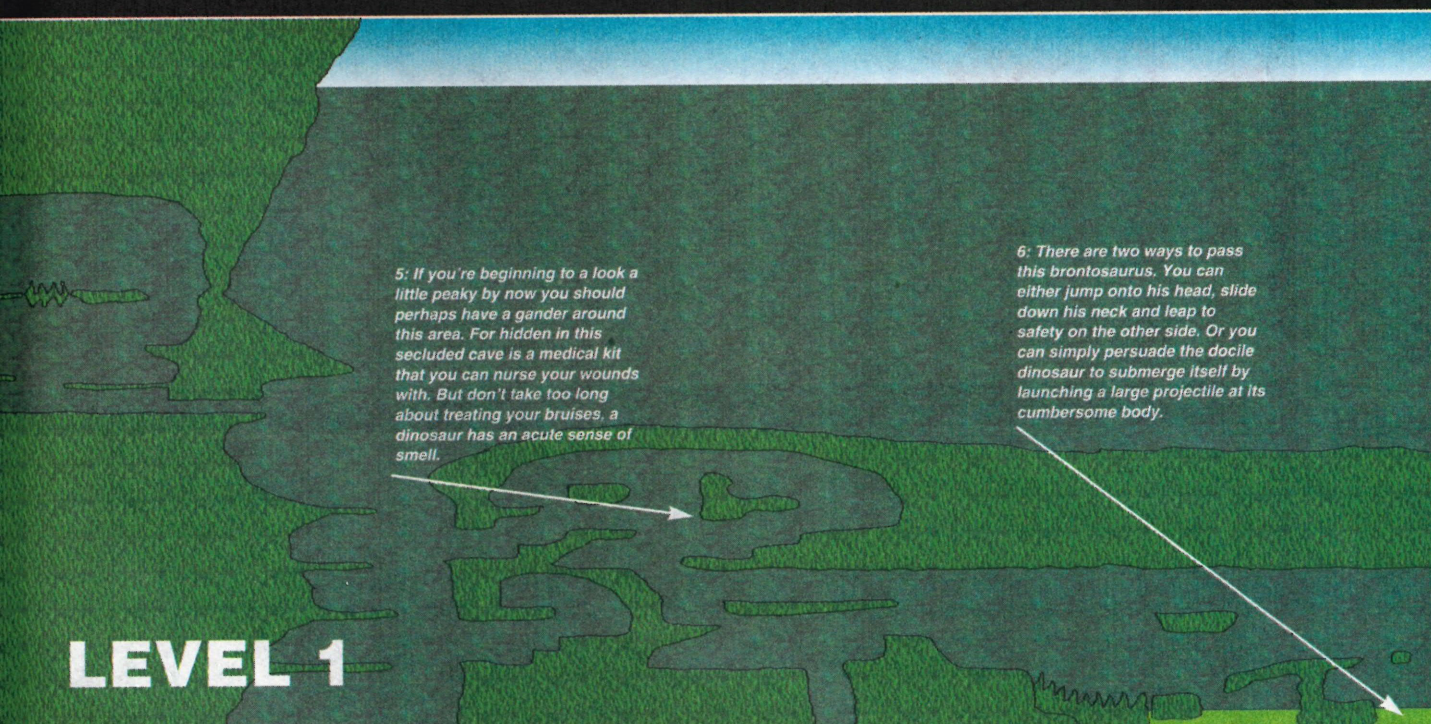
1: What a way to start the journey. A nice ferocious raptor waiting especially for you. Use gas grenades, or something similar. Don't waste your time shooting small needles. Then collect the surrounding power ups before moving on.

2: This service elevator is still in use! Enter the safety of the steel cage and descend to the lower levels where more fun and excitement awaits.

3: Realising that there's nowhere else to go on this floor, Grant decides to search the upper levels once more. The only way up is via this death dealing net of power cables. Fortunately by studying the sparks closely you can work out which are live and proceed safely.

4: Moving violently through the dim shadows is another slaving raptor. Vanquish this foul beast with your heavy armaments. Don't dilly dally around with small tranquilisers.

Rooaar! And other scary lizard-like war cries. Welcome to the guides section once again. This month we bring you the lowdown on Sega's Jurassic Park. Enjoy. Playing the role of a certain Dr. Grant, you must guide this hapless sprite around various obstacles and navigate your way through the maze-like visitor's centre. By following these highly detailed maps you'll not only win the day by slaughtering fifty thousand dinosaur replicants, you'll become a major sex symbol - Just like me (Erm...Dave, don't you mean Patrick Swazye).





YOU'RE THE WIND BENEATH MY WINGS

After successful completion of the easy river and pump station you're ready to take the enormous task of surviving the rocky canyon. Inhabited by several raptors and scores of pterodactyls you need to be quick with the old reflexes, not to mention the rockets.

3: Although it's a dead end your journey won't be in vain. By searching the surrounding area you'll reap the rewards of abandoned equipment. Use these items to battle your way through the hordes of creatures that await.

4: Skimming the surface with grace and speed can be seen another large raptor. Use the normal procedure of launching several large explosives at its bulky body.

5: How handy. A conveniently placed vine that the brave, intrepid doctor can utilise to reach that higher plinth.

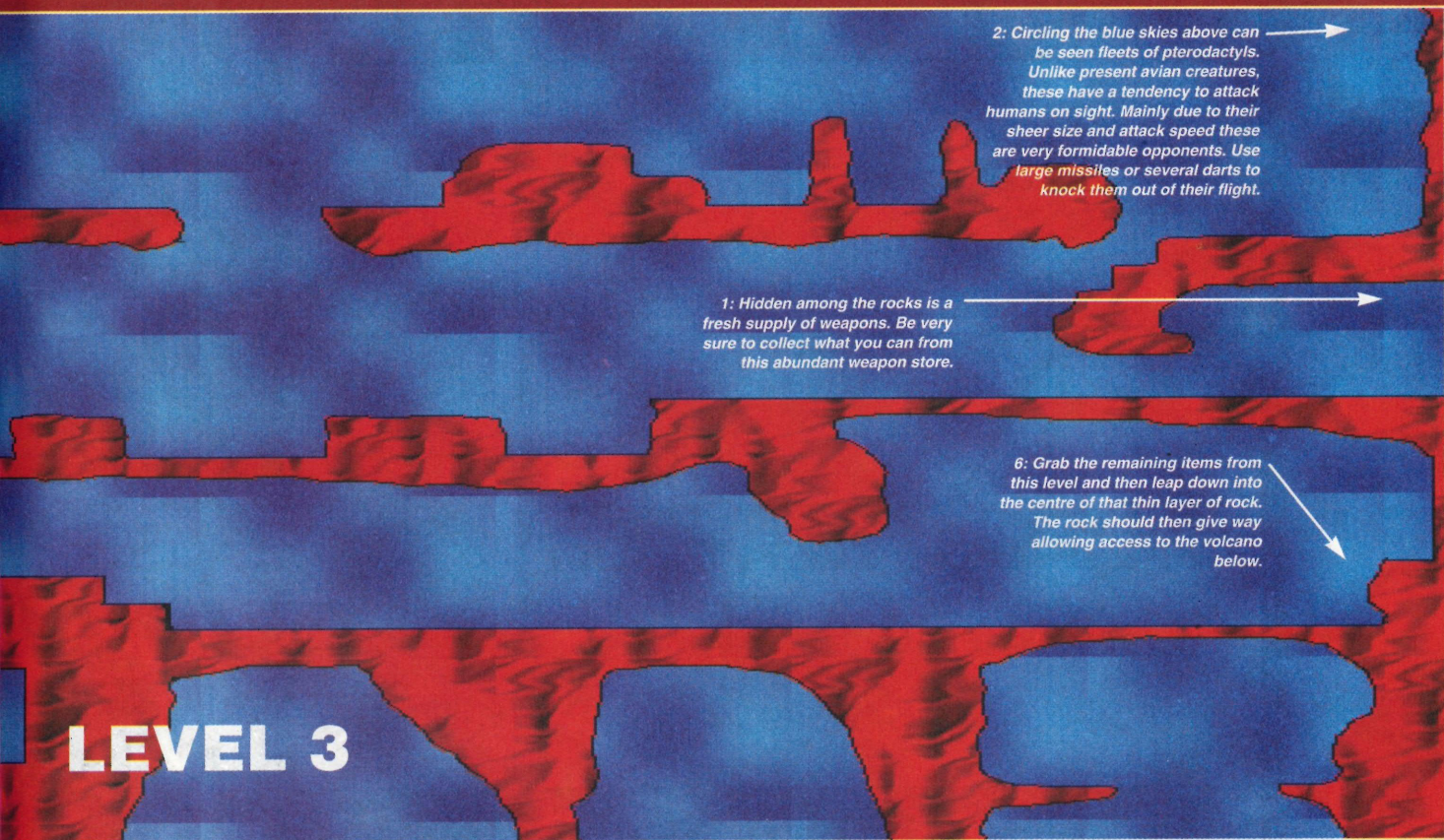
IT AIN'T HALF HOT MUM

The intense heat down here is quite unbearable. So why there's an army of raptors down here I don't know. Same as before though, retrieve all the weaponry found and then locate the exit to tackle the next level.

1: When falling down this gap hold down right on the joystick or you'll miss this small plinth for sure. If you do, you can kiss a life goodbye.

2: Waiting for a bus or something? This raptor won't share its rock with anyone or anything. You'll just have to resort to physical violence. What a damn shame.

4: Tempting as it seems to just drop down to the next rock I can assure you it just isn't possible. You've no choice but to take the harder route by jumping to the left rock.

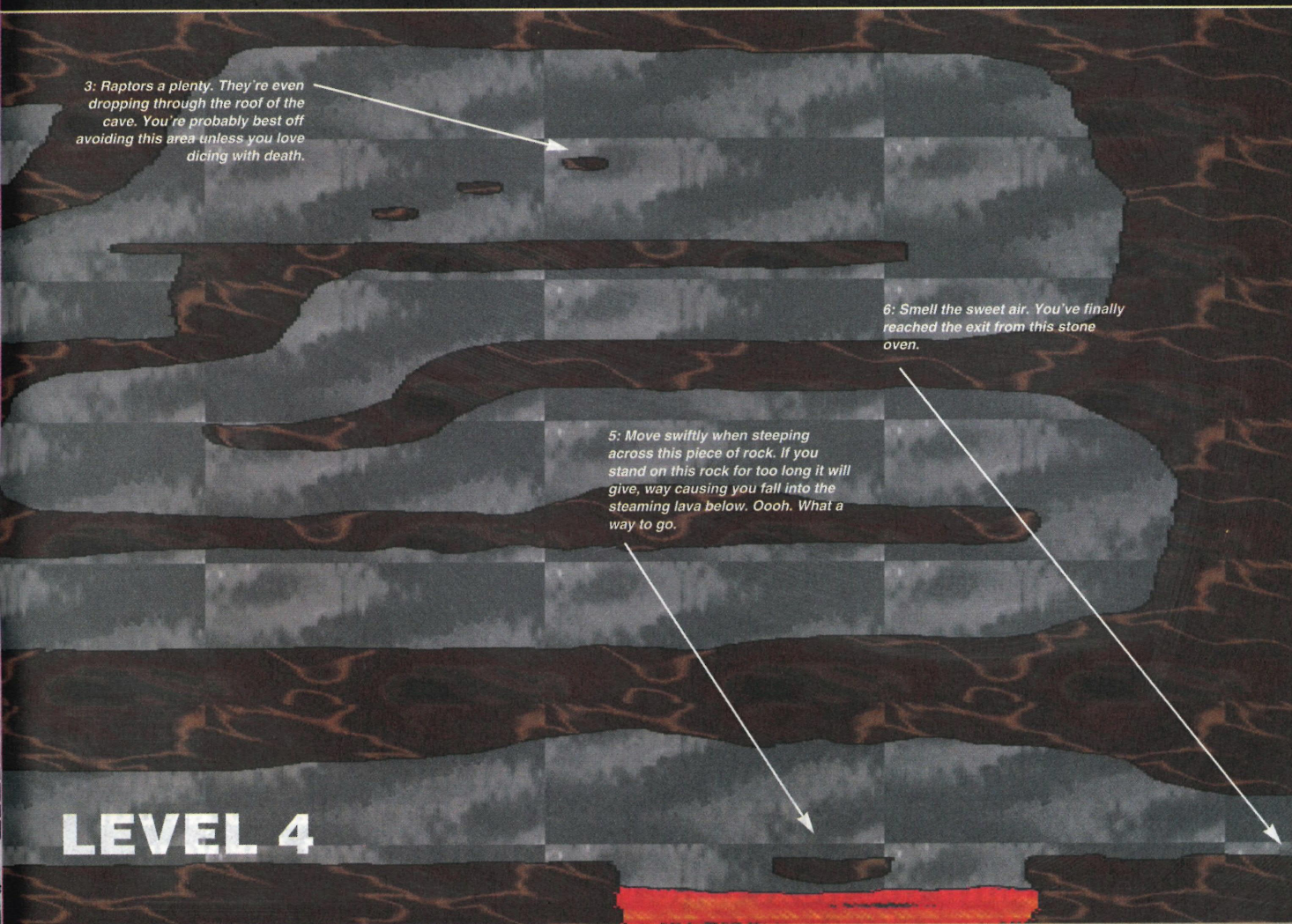


2: Circling the blue skies above can be seen fleets of pterodactyls. Unlike present avian creatures, these have a tendency to attack humans on sight. Mainly due to their sheer size and attack speed these are very formidable opponents. Use large missiles or several darts to knock them out of their flight.

1: Hidden among the rocks is a fresh supply of weapons. Be very sure to collect what you can from this abundant weapon store.

6: Grab the remaining items from this level and then leap down into the centre of that thin layer of rock. The rock should then give way allowing access to the volcano below.

LEVEL 3



3: Raptors a plenty. They're even dropping through the roof of the cave. You're probably best off avoiding this area unless you love dicing with death.

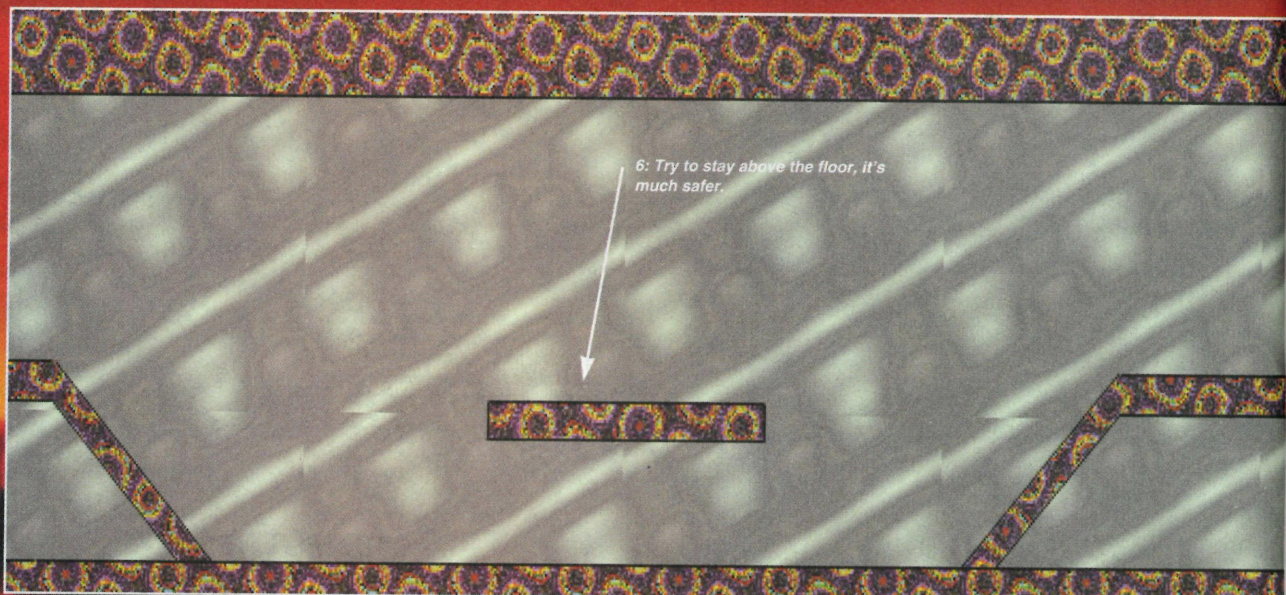
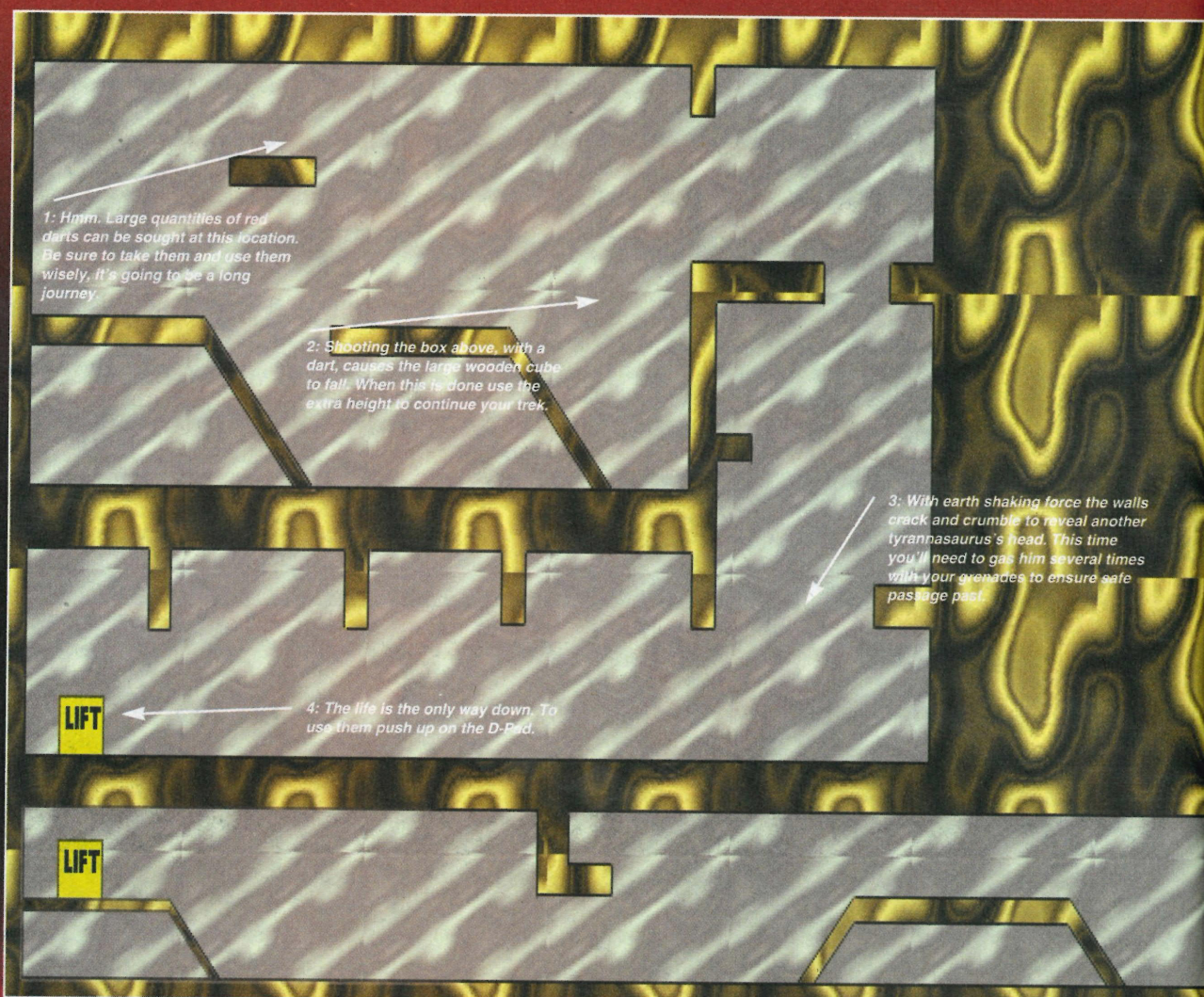
6: Smell the sweet air. You've finally reached the exit from this stone oven.

5: Move swiftly when stepping across this piece of rock. If you stand on this rock for too long it will give, way causing you fall into the steaming lava below. Oooh. What a way to go.

LEVEL 4

SEGA JAP/US/UK

JURASSIC PARK



Well, that just about wraps things up for this month. But what guides will we do next month? Why don't you send all requests to Doctor Barry Diablo at our usual address. He may just sort it all out for you. Well until the next time we meet again be good and be extremely nice to each other, bye - Barry Diablo.

COME VISIT ME SOME DAY

Things start to come to an end as Grant moves in for the final showdown with the prehistoric nightmares. The centre's now beyond recognition and is currently populated with a large multitude of meat-eating reptiles of the Jurassic period. But has the doctor have sufficient stamina to see it through. Or will he simply cheat and use this map to assist his endeavour?

LEVEL 5

5: Once it was a simple works tunnel where various employees transported supplies for the centre above. Now its become a deathtrap corridor filled with many raptors and other dangerous creatures from the past. Take it slow, but sure, through here.

LEVEL 5/B

7: The last raptor is waiting in this vicinity.

8: Through this door and it's the final fight. Will the doctor be successful or will he simply naff it up? Just try to remember the film, and use the skeletons that are supplied. After all, have you seen what happens to a dinosaur with a huge pile of bones on top of them?

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MEGA

Lights, Camera, Action

Time to let your creative juices flow. Everytime you turn your telly on you see adverts for a whole variety of products. Everyone's seen the ads for Sega and Nintendo and very occasionally that Amiga CD32 one too!

What we want you to do is imagine you've been given the job of designing an advert for Sega's Saturn machine. Remember, this is a new console whose existence hasn't even been confirmed yet so this is just a bit of fun to see what all of you can come up with out there in Mega Action land.

Now competitions like this tend to limit themselves to those who are blessed with artistic qualities. Not so in this case. Drawing is completely optional. What we would like is

the most imaginative ideas possible. Imagine that your campaign budget is unlimited. All we want is the setting, storyline and who you'd have starring in it. Would it be Sylvester Stallone (if so why?) or would you give an unknown actor or actress a break so they could get into the next series of Casualty.

Of course you can draw a storyboard and costumes if you wish but if, like Paul you can't draw for toffee then written ideas are just as acceptable (although some more cruel people might say that Paul can't write for toffee either, but you hopefully won't agree there!).

If you have a camcorder then why not get your friends around and do your own commercial!

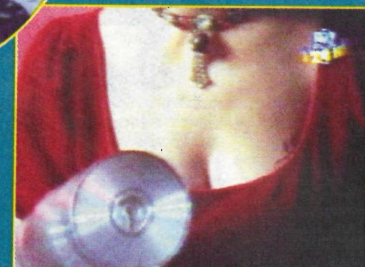
The winner will be the entrant that the Mega Action team judge to have the best imagination and ideas not

▼ Wha-hey! It's Frankie from Casualty in his more familiar guise of the fat bloke from Sega.

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▲ Maybe the sexist approach is one you'll go for with lots of things to appeal to boys!

WHAT YOU WIN!

Pretty exclusive prize this is. As you'll never see your ad on telly we can do the next best thing for you. You'll become a member of the Mega Action team for the day!

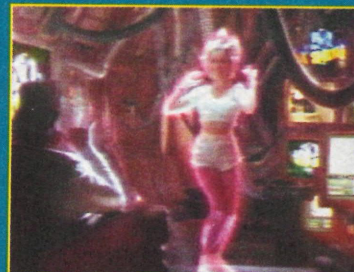
We want the winner to review a top product for us. Within weeks of picking up the prize you'll be able to see your work on the shelves of any newsagent in the country!

We don't know what the game will be yet, that depends on what's coming out at the time, but rest assured you'll be one of the first people to see it, long before it gets into the computer shops.

As well as this we'll also bung you a few carts to take the cash value of your prize up around £200!

If you fancy some fame and fortune start designing right away. The only limit is your imagination! Please remember to attach the coupon to your entry or we will not be able to consider it for the prize. Sorry! Remember, imagination is the key to success in Mega Action.

the one with the flashiest equipment. Righty-ho. It's all down to you guys now. Away you go!



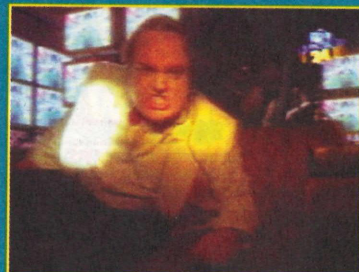
▲ It's all go in a Sega advert. What can you do that's better than what they have to offer?

RULES:

The winner will be the person pulled from a large sack who proves themselves to have the wildest imagination. Employees of Europress Interactive and their families are forbidden to enter the competition and that is the end of that. Multiple entries are allowed and you can photocopy the coupon if you so wish. Any cheating will be dealt by a large angry budgie.

Send your entries to:
Mega Action
Action Compo,
Mega Action, Europa
House,
Adlington Park,
Macclesfield, SK10 4NP.

☐ I do not wish to receive promotional material from other companies



▲ Is it time for a change as far as Sega's ads go. It's entirely up to you out there.



Lights, Camera, Action

Closing date for entries 31.3.94

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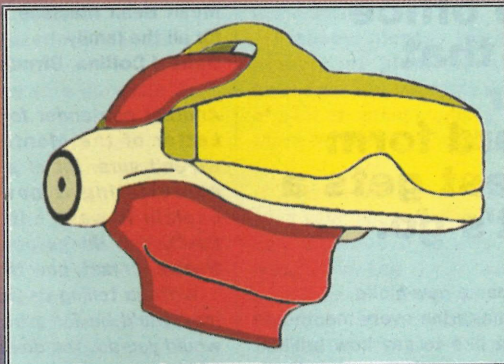
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MEGA LIVE



■ The letters have landed on Paul's untidy excuse for a desk this month. Remember all your efforts are read – the best (and worst) are printed and the mediocre are used to start small fires around the office (I've got to get out of that habit!). So get all your controversies into word form and get 'em in. The best gets a cart for a pressie. Let's go.

Dear Wosname new-bloke,
I have just bought my two children a Mega Drive for Christmas despite all the recent bad press consoles have been getting. I just put everything down to media over-reaction.

My local newspaper, however, recently ran a story on its front page telling how a child's console (admittedly a Super Nintendo) has caused him to be overly aggressive towards his classmates and friends. This resulted in him being suspended from school after a prolonged period of bullying.

While I realise I am probably worrying unnecessarily and that the chances are these parents are using video games as a scapegoat I have to admit I am having second thoughts about letting my kids play on their machine. It would break their little hearts if I took back "Santa's" present so as you can imagine I am in a bit of a dilemma. Give me some sound advice please?
Mrs Jayne Torton, Dudley.

With many newspapers these days it's important to treat them with the contempt they obviously deserve.

There have been cases before where video games have been linked with aggressive behaviour in children but these haven't really been widespread and there are a lot of other contributing factors before a child freaks out. Not every kid will turn into a maniac after a go on Streetfighter 2. Chances are you'll know your children better than they know themselves. Prevent them from becoming TV zombies and you'll be just fine. We've put some further information in the post to you for you to have a browse through. Let your kids enjoy their Mega Drive.

Dear Wosname new-bloke,
I buy your magazine every month and I would just like to say how brilliant it is. It outclasses all the other Mega Drive magazines. Your reviewers are funny and they know their games.

I have just broken my ankle a few weeks ago and I am now bored with the Mega Drive games I have, so it would make my dream come true if you could send me a copy of the game Mortal Kombat because I love it so much.

Robert, Co. Meath.

A noble try young Robert but alas to no avail. We were actually just about to post it out to you when we realised that we wouldn't then have a copy for ourselves. So, at least for the time being, it's staying put. You could always write back next month and try for the Star Letter which will bring you the game of your choice through the good old postal service. I know they say you don't get anything if you don't ask but I always say you don't get anything if you do ask!

Dear Wosname new-bloke,
It's good news week! In today's Daily Express it has been revealed that videogames ARE NOT HARMFUL TO CHILDREN! Well that's a swift kick in the family jewels to all the killjoys who reckoned that any kid playing for more than five minutes would have a critical seizure. Apparently the chance of a game sparking off an epileptic fit is less than one in 80,000 and that's official.

Whilst I'm on my soapbox, I'd like to say that trying to put a 16 rating on Robocop vs Terminator was a daft thing to do. My copy hasn't got a rating on it, so I assume it was scrapped and a good thing too.

Admittedly, the bad guys sort of explode when you shoot them and the mess they make is red, but it's hardly likely to give your average kid of the nineties bad dreams. The game's not bad as well.

Finally, fine, fantastic fanfares for FIFA football. Flippin' fabulous! I'm still trying for that Letter of the Month award so gimme Robotnik's Mean Bean Machine – it's good fun for all the family.

Denzel Collins, Birmingham.

Another contender for LOTM (that's Letter of the Month in case you weren't sure. Bit of a waste of time abbreviating it now I've had to explain it wasn't it (settle down Paul). The things people'll do for a freebie. In fact, now there's an idea.

Write in telling us just exactly how mad you'd be for a free game. What would you do. You don't actually have to do anything dangerous, just tell us. You never know, we may ask you to prove it before you get a prize so nothing too dodgy please! I suppose we'd better talk about your letter for a second or two.

Yes, it was good news to read that in the Express. Having said that under normal circumstances I'd be telling everyone not to believe what they read in the papers. I'll make an exception in this case. Big old hypocrite really aren't I?

Dear Wosname new-bloke,
I have a few ideas that I, and perhaps many of your other readers, would like to see incorporated into the pages of Mega Action. The first is Reader Reviews. We can all find out what you – the "experts" think easily enough. Just pick up any of a number of magazines. But how about letting us, the consumer have our say. I'm not talking about pages and pages but maybe just a paragraph where a reader can put their opinion across and maybe even give a score. This would help to give an accurate picture of how a game is doing out there on the streets.

My second idea is a Penpal/Contacts column where Mega Drive owners could get in touch with each other, swap games, find love and happiness and generally make mates all around the country. Neat or what? I have plenty of other ideas but I'll save them for another time. Maybe next month. Who knows?
Karl Connor, Gateshead.

Well we're nothing if not democratic. Write in in your droves and let us

know what you think of these ideas. Do you fancy getting in touch with other users (that sounds like some kind of Samaritan Helpline doesn't it?)? If the response is good we'll see what we can do. As for reader reviews send 'em in. Again if the response is good you may find your words in print before you know it. It's all up to you.

Dear Wosname new-bloke,
Please could you forward me one six-foot snooker table with cues and balls as advertised in your magazine on Sunday January 16th. I enclose the correct remittance and would appreciate a speedy response as intend to use these goods as a birthday present.
Ms. Sharon, Sheffield.

Dear Ms. Oliver. Just a quick note to inform you that your cheque has been cashed but there will be a slight delay in the delivery of your goods due to a hold-up at our warehouse. In the meantime thank you for your order and we hope you are satisfied with your purchase. When you eventually get it.

Dear Wosname new-bloke,
Is it just me or is FIFA Soccer really not that good. I mean it looks great sure, but plays a bit slow doesn't it? and if you don't want to play long balls all the time you can't really get anywhere. I know EA are a great team and everything but lets face it, the fact that they're Yanks really shows through a bit don't it?

I mean they just don't understand nothing about Football, the game's all about pace and playability, not pretty overhead kicks and that rubbish. Perhaps if they'd gone down Carrow Road a few times they might have understand the game a bit more and stop calling it soccer. Soccer, I ask you, our game's called football! Whatever are they like?
Chris Gannett, Norwich

Well Chris, I'm glad you've got that out of your system, you must feel a whole lot better now. FIFA can appear a little slow and awkward when you first play it. Like any good game you're going to need a bit of practice before you are going to be any good at it. Once you've mastered changing players to intercept the ball, you'll find the game moves quite quickly enough as it is thank you.

As for your little tirade about calling the game Soccer, is it that important to you? Chill your boots man.

Remember, the USA beat us at 'our' game not so long ago. They've got some idea of what they're doing.

Dear Wosname new-bloke,
Is there ever going to be a Thunderbirds or International Rescue or Captain Scarlett or Stingray game out? Cos I really think it would be a great idea. I've got Tracy Island and Mum's buying me Cloud Island and SPV for Christmas and it would be ace if a Mega drive game came out as well as this. The mag's great, keep up the good work!
Charles Bradbury, Chelmsford

Bad news Charles, at the moment there doesn't seem to be anything planned. Empire were planning to do a Thunderbirds game for the (boo) SNES but this was a while ago now and nothing seems to have happened about it. Maybe by next Christmas someone will get their act together and get some kind of Gerry Anderson-inspired game into the shops. It should be good.

Dear Wosname new kid,
Why is it that PC games use the memory in the PC itself but us poor MegaDrive users have to buy our memory in the cart. Couldn't software houses compress games onto carts and use the expansion slot on Mega Drives for a memory card add-on. The games could then be uncompressed into the add-on. This surely would reduce prices of games.
Barry Daniels, Birmingham.

PC owners don't get off as lightly as you think. Although their memory is onboard at all times it is frighteningly expensive to buy, with just one meg costing around the £50 mark. Nobody really would be prepared to pay upwards of £200 for something that would save little money anyway. While being a nice idea it isn't really viable as one of the drawing points of consoles is that they are so easy to use. The PC's management of memory leaves a lot to be desired if you don't know what you're doing and the whole thing would probably turn out to be a lot more trouble than it's actually worth.

Dear thingie-wosname
I am writing with a few questions to your wonderful mag, as you're the only ones left who can help me.
1) When Mega Drive Magazines say "Hook up your machine to your hi-fi" how do you do it?
2) Can you tape music from games onto cassette?
3) If so can you tell me how?
4) Will Sonic 3 have a two-player mode with Tails?
I would be grateful if you could help me out. I think that your magazine offers the best value for money and is brill!
Paul Smith, London.

Brill? Now there's a word I haven't heard for a good long while! It's fairly easy to connect your console to most hi-fis but you'll need a lead that has a jack plug that fits the head-phone socket on your machine and plugs into the input on your amplifier. It sounds a lot more complex than it is but it really does boost your game sounds and is really effective if you have a Mega CD as well!

If you want to tape music then you have to first connect it to either a tape deck or again your hi-fi. Pressing Play and Record should, in theory, do the trick. As for Sonic 3 you can read more about it elsewhere in this issue so have a really good leaf through.

Dear thingie-wosname,
I have some questions/demands to make.

- 1) Why did you rate Jurassic Park 42%?
 - 2) My computers are better than yours because I have a Commodore 64, Spectrum, Mega Drive, a BBC Basic and a Saturn so there!
 - 3) I have a game which is smart, it's called Streetfighter. Will there ever be a Streetfighter II?
 - 4) I have Pac Man on the Saturn. Please can you persuade my mum that it isn't violent so she will let me play it?
 - 5) I have Thunderhawk on the Spectrum. Please tell me how to load it as the CD won't fit in the tape recorder.
 - 6) I have Sonic on the Mega Drive, when will Sonic 2 be out?
 - 7) I have a Virtual Reality headset for my C64 but I can't complete Robocop vs Terminator. Give me cheats!
 - 8) I have Sewer Shark on the C64 and.....(right me laddie, let's just stop you there because it's getting tedious - Ed).
- I.M.Screw, Nuttyshire**

You raised a few interesting points in your letter. Here are the answers to your rather good questions.

- 1) Yeah right!
- 2) They certainly are.
- 3) There are no plans for Streetfighter II on any format.
- 4) No.
- 5) Trim the CD into a sort of cassette shape and insert as normal.
- 6) Next Monday.
- 7) Press R.A.T.H.E.R.S.A.D. on your Joypad and you should have no life left.
- 8) I'm enclosing a pen so that you don't have to use pencil anymore.

Dear Paul
What can I say except what a great magazine. Keep up the good work in 1994. I've been a dedicated follower of Mega Action since Issue 1 so please reward my devotion by helping me with my problem. Strange things are afoot with my Mega-CD. It keeps sticking.

I was excitedly playing Sonic CD, for the first time exploring one of the levels for secret rooms or short cuts when the funky tune came to an end and I heard the disc spin. Then nothing! The screen froze. No amount of Joypad bashing helped. Only a reset and reload did the trick. I blamed the disc and the nice young lady at Our Price gave me a new one. Since then both Thunderhawk and the Sega Classics have both done the same. Dust on the discs or on the drive's optic sensor perhaps?

I don't want to send the whole system back because of a bit of grit. So can I use my audio CD rotary cleaner on my game discs and my audio optic cleaning disc on the Mega CD or do you think the problem possibly lies elsewhere?

Pleasey, pleasey lemon squeezy answer my plea. I don't want to invalidate the warranty for the sake of a bit of spring cleaning!
Mark Noyes, Weybridge.

It sounds more like your Mega CD than your discs. It would be a bit of a coincidence if it was. You'll be alright using your audio optic cleanser. If that doesn't work it's probably worth getting your whole unit seen too as it doesn't sound right. You can always make sure your discs are totally clean though to be on the safe side.

Dear Pete; I mean Paul...

Go get yourself a coffee, then sit down for five minutes and answer me just a few simple questions about Mega Action.

- 1) Could you please tell me why some times at the end of a review, the writers name doesn't match up with the face?
- 2) Is Dr. Barry Diablo a colleague of yours who just plays the part of a game freak for the magazine, when really he is just some geek who knows not the first thing about computers?
- 3) When will Madden CD be released in the UK?

R.Wilson, Stockport

1) At the end of the month Ian has a lot to check and he very occasionally makes a mistake. (No I don't, he's trippin', wrong faces indeed - Ian)

2) Yes!

3) Soon. OK, we don't know. Have you had a look at Joe Montana CD reviewed last issue? That's pretty good if you're looking for an American Football CD game.

* STAR LETTER *

Dear thingie-wosname
I am writing in response to Sega's advertising campaign. Personally I think it's time for a change. Nintendo now have comic genius Rik

Mayall doing their television gear for them making them streetwise and popular. Streetwise is an awful word but I can't help getting the feeling it is something that Sega think they are achieving but nobody actually likes saying that they aren't.

That fat bloke (coincidentally he starred with Mayall in some episodes of Bottom) is all well and good as a porter in Casualty but he has perhaps become a little played out in recent months.

Often these ads are confusing and similar whereas (admittedly it is only in my humble opinion) Nintendo's are witty, snappy and crisper than the mish-mash of Pirate TV and so on.

It isn't that long ago since the Sega ads featured that young lad (whose name escapes me) as well as the fat bloke. However he has now been ditched along with any idea of youth culture. Mayall is a cult teenage figure with a lot of people looking up to him because of his natural talent.

I feel Sega have the advantage of Nintendo in this country because of the quality of the product as opposed to the quality of the advertising and that their grip on the market would be a lot tighter if only they had the right campaign.

Give me the advertising budget and I could come up with better telly ads and make myself popular too! It would be interesting to see what the guys at Sega think of this as they obviously read your magazine. Come on everyone, don't be shy, tell me why you think the ads are good and I'll give three points to one as to why you're wrong!

Dave Payton, Sunderland.

Fair comment but a bit argumentative David! If the people at Sega do have a response to this, please get in touch and we'll print any reply you wish. Also, to the rest of you. What do you think about it all? What would you do to advertise Sega products? I can feel another competition coming on. Yes, what an idea!

Elsewhere in this mag you'll find a compo to design an advert for your Mega Drive so you can now let your creative juices run riot. The best ones we'll send off to Sega to see what they think.

In the meantime remember if you have anything to say on anything Sega or otherwise then get pen to paper and send 'em in. The best wins a big prize and you David are this month's winner so if you'd like to get in touch telling us what you'd like then we'll send it to you!

Send your letters, jolly thoughts and fond memories to: **Mega Jive, MEGA ACTION, Europa House, Adlington Park, Macclesfield, SK10 4NP.**

Mega Workshop

American Football

■ The rough and tumble game of American Football comes under the scrutiny of the Mega Workshop this month. The all American sport with attitude has hit our consoles big style so we decided to sort out who deserves Super Bowl supremacy and who needs their butt sacking. This is probably one of the hardest sports to create a decent simulation for, because there are too many moves to explain and the fact that all the plays are so detailed. The American Football simulation game will keep you busy for quite some time so make your final choice carefully.

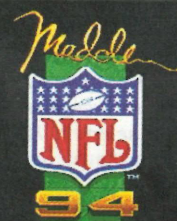
Madden NFL '94

Electronic Arts £44.99

92%

Every aspect of the real game has been included in this cart. Whether you're a beginner or pro at playing gridiron, you'll be taken in by this fine simulation. The John Madden '93 game was hailed a success, looks like the best just got better.

When a game like this is endorsed by one of the greatest legends of the sport and the official league body, the NFL, you know it can't fail to hit the mark.



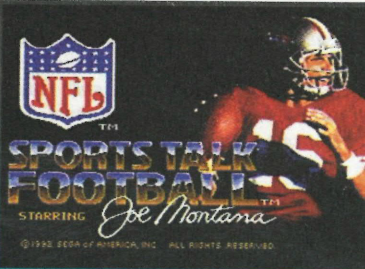
Montana Sports Talk

Sega £19.99

69%

That All-American football star returns on cart to supply all the grid iron action via Joe Montana II, Sports Talk. The non-stop commentary throughout the match keeps you fully updated with the latest score and all the plays in use.

Probably the most famous football star ever related to a console rushes in again for another mooch around the pitch. An oldish kinda game but with reasonable sound.



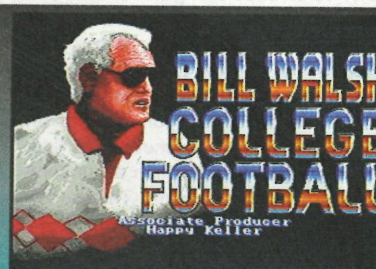
Bill Walsh's Football

Electronic Arts £44.99

89%

The big league boys are left behind here as 24 College teams compete under the supervision of coach superstar Bill Walsh. All of the NFL stars started footy at College. Certain elements from this were used and improved upon in Madden '94

The same team responsible for the Madden series continue to prove themselves to us. Sprites are well animated and the whole game oozes addictiveness.



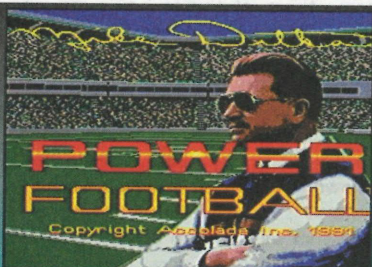
Mike Ditka Football

Ballistic £19.99

62%

Head coach of the Chicago Bears is the driving force behind the players on the field here and the NFL's 31 year veteran referee, Jim Tunney, tries to keep control of the match. Play any of the 28 pro teams within the NFL in playoffs or single games.

This eight meg cart is dated now, but in it's prime it would have been considered a nice buy. Scrolling is a bit rough but at least you've over 80 plays to choose from.



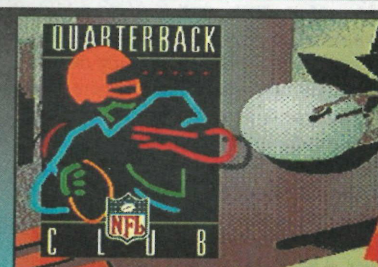
NFL Q'back Club

Acclaim £44.99

85%

Take control of one of the 12 finest Quarterbacks from within the NFL and play the field. As well as playing a full game you can also compete in the Quarterback Challenge, testing all the skills specifically required to become a top class QB.


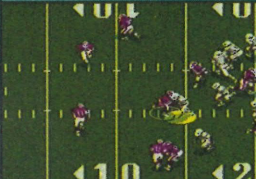




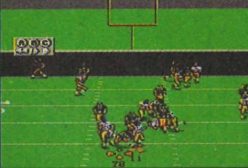


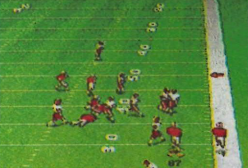




The Quarterback Challenge is good practice before you decide to move out on to the pitch, which gives the game a slightly longer life span than some others.



MINI LEAGUE MINI LEAGUE MINI LEAGUE

	TITLE	PUBLISHER	RRP
1	Madden '94	Electronic Arts	£44.99
2	Bill Walsh Football	Electronic Arts	£44.99
3	Joe Montana CD	Import	£55.99
4	NFL Q'back Club	Acclaim	£44.99
5	Madden '92	Electronic Arts	£24.99
6	Mutant League	Electronic Arts	£39.99
7	Montana Sports Talk	Sega	£19.99
8	Mike Ditka Football	Ballistic	£19.99

Mega shootout

Versus:	Madden 94	Bill Walsh	NFL QB	Sports Talk	Mike Ditka
Mike Ditka	The later releases contain loads more features and look more impressive than those games which first graced our consoles. EA hold the secret to producing top sports sims and win this contest. Again it's a case of modern technology coming into effect.	When comparing these two, you must consider that Mike appeared long before Bill and in his time, his football cart would have looked pretty smart. But time waits for no man and Walsh's superior gameplay and graphics make it much better.	All the teams within the NFL are represented in both of these sport sims but it's the Quarterback Club that includes an extra challenge based around a dozen of the most talented QB's. With this in mind, Acclaim wins this contest.	Both of these games are from yesteryear and are available at bargain prices. The gameplay and graphics on both can be beaten by today's releases, but if these were the only two footy sims out then I'd pick up Mr. Montana's Sport Talk.	
Sports Talk	Both Joe Montana and John Madden have put their names to several football games, but it's the Madden series that stand out from the crowd. Sports Talk may look a good bargain but it may be worth saving those extra pounds for a real challenge.	Joe Montana has made several appearances on the games front, but his second attempt (Sports Talk) does not really compare against Bill Walsh. Joe's more recent CD venture offers a greater challenge and is more up to date like Bill's cartridge.	The unique QB Challenge and the smoother scrolling action on Quarterback Club really stands out when compared to the jerky motions of the Sports Talk characters. Sports Talk has better sound than NFL QB, but overall the Q'back Club gets my money.		Sports Talk wins 
NFL QB	We can always rely on EA Sports to produce a quality game, and with the support of stars of the sport like John Madden, they can not fail to get their games noticed. Madden wins here, but NFL QB has the saving grace of their challenge.	The Quarterback Club offers a unique challenge to test you at the skills required for becoming a star quarterback. But when you actually look at the game itself Bill Walsh has superior playability for beginners and the professionals of the sport.		NFL QB wins 	NFL QB wins 
Bill Walsh	EA brought us Bill's College game back in August, which topped all the Madden series to date then, but in November the EA team brought us Madden 94. With improvements made to the graphics and gameplay, it's Madden 94 that takes the title.		Bill Walsh wins 	Bill Walsh wins 	Bill Walsh wins 
Madden 94		Madden 94 wins 	Madden 94 wins 	Madden 94 wins 	Madden 94 wins 

Under the table

	Madden 94	Bill Walsh	NFL QB	Sports Talk	Mike Ditka
Plays	Every play ever conceived can be found here. The best way to learn them is just to get right in there and work it out for yourself. Both the defensive and offensive teams have a wide selection of plays available.	The rules differ slightly between the College game and official games but basically it's the same. With over 60 plays available, there's plenty to try. Last minute play changes can be made by setting the audibles.	Plenty to choose from here. To help choose the right play, the first decision you must make is whether to go for a long, medium or short play. After that you are then offered all the plays which suit the distance chosen.	Three large, well illustrated diagrams showing the position for each team member can be displayed at once which show the play options. How a play will be run and whereabouts your team will be positioned.	First you've got to decide on which move to go with from over 80 plays, but selecting that play is fairly hard. The diagrams that show the plays are pretty small and don't look much different from the next box along.
Control	You can change between the different team members during a play (so you can receive a pass that you have just thrown as the quarterback). You have a lot of control over the characters who respond well to the joystick.	The sprites seem quite small because a lot of the pitch is in view during play, but they are still very detailed. The action replay facility runs your play back at normal speed, slow motion, forwards or backwards.	Some of the players react at a slower rate than what could be considered normal running speed, probably due to all the pixel movement on the screen. Some of the scrolling is a bit jerky compared to some others.	When your man is in motion on the field he continues to run after you have released the D-pad. This causes offside before a play starts and other problems during play like poor marking and bad defense lines.	Player reactions are slower than some of the more recent releases. What a player can do when chosen is also limited, when I played all they seemed to do was throw themselves straight to the ground, useless!
Conditions	In John Madden's footballing world nothing stops a game. Wind, rain and snow all affect the play in different ways. If that wasn't enough, there is the night game option where you play on a floodlit pitch.	These student types will play football all year round, whether it's snowing, raining or blowing a gale. When deciding on a play, you must consider the weather conditions and compensate for any wind or slippery surfaces.	The conditions do vary. As well as the normal sunny American day, play will continue when the weather turns icy and the pitch has a light scattering of snow. Thus increasing the chances of slipping over on your butt.	The weather conditions can be changed from fair, rain or the good old snow covered pitch. You can also select what type of stadium to play in. The surface can be either artificial, natural or dome. (whatever that is!)	The only option here is to decide on whether the wind will affect the play for each team. It's a shame because being able to change things helps create different scenarios for each match. Things can get a bit boring here.
Realism	The players dance about and bang helmets when they score a touchdown. Also with the option to use the EA 4-way play adaptor, you and your mates can all get stuck in and have a laugh. Probably the closest pro sim yet.	The general ideas follow the Madden game, but with some slight improvements. Whistles blow, the crowd cheers and the footballers grunt like crazy. The four player facility also makes for a more realistic game.	The full run down on their team history and information on the 12 quarterbacks is all correct. The uniforms worn by the players are in very similar colours to those of the real teams. The helmet design is too small to reproduce.	Because you lack control over the players, the realism factor here is fairly non-existent. The only thing keeping this game alive is the different angles to watch the plays from. But changing cameras slows things down.	Could be better if you ask me. Loads more options are needed to bring this one close to some of the later releases. This game has the basic original lay-out of the sport which others have followed and improved on.
Comments	Once the team selection has been made, John Madden steps in as compere for the game. He gives a full run down on the chosen teams winning strategies and also mentions their history within the football league.	Ron Barr welcomes you to the home teams ground and introduces each of the teams. Check the Walsh Report for all the stats on both teams, picking out both their weaknesses and their strong points on the field.	There's no game commentator talking you through the plays, which detracts slightly from the game as the comments made during the play are a major part of the sport and add realism. Not much to the sound at all.	To help you work out all the lingo that comes with the sport, an announcer gives a running commentary of the whole game. He explains what stage the play is up, but his droning voice does get a bit boring.	The sound on football games is fairly limited to grunts from the players, the cheering crowd and of course the commentator. snippets of sound filter through here but it can get slightly fuzzy and doesn't stand out.

next month



Next month's Mega Action will be as packed as ever.
Inside will be

Sonic 3 reviewed

NBA Jam reviewed

Normy reviewed

Skitchin' reviewed

Art of Fighting reviewed

Chaos engine previewed

plus many, many more

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Dictators
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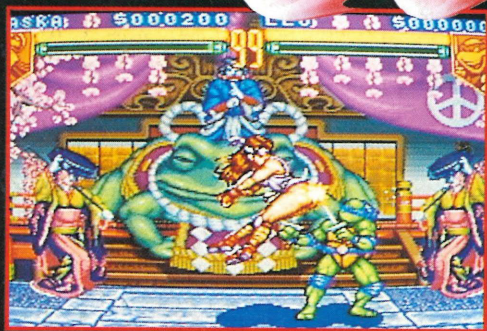
Nº4 Saddam Hussein
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