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# MEGATECH

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**INSIDE:**

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**MORTAL**

**KOMBAT CD**

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## BUBSY II

Well, it's like this. Bubsy's a bobcat who once starred in a game that featured many, many balls of wool and possibly the worst line seen in advertising ever. However, the game was brilliant and due to public demand he's back in Bubsy II. More exclusives from the people who know best.

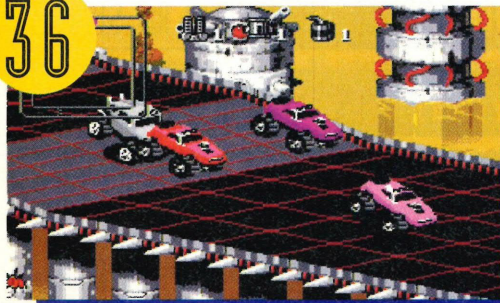


## PLAYERS' GUIDES

- 76 MANSION OF HIDDEN SOULS
- 70 RISE OF THE DRAGON
- 79 SONIC 3 TIPS



36



ROCK 'N' ROLL RACING

20



URBAN STRIKE

# PREVIEWS

- ▷ 14 **BUBSY II**
- ▷ 18 **DRAGON**
- ▷ 34 **FLASHBACK**
- ▷ 24 **FLINK**
- ▷ 36 **ROCK 'N' ROLL RACING**

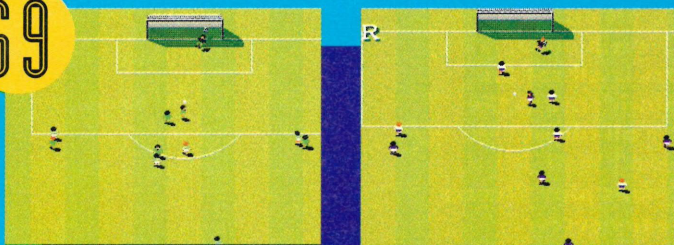
## WORK IN PROGRESS

- ▷ 20 **URBAN STRIKE**  
Another winner from Electronic Arts. We posted young Master Lloyd all the way to EA headquarters for a look.
- ▷ 35 **THE LAWNMOWER MAN**  
Is it real or just a glimpse of Cyber Space? Only one person can answer that...Allie West checks out The Lawnmower Man.

# REVIEWS

All hail Sensible Soccer Limited Edition International Version! Oh yes, it's World Cup time - not only on your television screens but also in the old Mega Drive. The long-awaited Mortal Kombat CD pops in for tea and a bun along with reviews of mad Japanese beat'em-up Dragonball Z and King of the Monsters 2. If that wasn't enough, feast your eyes on RBI Baseball.

69



SENSIBLE SOCCER INTERNATIONAL EDITION

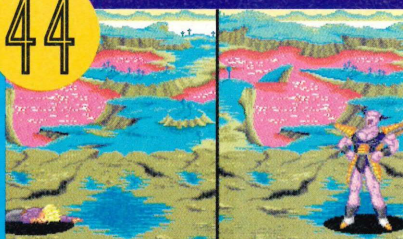
- ▷ 44 **DRAGONBALL Z**
- ▷ 57 **F15 STRIKE EAGLE II**
- ▷ 64 **KING OF THE MONSTERS II**
- ▷ 60 **MORTAL KOMBAT CD**
- ▷ 48 **OUTRUNNERS**
- ▷ 50 **RBI BASEBALL 3**
- ▷ 69 **SENSIBLE SOCCER INTERNATIONAL EDITION**

## REGULARS

Regular articles, they're great aren't they?! Every month they appear without fail and every month...you get the idea!

- ▷ 6 **MEGA WORLD**
- ▷ 10 **SPYCAM**
- ▷ 29 **LETTERS**
- ▷ 36 **INDEX**
- ▷ 47 **COMPO**
- ▷ 52 **VERSUS MODE**
- ▷ 58 **SUBSCRIPTIONS**
- ▷ 68 **MEGASELL**
- ▷ 80 **TECHNIQUE ZONE**

44



DRAGONBALL Z



# MEGATECH

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● EA TENNIS	ACME ALL STARS
● TINY TOONS	SEGA ON THE ROAD
● COMPUTER DEALS '94	SPARKSTER
● SPARK	HONAMI EXPANDS
● MR TUFF	THE LION KING
● MONSTER WORLD	TRIAD STONE

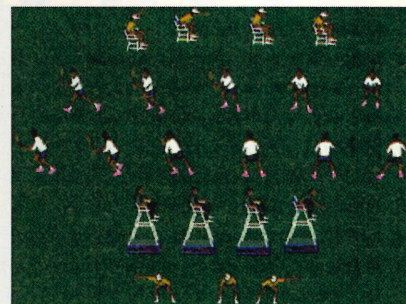
**The build-up for the summer Consumer Electronics Show in Chicago next month is finally happening as all of the software companies decide that they're going to keep schtum about any new releases before the end of June. We'll have a full report next month, but in the meantime our resident news hounds Jag and Allie have clubbed together to bring you this...a spectacular selection of interesting and**

## ANYONE FOR EA TENNIS?

Having cornered the market with perhaps almost every conceivable sports simulation known to man (and the 'Mutant' things) Electronic Arts is now turning its attention to tennis. Yes, the old game of lawn tennis is to be brought into the superb Electronic Arts Sports Network series.

Fiendishly entitled Electronic Arts Tennis the game will be released this coming August (I think it's missed the point a little. Tennis games are supposed to come out just before Wimbledon) and will feature 16 separate venues, single and doubles matches plus "A whole host of features unseen in previous tennis games".

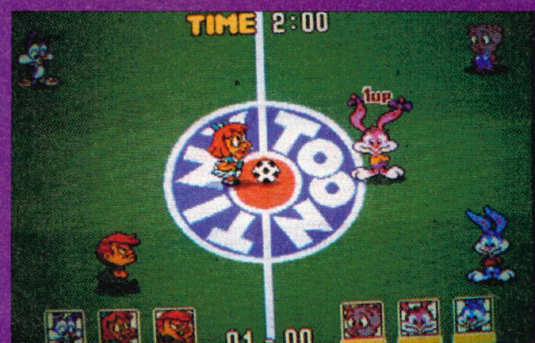
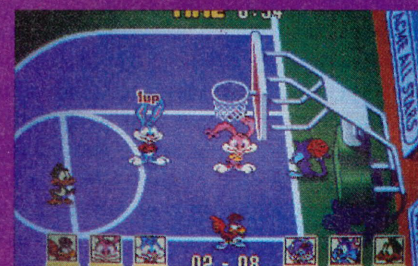
The game will be viewed from a mobile, raised third-person perspective (Erm, pardon?!) with rotoscoped players - a sure sign of fluid animation. The choice of playing on grass, clay, indoor and hardcourts is also to be included and of course the game will be compatible with the 4-Way Play adapter. The game will also include a coaching mode which is just what Rich, crap tennis player that he is, is in dire need of.



## MORE TINY CAPERS

The Tiny Toons posse is all set to hit our screens once more in the latest outing from Konami - Tiny Toons Adventures, Acme All Stars is all set for release in October (which by coincidence is the month of my birthday). What's it all about? (As my old mate John Lydon once uttered.) Well, it's a sports game in which the Tiny Toons play diverse sports such as basketball and loony soccer. This two-player game promises to portray our national sport in ways we have never seen before. You will be able to play with control over any of the Tiny Toons team in matches against each other or take on Montana Max's all-star team.

According to Konami, the game is littered with sub-games that come to light when the story mode is accessed. These take the form of obstacle course bowling using old Hampton as the ball. Each toon character will have their own special move and close on 800 frames of animation - Konami is promising a great-looking game. Keep your eyes peeled for an imminent release.





## SPARKSTER RELAUNCHED

Yes indeed, Rocket Knight Adventure fans, Sparkster the Opossum mistakenly identified as a mouse in these very pages (but hey, I'm a reviewer not David Attenborough) is all set to return in another new game...as we have already reported several times in the past. But things being the way they are and the release looming ever closer we decided to give it another plug.

Rocket Knight was a great game and the sequel is bound to be great too. This time old Sparkster's home planet is under siege from the lot he defeated in the first game - the Devotindos Empire. Not only are these baddies sneaking in the back door, but a civil war has also broken out on Sparkster's world of Elhorn. Thus begins 13 huge stages and loads of new enemies. It looks like Sparkster's attacks should satisfy even the most cynical of Opossum haters. The game is set for release very shortly.



## ANOTHER SPARK

Ahoy there, it's Spark, the latest in a long line of great, fantastic, 'cor lummy guv' superheroes from Sega of Japan. Young Spark is one rather hot character who has the ability to convert electrical charges into rather cool weapons such as a powerful beam sword.

This Spark lad is also capable of charging himself up and zipping all over the place with his invincible thunderbolt. Alas though, the young chappie has no control over movements when this is activated and as such is prone to injuring himself on heavy objects, passing pedestrians and anything else that gets in his way. Unfortunately, Spark also seems to have an aversion to water and loses energy whenever a drop of the stuff touches him.

Spark is one of those large 16-meg games. From the screen shots we have seen, it appears that it will be a rather impressive and colourful game.

Erm, now for the bad news - it's a platform game, but since when has Sega let that small irritation get in its way? There's no European release date as yet, but keep those old eyes peeled, you never know...



## TRIAD STONE

Dragon's Lair-type things are arriving thick and fast from our Oriental cousins. The latest is a conversion to CD of an old Data East arcade game which now comes under the name Triad Stone. Featuring some nice cartoon-like graphics, it does look rather good. Like many other games in this vein, useful little arrows pop up on screen when you are required to jump left, right, draw your sword and so on. The girlie must be rescued and you play the part of the all-conquering hero. It may not receive a release in this country, but you could head down to your local importer in a month or two.

## MONSTER WORLD IV

Sega of Japan comes up with yet another platform game. Wow! What can I say about imagination that has not already been said?! Anyway, this effort concerns the four guarding spirits of Monster World. It appears they have done a runner and it's left to a woman to sort the mess out. Arsha is called upon to save Monster World from every imaginable type of menace while the big tough monsters cower in their houses. So off she sets on her 'not to be underestimated' quest. Arsha is quite good with the old scimitar and shield, but sometimes even the best need a little help and Arsha has a friend in the form of Pepelog, a magical bat that helps out in every way he possibly can. It's up to you to guide them to victory and restore Monster World to its former glory. Now you know!



## MEGATECH RECOMMENDS

### SENSIBLE SOCCER CD

MT RATING: 95%

Could it really be possible that the best footy game on the face of the planet has got better? You bet it has! This enhanced version from Psygnosis proves to be even more enjoyable, thanks to realistic crowd effects, CD-quality music and an improved atmosphere due to the use of FMV. As for the gameplay, nothing much has changed, leaving Sensible Soccer CD as playable as ever. Kicking stuff!

### SHADOWRUN

MT RATING: 95%

Yet again we're recommending this highly absorbing RPG based on the textbook games of the same name, simply because we're still playing it and we think you should be too! The game takes you on a complex adventure through a futuristic society and offers incredibly in-depth gameplay. Also, the character interaction and object utilisation is spot on and it has stuck very closely to the original game. You'd be a fool to miss this one.

### VIRTUA RACING

MT RATING: 93%

Again, we continue to recommend this one but it's hardly surprising really when you consider that this is probably THE best game on the Mega Drive at the moment. Virtua Racing offers everything its arcade counterpart does (except for the juddering steering-wheel) and more, with a superb simultaneous two-player mode. Also (if you can find it), there's the opportunity to play in Mirror Mode where you race backwards round the tracks! Great graphics, incredible speed and addictive gameplay - everything a decent game should be.

### SUB TERRANIA

MT RATING: 90%

There were so many dire new games lurking about this month that we resorted to playing all our favourite games from a few months ago - Sub Terrania being one of them. This offers superb graphics (the likes of which the Mega Drive sadly fails to see that often) and enthralling gameplay that will keep you hooked and challenged for a long time. It takes influence from classic games such as Thrust, but instead of blatantly ripping off the idea Sub Terrania instead does it credit and justice. A shoot'em-up at its best.

### THE JUNGLE BOOK

MT RATING: 83%

An excellent platform game based on Disney's animated film and hailing from the fruitful loins of Virgin Interactive Entertainment. The graphics are gorgeously colourful, the sprites are cute and well-oiled, while the gameplay is bouncy and full of life. The only major downer is that this is uncannily similar to Aladdin and Cool Spot in design and if you've seen either of these titles before then The Jungle Book may be too much of the same thing.





# KONAMI MAKES A PERMANENT BASE

Giant Japanese software company Konami has set up its new offices in the UK, based in the London suburb of Uxbridge. Konami has been based here for some time but due to the success of the company, expansion became a necessity. The opening of the new base was such a momentous occasion for the software giant that the company's founder and chairman, Mr Kagemasa Kousuki, flew in from Japan especially to open its doors officially.

The opening was attended by a number of industry personalities, journalists and familiar names including Violet Berlin from ITV's Bad Influence TV show. Soon it will be us, I can see it now...Maverick Towers opens in the heart of London adorned by thousands of famous celebs. Yep, there's Arnie, and I must rub shoulders with Madonna. Dream on...



## GET TUFF

SCI (formerly known as The Sales Curve) has just announced the forthcoming release of Mr Tuff, a title which has been in development primarily on the Super Nintendo for well over a year. The game is now to be converted on to the Mega-CD platform with its release scheduled for the autumn, and will feature a smart Silicon Graphics intro sequence showing the main man himself in full motion.



The game is to be a platform affair with Mr Tuff, who is basically your average mad demolition man, taking the lead role. Wrecking your way through near-on 40 levels, the game requires you to knock down support pillars through all the levels thus causing your surroundings to crumble around you. Only by doing this can you make it through to the end of the game to meet the big nasty - a haywire security droid! For once it sounds like we might be seeing a unique platform game. We should have more info on this next issue, so keep your eyes peeled.



## OFFICIAL SEGA RELEASE SCHEDULE

### MEGA DRIVE - JUNE

Streets Of Rage III  
World Cup USA '94  
Body Count  
Dune 2  
Jammit  
F-15 Strike Eagle II  
Pete Sampras Tennis  
Captain Dynamo  
Combat Cars  
Hardball '94

### MEGA DRIVE - JULY

The Incredible Hulk  
Mario Andretti Racing  
Marko's Magic Football  
Jungle Book  
Rock 'n' Roll Racing  
Chaos Engine  
Global Golf  
Speed Racer

Itchy And Scratchy  
Virtual Bart

### MEGA DRIVE - AUGUST

Excellent Dizzy

### MEGA-CD - JUNE

Tomcat Alley  
World Cup USA '94  
Double Switch  
Dragon's Lair  
Prize Fighter  
Another World 2  
Soulstar  
Dune  
Sensible Soccer  
Shadow Of The Beast 2

### MEGA DRIVE - JULY

Battlecorps  
Links





Have show organisers become too greedy, charging extortionate admission prices and offering few bargains and little entertainment in return?

## GOOD DEAL AT COMPUTER SHOW

This July sees the advent of a brand-new all-formats computer show which promises to offer visitors value for money in their purchases. The show which is to be called Computer Deals '94 is to be held at London's Olympia complex this July and boasts the lowest admission prices for a show of this kind at a record £7 if tickets are bought in advance.

The show is to feature an attraction called GameXchange where hundreds of Sega and Nintendo titles will be swapped in a carefully controlled environment offering good condition games and fast, effective swaps.

Show organisers claim that they are trying to "get back to basics with this show", with a plan to "return to the era where shows were all about offering bargains which would repay your admission price many times over". They continue to argue that, "The problem has been in recent years that show organisers have simply got too greedy, charging ridiculous admission prices and once people were inside bargains in the form of show special offers were few and far between." Computer Deals '94 has been conceived purely to combat this sad situation and reverse the dwindling attendance figures seen at computer shows.

If you would like to go to the show it is being held at:

The National Hall, Olympia Exhibition Centre, Hammersmith Road, London on July 22nd - 24th. Admission fees are £7 for adults, £5 for children, £20 for a family of two adults and three children. There is a ticket hotline on (0369) 5335.

## VIRGIN AND DISNEY IN CAHOOTS AGAIN

It would seem that Virgin has found its perfect partner in award-winning animation company, Disney. With the licensed platform game The Jungle Book getting a release this month through Virgin, already another licensed title is in development. The Lion King is to be Disney's biggie film this Christmas, with even more outstanding graphics than were seen in Beauty and the Beast or even Aladdin. Computer graphics have been used to the full and the new film will allow Virgin's talented team of graphics artists to make the most of the images and colourfully convert Disney's unique style on to the consoles. It is not clear what direction the game will take yet, but it is highly doubtful whether this will be another platform endeavour. More news when we have it.



## SEGA HITS THE ROAD

Once again Sega is sticking its fingers in to more pies, thus spreading its involvement in the entertainment industry still further. For the third year running Sega sponsored Capital Radio's 1994 Spring Roadshow after the immense success of the '92 and '93 shows. Last year the roadshows were visited by over 50,000 people and heard by over five million of the station's listeners. Due to this success both Capital and Sega were keen to renew the partnership this year.

Called the Hot Rockin' Roadshows, the massive Capital Radio set-up and the familiar Sega double-decker buses hit Finsbury Park on May 15th, Dagenham on May 22nd and Ealing on May 29th and the response was incredible. Once again there were Sega challenges including a Virtua Racing play-off, and free admission to try out all the latest Mega Drive and Game Gear titles. Chart-topping stars including EYC, Bad Boys Inc and D-Real also descended on the roadshows to offer light musical relief!

If you missed this year's Spring Roadshows, never fear - it looks highly likely that due to past successes the roadshow partnership will continue to flourish.

## MEGAWORLD CHARTS

All our chart information comes courtesy of **GAME Ltd**, an independent computer game retailer with branches across the country. Check out your local store for all the latest multi-format software and hardware.

### MEGA DRIVE

POS	NAME	COMPANY
1	FIFA SOCCER	EA
2	PGA EURO GOLF	EA
3	SONIC 3	SEGA
4	NBA JAM	ACCLAIM
5	ALADDIN	VIRGIN
6	MICRO MACHINES	CODEMASTERS
7	TURTLES	KONAMI
8	STREET FIGHTER II	SEGA
9	JUNGLE STRIKE	EA
10	REN & STIMPY	SEGA

### MEGA-CD

POS	NAME	COMPANY
1	GROUND ZERO	SONY
2	RAGE IN THE CAGE	ACCLAIM
3	THUNDERHAWK	CORE
4	LETHAL ENFORCERS	KONAMI
5	NIGHT TRAP	SEGA



# MEGATECH

## SPYCAM

### ➤ BENEFACITOR PSYGNOSIS

Get ready for another shoot'em-up, 'cos Psygnosis is preparing to release a new Turrican-influenced blast-fest entitled Benefactor. Developed by Digital Illusions who you may be familiar with for having programmed pinball games for 21st Century Entertainment, Benefactor features a typically stupid number of weapons, a whole host of evil monsters, long complex levels and big spectacular explosions. Nothing out of the ordinary there then!

There are loads of bonuses and weapons scattered around the levels and the game design also boasts plenty of hidden walls and hidey-holes to heighten its exploration factor. Graphically it's quite colourful with imaginative backgrounds, detailed sprites and brash explosions. Sadly, you'll have to wait until November for this title but look out for a more detailed preview in a future issue of MegaTech.



### ➤ SECOND SAMURAI PSYGNOSIS

Vivid Image has been working fast and furious on the follow-up to its Japanese hack'em-up First Samurai – the imaginatively titled Second Samurai. Due to be released under the Psygnosis banner sometime in the autumn or maybe winter, Second Samurai surprisingly varies from the original game in that it is a scrolling beat'em-up.

Featuring a mass of colourful levels, the game happily bounds along as you punch and kick the life out of every demon and monster that dares to get in your path. The guardians are as massive if not bigger than those seen in the original game, and each presents the gamer with a challenging fight. But you are not alone in your adventure – the sequel sees you fighting alongside a female companion who looks frighteningly more masculine than the bloke and wields a mighty right-hook to boot! Again, look out for a more in-depth preview in a forthcoming issue.



### ➤ KICK OFF 3 IMAGINEER

Bad news for all you footy fans out there – in the wake of every software house and its cousin releasing football games in time for the World Cup, Imagineer has decided to put back the launch of its long-awaited Kick Off 3. The official reason for the delay is one that not only blames "an already overcrowded market", but



"programming difficulties" as well. This means that we will now not see Kick Off 3 until September when it will be launched alongside the Super Nintendo version.

One good thing that will come from this is the opportunity for Imagineer to enhance the game dramatically thanks to the extra time allowance. Everything from the graphics, sound and gameplay will be worked on, in order to make sure that the product is of the highest quality. We'll leave you with these smart screen shots until September...





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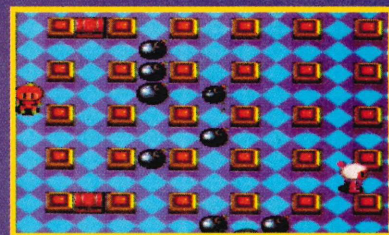
Probably the best multi-player game ever is about to surface on the Mega Drive. Yes, that's right gamers, Hudson Soft's incredibly addictive Super Bomberman is currently being developed in Japan for the Sega platform. Appearing first on the PC Engine and then moving on to other platforms such as the Amiga, Super Bomberman finally seized the Super Nintendo fraternity with vengeance.

Super Bomberman is a frantic top-down view bomb-fest in which you play the part of a little Lego man intent on blowing everyone and everything to



smithereens. As a one-player game it unfolds as any other game would with a story-line, oodles of levels and the customary end-of-level guardians, but Super

Bomberman comes in to its element with more than one player. As a multi-player game the action gets maniacal and downright dangerous as up to four players attempt to trick their



opponents in to corners and dead ends and then blow them up! The winner is the last man alive and believe me when I say the satisfaction of winning is unbelievable!

A release date has yet to be set but never fear, we will have more on this in the near future.

Please note that these are Super Nintendo screen shots of Super Bomberman, due to Mega Drive ones not being available from Japan at the time of going to press. Deadlines eh, what a bummer!



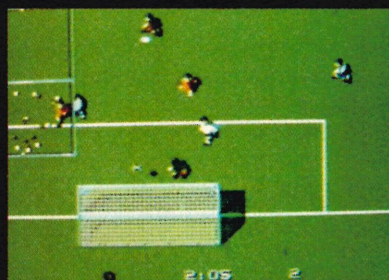
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Surely not another Mega Drive football game, I hear you cry! Virgin too is jumping on the bandwagon by getting ready to unveil its offering to the soccer game genre in the form of Goal, developed by Kick Off programmer Dino Dini. The Kick Off games were widely considered to be the best football games for the home computer market and now the Mega Drive is about to be graced with a similar presence.

Goal itself has already proved to be a great success on the Amiga, but it would be unfair to say that the Mega Drive version is going to be a straight port, although it obviously incorporates all of the best

features seen within the Amiga game. There are numerous enhancements included in the new Mega Drive version, such as better ball control and more realism in the players' movements.

The game was originally due for a summer release (in time for the World Cup, we assume), but Goal's release date has now been put back until the autumn. Look out for an in-depth preview of Goal in MegaTech at a later date.





## ➤ SUPER PROBOTECTOR KONAMI

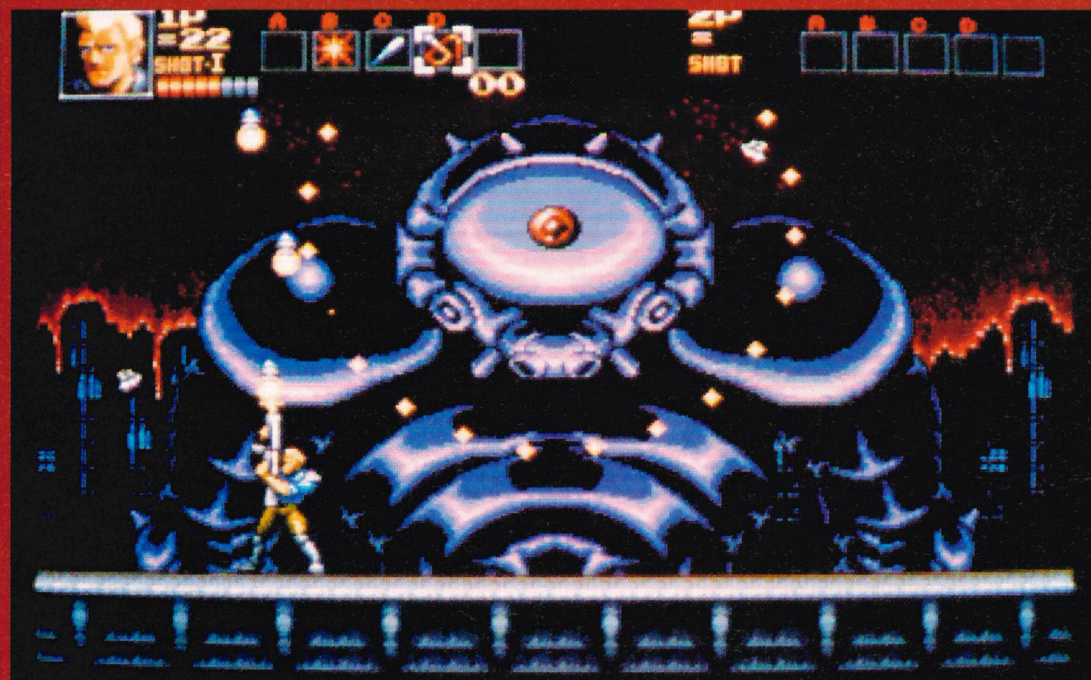
Highly anticipated and a long time coming,

Konami has finally announced the launch of Probotector for the Mega Drive. Seen first in the arcades as Gyzor back in 1987, the Probotector theme then moved on to the NES, the Game Boy and finally onto the Super Nintendo in 1993 with Super Probotector: Alien Rebels. Hailed as one of the finest

shoot'em-ups on that format, Mega Drive owners were left desperately hoping that one day this superb game would surface on Sega's 16-bit black box.

At long last the agonising wait is over! Due to be released in October, Konami's Probotector will be a 16 meg high-octane blaster featuring huge guardians, a vast array of enemy characters, oodles of special weapons and plenty of action. The levels are long, the gameplay is varied and if the SNES version is to bear any resemblance to the Mega Drive one, Probotector will be one of hell of a smart game!

Don't worry if you have a SNES, because this new version won't be a straight conversion, it will feature a whole host of new additions. All you have to do is try and contain yourself until August or September when we will have a detailed look at the title. Try not to wet yourself until then.



## ➤ LAWNMOWER MAN CD SCI

We have mentioned the Lawnmower Man before, but only the cartridge version which is being published by Tengen. However, we now have news of the Mega-CD version, the distribution of which will be handled by developer SCI when the game is finally released this October.

If you know anything about Tengen's forthcoming cartridge title, forget it - the design on the Mega-CD version is completely different. The game takes over from where the first film left off,

where Cyberjobe inhabits a virtual reality within the world's vast computer network. From here he is trying to get his revenge on Dr Angelo by trapping him and his team-mate Carla within the computer-generated virtual reality.

The game is divided up into 10 levels offering a variety of different gaming styles ranging from puzzles, platform sections and 3D flying sequences. There will be actual digitised footage from the film, smatterings of FMV, full-screen animation and fast gameplay on a par with the PC version.

As you can see from these screen shots the game is shaping up nicely and we should have a full preview of Lawnmower Man CD in the next couple of issues.



## ➤ WOLFENSTEIN 3D IMAGINEER

The classic first-person perspective, walk-around shoot'em-up which has spurned so many imitations is being developed for the Mega-CD at long last. Hailing from under Imagineer's banner (which is developing the long-awaited Kick Off 3), Wolfenstein 3D is to be released sometime this autumn. Graphically the game will be close to the PC version with smooth background scaling and direction manipulation as well as offering all the exciting gameplay elements. The fast and furious nature of the game will be well-suited to the Mega Drive's control system and fans of both shoot'em-ups and strategy will find the hide-and-seek nature of the game absorbing. Sadly there is very little other info on this game at the moment, but we should be able to preview the title sometime in the next couple of months.









# PREVIEW



BY: ACCOLADE

price: TBA

developers: IN-HOUSE

release date: SEPTEMBER



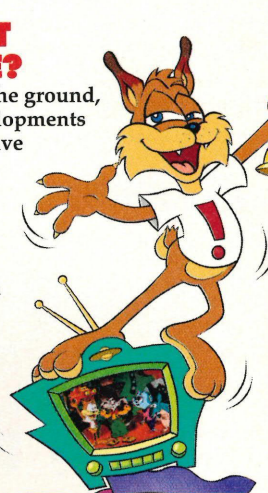
**Y**ou may have seen this new title from Accolade peeking out from the pages of both this magazine and numerous other Mega Drive mags on the shelves of late, but never before have you seen this many levels. This is the exclusive first look at the FINISHED version of Bubsy II and not just one or two levels as have been on show in the past.



## HAVEN'T I SEEN THAT SOMEWHERE BEFORE?

If you've been keeping your ear to the ground, following the news and recent developments you would be hard pushed not to have noticed all the fuss and commotion that has been building up about Bubsy II. Accolade's long-awaited sequel has been cleverly kept under wraps for months now, with only minute snippets of new information seeping from under the dust-sheets at carefully staggered intervals.

Now however, Bubsy II has burst forth from its hidey-hole with the force of a tornado and we've got the EXCLUSIVE first look at the game in its ENTIRETY.



# BUBSY II: LOST IN T

## WHERE THERE'S A WILL THERE'S A WAY

Bubsy...a name to reckoned with. A bobcat with attitude, a sharp wit to match and a conscience so clear it puts crystals to shame. He loves to help humanity in a typical boy scout fashion, but he does it in the most mischievous way possible with a sly grin planted firmly on that adorable face of his.

The best person to describe Bubsy is his creator John Skeel, who describes the loveable feline with eloquence. "It's Bubsy's Mount Rushmore-sized ego, combined with the common sense of a Lemming that makes the bobcat the purr-fect candidate to bounce, pounce, run, leap, squash, squish, slip, slide, blow up and get down in Accolade's newest animated adventure." I couldn't have said it better myself!



◀ Cor blimey! I'll never ever again believe that pigs can't fly, honest!



◀ Ha ha, you can't reach me. Nah, nah, nee, nah, naaah!



▲ The game is quite complex and it will take you a while to complete all the levels



▲ Before embarking on a journey or at the end of a level you return to the hall to choose where to go



▲ Hello! Is that an exclamation mark or are you just pleased to see me?



▲ Er, excuse me - have you any idea where Bubsy has disappeared to?





▲ I won't be long, dear. I'm just nipping down to the shops for a paper



▲ Bubsy decides that he'd rather go clothes shopping than save the world



▲ The exclamation marks act as restart points should Bubsy fail to make it to the end of the level intact

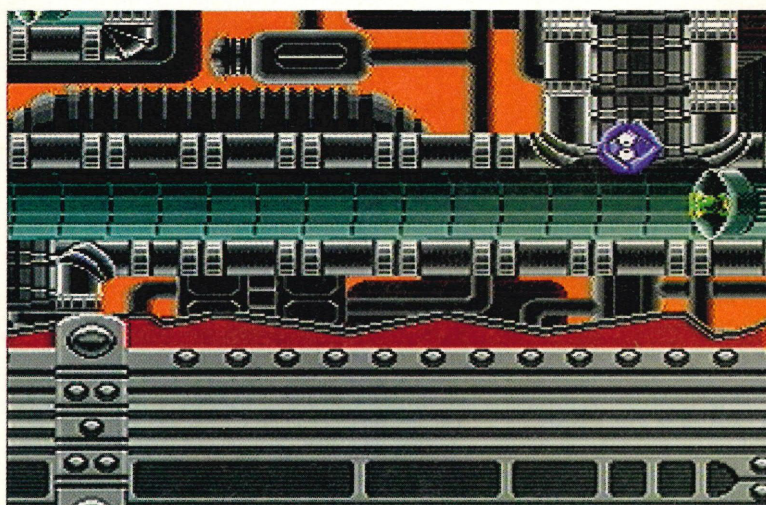


▼ Bubsy is pretty nifty with a Nerf gun, having practised his aim on his annoying niece and nephew's backsides



▲ Frogapult is one of the bonus games included within Bubsy II. You find these sub-games by walking in to the doorways which appear throughout all the levels

# THE AMAZATORIUM



▶ 'Bandits, straight ahead.'  
"Aye captain, I've got them."  
"Watch your tail, Ginger, they're all around!"

◀ Meet Bubsy's mate Arnold Dillo. He makes an appearance in one of the bonus games



▲ If I run fast enough, perhaps he won't see me



◀ Er, will someone hold my hand? It's a bit dark in there

## CAT AMONG THE PIGEONS

In the last instalment Bubsy was saving the world from hordes of aliens who were stealing yarn balls by bouncing on their heads through numerous sprawling levels. Now, although he's saving humanity once again, this time he's protecting it from disappearing altogether! Two dastardly villains and generally unpleasant chappies, Oinker P Spamm and Virgil Reality, have formulated an evil partnership and a hideous plan to suck reality from existence. Storing it within a self-contained amusement park called the Amazatorium, they then plan to charge people money to experience reality and all the wonders of the world that we take for granted!

The World Origination and Matter Projection Unification Machine (or WOMPUM for short) was been developed by Virgil and shocked the hell out of both himself and Oinker when they realised that it actually worked. Looking at WOMPUM's blueprints gave me a headache, so describing its full capabilities would be a bit of a chore, suffice to say that one example of its power is that all knowledge and record of the Wright Brothers has been wiped from existence! Therefore the Wright Brothers never flew, man never learned to take to the skies and aeroplanes and any other similar device have as yet to be invented. Just think of the delays at Heathrow airport this summer! This machine is evil – Oinker knows its power and potential, but so too does Bubsy...



## KEEP IT IN THE FAMILY

So here we are with another crisis on our hands and our four-legged hero on call to come to the rescue once again – it's a tough job but somebody's got to do it! Unfortunately for Bubsy, he has one more problem to contend with, namely his relatives.

In an attempt to find out what was going on down at the Amazatorium, Bubsy took his niece and nephew, the Bubsy twins, along to see what all the fuss was about. However, before Bubsy could cough up a furball the twins gallivanted off inside the complex leaving poor old Bubsy standing outside going grey with worry. Kids, eh? And so begins another adventure – first Bubsy must find his pint-sized look-alikes and then he has to stop Oinker from stealing reality...just another typical Monday morning!

◀ By collecting tokens you can purchase bonus items as well as extra lives in the shop



## PURR-FECT TIMING

The game itself is unlike its predecessor in that it no longer follows a linear design with each game methodically presenting itself to the gamer in a strict order. In Bubsy II, once you enter the game you are thrust in to a hallway with five doorways leading off, each of which takes you to one of the game's five graphically different worlds.

There is a level based on the Egyptian pyramids riddled with slippery slopes and chomping alligators, while there's another level that is made up of all the world's music, where giant instruments come to life and musical notes dive-bomb the bobcat. This time Bubsy even takes to the skies in a smart little biplane or a gleaming spaceship as the game adopts a scrolling shoot'em-up theme. It's chaotic!

It's up to you what order you tackle the game in – perhaps it's best to get the most gruelling level out of the way initially and leave the more entertaining ones until last, or vice versa. It's your choice, but there is no easy way to make it through this game because each of the levels is as difficult as the next, offering the player a wide range of enemies to defeat and locations to visit.

However if you find that one level is proving to be particularly tough, you don't have to panic or restart the game (that's a little drastic, don't you think?). Bubsy is a little bit yellow and has a handy escape device that he can use when the going gets really tough – a small black hole that he can crawl through and emerge back in the hallway to catch his breath in readiness for another attempt!



▲ Aaaarrrghhh!



▲ Goal!



▲ Ooo, you joker!



▲ Everyone's a winner!



▲ In two-player mode you can either work with or against each other – it depends how much you like your mate I suppose!



▲ Similarities, number 745: Even though Bubsy doesn't like water he still manages to find enough of it in the sequel



◀ This darkened doorway is one of the entrances to the bonus games – it's all fun and frolics here

## KNOBS AND KNOCKERS

Bubsy also has a number of other clever devices up his sleeve like a nifty diving-suit that as well as looking particularly attractive (if not a little kinky), allows Bubsy to take a quick dip in to the icy depths. On top of that he has Nerf guns to fire and smart bombs with which to obliterate the enemy – he isn't taking any chances this time around.

The game also features three difficulty settings for prolonged entertainment, plus three sub-games which add variety to the gameplay and take influence from classic games such as Frogger. The big plus however is the two-player mode that has now been incorporated in to the foray, in which the second player assumes the identity of one of the twins. Taking the reins with a friend, you can either play with each other in a competitive game or against each other, thus making each other's task more difficult.

One of the other major differences is the fact that now Bubsy has three energy pips shielding him from enemy attacks – the omission of this feature from the first Bubsy game was one of its biggest downfalls. The developers have tried to make the game more involved by making the interaction between objects, the surroundings and Bubsy himself much more evident, thus increasing the game's playability.





# AROUND THE WORLD IN 80 DAYS

## KING OF THE CASTLE



When venturing through Robin Hood country, watch out for all the farmyard creatures and the fair damsels who aren't in quite so much distress as you might think!

## REACH FOR THE SKIES



In commemoration of the 50th anniversary of D-Day, Bubsy makes an impressive fly-by in his little World War I biplane

## SOUND OF MUSIC



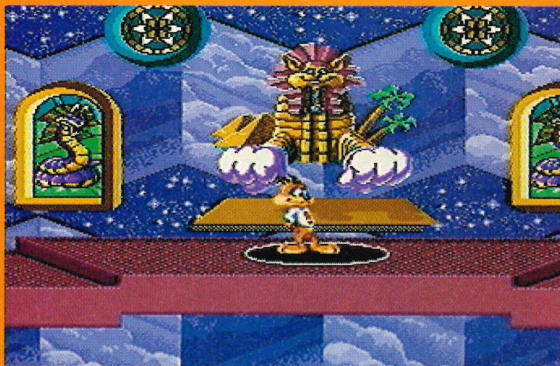
Get your earplugs and dancing-shoes at the ready as you do battle against drums, trumpets and all manner of musical instruments

## PIGS IN SPACE

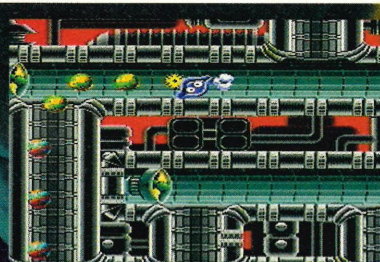


Die scuz-buckets! Bubsy plays Buck Rogers in his little spaceship armed with a nifty plasma Nerf cannon, and single-handedly takes on the alien hoards

## CURSE OF THE MUMMY



Strange things are creeping around the corridors of the pyramids. It's a good thing that Bubsy isn't scared of the dark and things that go bump in the night



▲ This is one of the bonus games in which you have to guide Arnold Dillo through the tubes by controlling the fans with your joypad. The idea is to pick up as many points and bonus items as possible



▲ Instead of having to worry about your opposition as well as the bonuses, when playing in the two-player mode you only have one thing to worry about



◀ Chicken! Bubsy makes a quick getaway by leaping through a black hole that he whipped out of his trousers! Hang on, he isn't wearing trousers...

## SANTA CLAWS

Graphically, this sequel is very similar to the first game in that the colours are bright, the sprites are cute and well oiled while the backgrounds are quite intricately detailed. It adopts the familiar cartoony feel that made the first game so distinctive, with humour featured throughout all the sprite animation and level designs. Furthermore, the witty and cutting speech that was also evident resurfaces again in Bubsy II with even more of an edge than before.

So that's it. No more now until we review the game a couple of months down the line. Bubsy II is scheduled for a September release, but before then you should also keep an eye out for the cartoon series that has been doing incredibly well out in the States. Apparently there are plans to broadcast the series on kiddies TV over here, but we have yet to hear any confirmation on this. We'll keep you posted.





# PREVIEW



BY: VIRGIN

price: TBA  
developers: IN-HOUSE  
release date: TBA



**F**ilm fans across the world mourned the tragic death of Bruce Lee way back in the late seventies. He had devoted his life to the martial arts and went against Chinese tradition by teaching his art in the west. The film *Dragon* tells the story of the man behind such famous films as the *Enter The Dragon* and *Fist Of Fury*. Starring Jason Scott Lee, the film wasn't particularly well received, mainly because some people thought it was fairly slow and not exciting enough. Virgin quickly snapped up the licence and after months of work the result is *Dragon: The Bruce Lee Story*.



◀ The sailor is the first stupid bloke to challenge the master. Would you try and steal Bruce Lee's girlfriend?



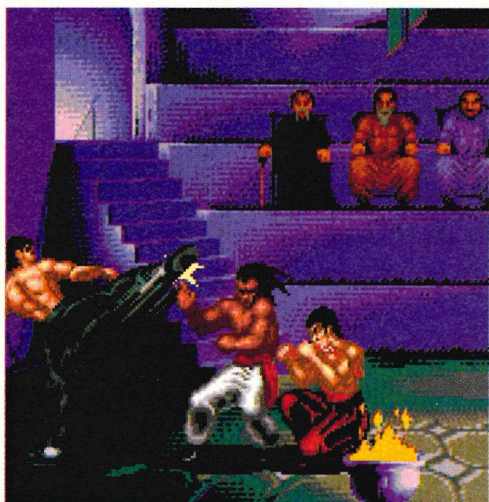
▲ Jason Scott Lee looks so much like Bruce Lee that it looks like there are two Bruces!

# DRAGON

## THE BRUCE LEE STORY

### ENTER THE DRAGON

It doesn't take a genius to work out that a game based on Bruce's life will be a beat'em-up, but this is going to be a beat'em-up with a difference – three players can fight simultaneously! Ageing gamers will remember a classic fighting game called *International Karate Plus*, which pitted three fighters against each other in a free-for-all with the winner being the one left standing at the end of the day. If you pressed 'T' all their trousers fell down as well. *Dragon* is the closest to *IK+* that we have had so far on the Mega Drive and it looks just as good as *IK+* ever was, apart from the trouser-dropping part of course.

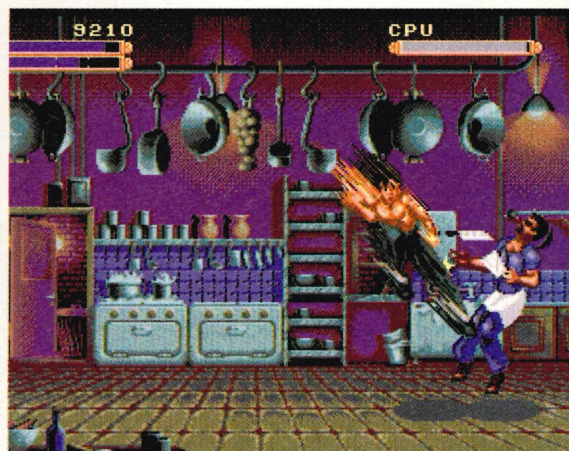


▲ It's two-player time again and the two Bruces fight some other guy who doesn't really stand a chance

▼ It's a disco and everyone's dancing, so why not try a few high kicks?



▼ Nunchuckus versus a kick boxer? I hope that linseed oil will remove your blood from my sticks, matey



▲ The moves are supposed to be realistic, but I think this is taking the Michael a little bit. Not even Allie can move that fast when they call last orders

### THE GAME OF DEATH

Games like *Street Fighter II* and *Fatal Fury* all have their special moves but as this game is based on real life, and more specifically Bruce's own style of Jeet Kune Do, then obviously throwing fireballs or electrocuting people is out of the window. At the start of the game Bruce is limited to standard punches, kicks, jumping attacks and a particularly vicious move that he can perform on fallen enemies. However, each time he gets a decent punch or kick in, his Chi level will increase. When it reaches a certain point he can enter Fury mode, which basically means he can move very fast and perform lightning kicks and the infamous *Fist of Fury*.

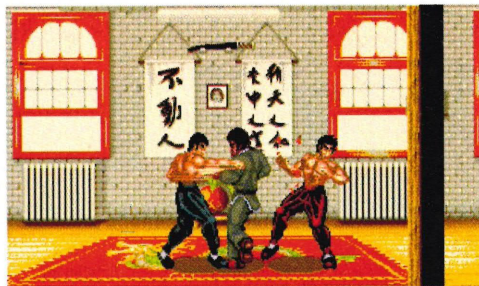
After building up his Chi a bit more, Bruce can then do what they always do in cheap martial arts films and magically pull a set of Nunchukus from out of nowhere. For those of you who don't know, these are two short sticks joined together by a small piece of chain and they make a very effective weapon indeed. By switching between the three fighting modes Bruce has a massive range of moves at his disposal.



## FIST OF FURY

In beat'em-ups there must be someone to fight against, and in Dragon a few of the opponents are taken from the major fight scenes in the film of the same name, while the rest are taken from some of Bruce's other best-known fight scenes. The first bloke that squares up for a fight is a sailor who makes a move on Bruce's girlfriend, and he is closely followed by a mad cook with two meat cleavers. When playing in one-player mode the cook will disappear and come back with one of his mates and they will then both try and cut you to pieces simultaneously!

From this point onwards a lot of two-against-one action will occur to test your fighting skills to the max. Other opponents include two of the fighters from Enter the Dragon, fighters from the Big Boss and eventually Bruce has to throw down with the demon that haunted him all his life. OK, so Bruce dies at the end of the film, but hopefully with a bit of luck and skill you will be able to survive him all of his life.

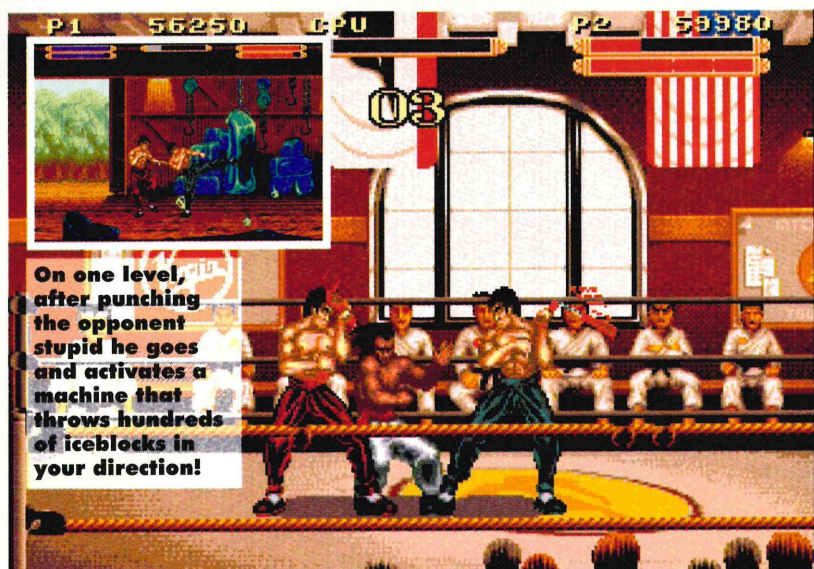


▲ Bruce Lee's mate in Enter the Dragon puts in a cameo appearance and gets on the receiving end of the Fist of Fury. A slight mix-up between films perhaps?



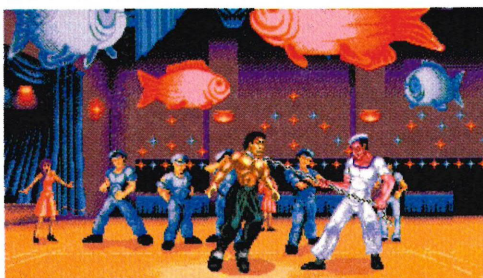
▲ After an arduous workout why not relax with a nice cuppa?

▲ Remember that bloke who gets nailed in the room with all the mirrors in Enter the Dragon? Well, he turns up here, razors 'n' all



On one level, after punching the opponent stupid he goes and activates a machine that throws hundreds of iceblocks in your direction!

▲ With two players both armed with deadly weapons, I don't think any computer-controlled fighter could do us any harm



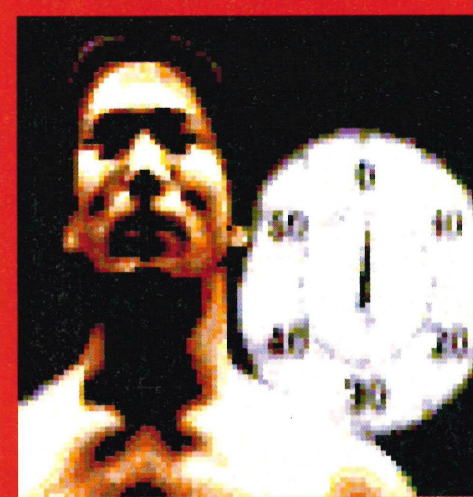
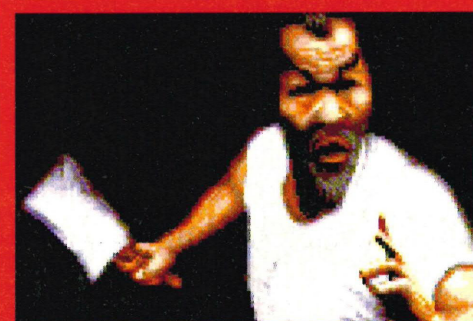
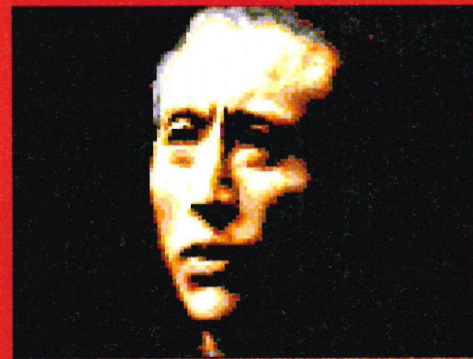
◀ Now that's just not cricket, is it?

## GAME OF DEATH II

So far Dragon is looking very promising and is certainly better than some of the poor excuses for games that we have had in recently, namely Fatal Fury 2 and King of the Monsters 2. This is surely going to be a must for anyone with more than one friend. Let's hope that it lives up to our high expectations when we review it in full in the next couple of months.



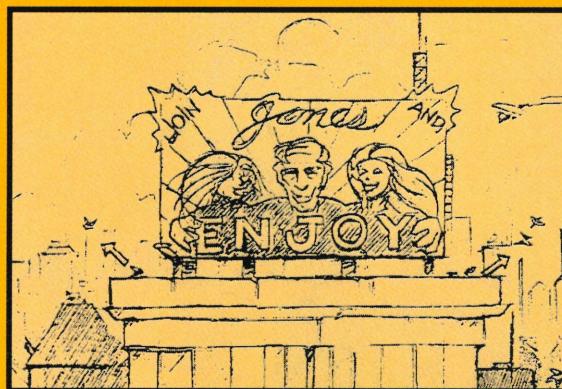
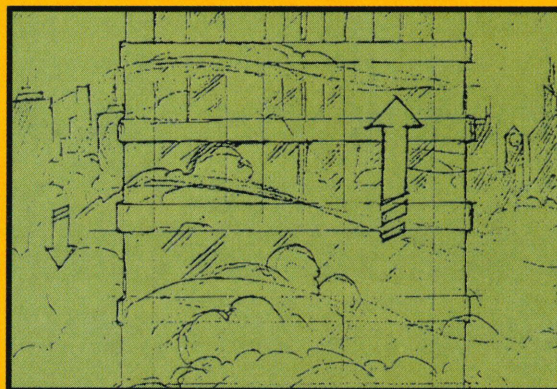
▲ Supposedly Bruce was haunted by a demon all his life. Here Bruce and his clone can be seen putting things straight once and for all







WORK IN PROGRESS • WORK IN PROGRESS



One of the most popular Mega Drive games to date has been Electronic Arts' Desert Strike. At the time some people criticised it for cashing in on the Gulf War, but in fact the game had been designed ages before any of the trouble in the Middle East started. Besides, it was a superb game anyway.

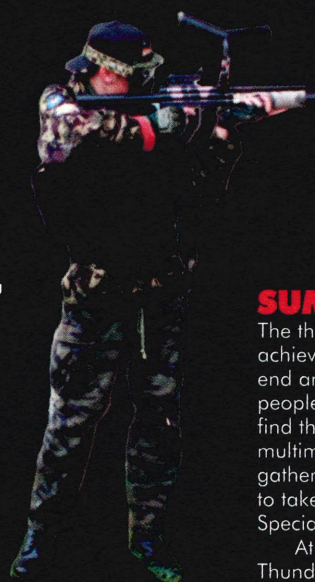
The sequel was released about a year ago and was another storming success. Whereas Desert Strike had you spending your whole time in an AH64 Apache helicopter, Jungle Strike allowed you to leave your chopper and get into a hovercraft, Stealth Fighter or motorbike. This added great variation to the gameplay and Jungle Strike quite rightly received rave reviews.

Just when we thought EA was resting on its laurels we received a mysterious invitation to pop down to its offices to check out its latest top-secret project. With security passes in our hands, an élite few were taken into the depths of EA into a secure room guarded by soldiers with machine-guns. We were then briefed on EA's latest mission - Urban Strike.

This is the Phoenix Thunderhawk Attack Chopper. It may look a bit weird but that's because it doesn't actually exist! It is heavily armoured and has a devastating on-board armoury



(Right) Having destroyed the oil rig's defences, it is safe to leave the chopper and run around inside with a very big gun



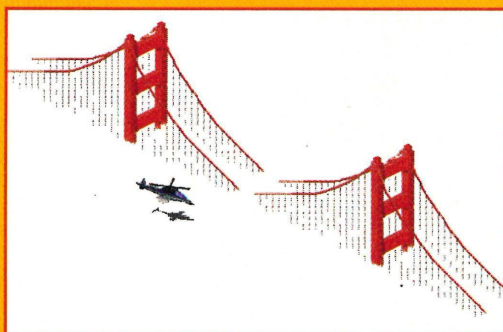
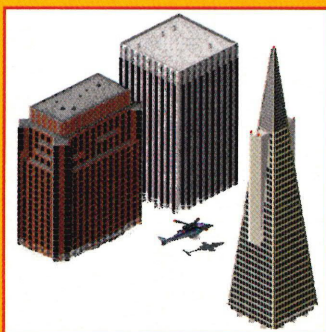
# URBA

## SUMMER IN THE CITY

The third game in the series is set in the year 2006. World peace has finally been achieved and is being maintained by the United Nations. All war has finally come to an end and everyone is happy...or are they? As there are no longer going to be any wars, people across the world will no longer be needed to design weapons and so they will find themselves lining up in the dole queues together. Media mogul and multimillionaire John Smythe doesn't approve of this new world order and has gathered together some of the world's leading military minds to set up a massive army to take over the United States. The only people in his way are the United Nations' Special Task Force, and you are their star pilot.

At your disposal you have a wide range of futuristic vehicles including the Phoenix Thunderhawk Attack Chopper jam-packed with 21st century weaponry, a 20-seater Osprey Transport Chopper for those vital rescue missions, and an M-4 Armoured Assault Tank.

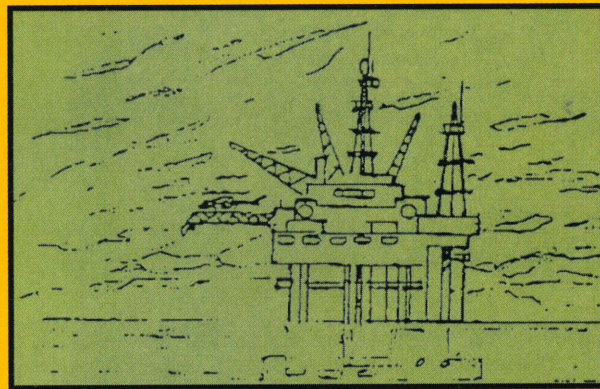
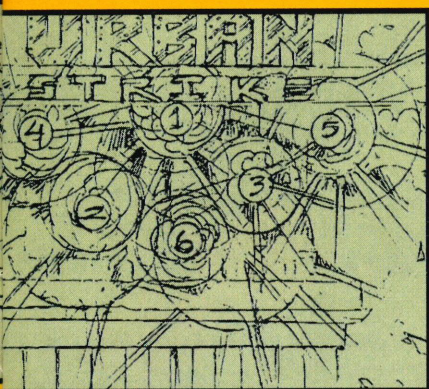
## THE HAND OF GOD



All of the city levels have been meticulously designed in order to reflect their real-life counterparts. As you can see here, the buildings are designed individually and then put together at a later date using a level design utility. After a lot of hard work the programmers can then generate an accurate representation of the appropriate cities







# AN STRIKE

This game is now much harder than the previous Strike games, and this level is apparently particularly hard



After flying off a very high cliff it is time to seek out the oil rig and penetrate its defences



Air Force One has been destroyed and Bill Clinton is stuck. The wreckage has destroyed most of the local highways and cars are trapped underneath

## THE URBAN JUNGLE

All of the terrorist attacks take place in recognisable locations in North America, starting off in an old factory in Mexico and spanning 13 levels. After attacking the factory and destroying its defences from the outside, it is necessary to leave the chopper and enter on foot. The factory is a car assembly line, so why not just jump into one of the cars straight after it is built and run lots of people over with it?!

Other locations include New York, where you have to rescue people from the top of the World Trade Centre, an offshore oil rig, Alcatraz Prison and even the neon-lit streets of Las Vegas. In one level the US President's plane, Air Force One, has been shot down over Delaware and has destroyed part of the town. In the previous games the settings were fictional, but here the levels have been designed as accurately as possible...with a bit of artistic licence here and there.

In the first two games the chopper only ever got about 20 feet above the ground. On some levels in Urban Strike the action takes place high above the city

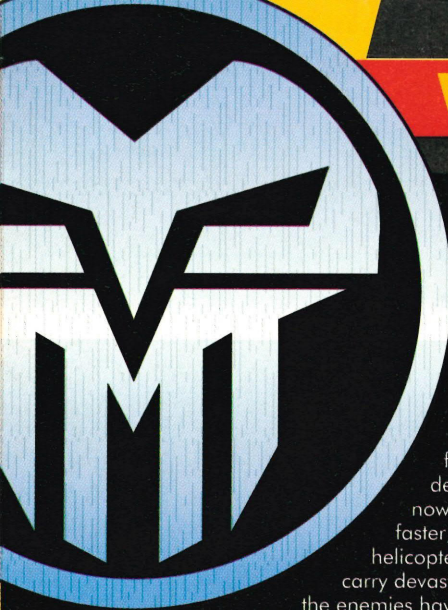
## SUMMER IN THE CITY PANIC IN THE STREETS

The main difference between this and the other two games in the series is that a lot of the levels are split into two sections. In the first section you have to complete specific tasks in your chosen vehicle, then in the second section your character actually gets out and runs around on foot carrying a very big gun with which to mow people down left, right and centre. In some buildings you will encounter locks that have to be breached and bombs that have to be defused. If you haven't spoken to the person who set the bomb and interrogated them, you won't know which wire to cut and will have to guess, which could be disastrous.



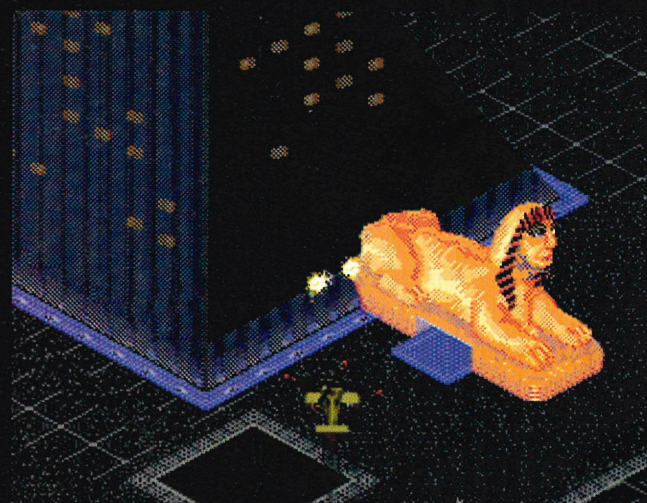
The Las Vegas level starts off in the bright lights of morning, but gradually fades to night as you play



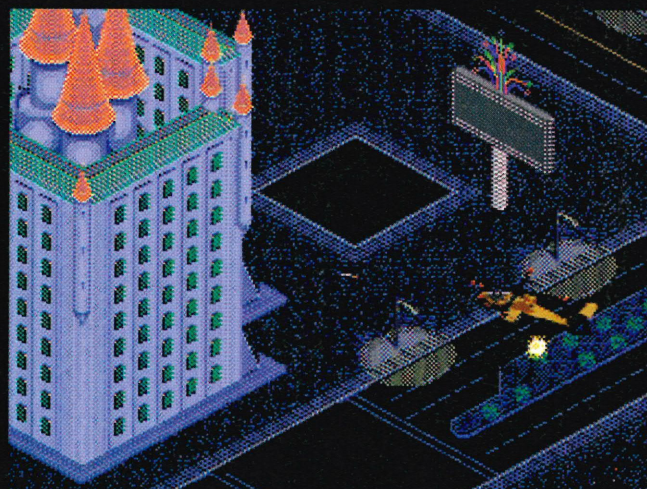


## ARTHUR SCARGILL

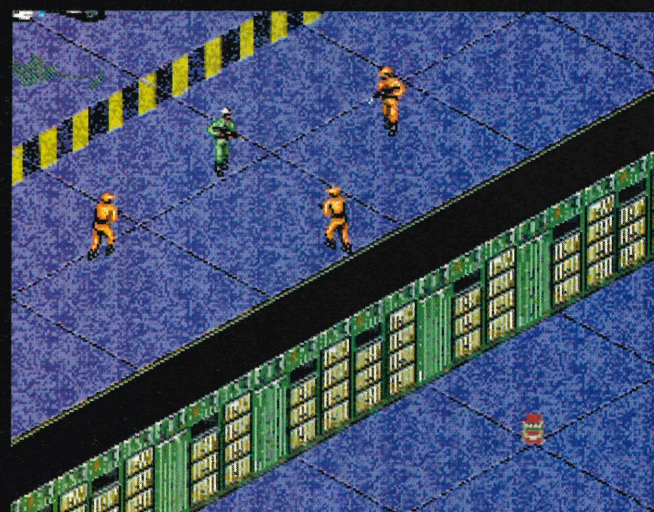
With the game being set in the future the programmers have been able to take liberties with the military specs. Previously all of the equipment was based on what was actually being used at the time, but in Urban Strike more futuristic weapons have been designed. All of the weapons are now more powerful and fire much faster, which not only means that your helicopters and assault vehicles can carry devastating firepower, but also that the enemies have become much harder to kill because they can give as good as they get. Even the foot soldiers have high-powered rifles that are deadly accurate and if that doesn't make things hard enough, a new opponent artificial intelligence system means that the enemies actually dodge your bullets!



If you've been to Las Vegas you will recognise this place. I haven't, so I don't



Las Vegas is a dark place - the only light sources apart from the streetlamps are the neon signs of the local casinos



Help, three against one! Time to put the old machine-gun to good use again



## VICTORY TO THE MINERS!

The version that we saw was at a very early stage of production and it will be quite a few months before the game is anywhere near complete enough for a review. From what we have seen already we can honestly say that fans of the Strike series will not be disappointed. This game is harder than the previous two and has more complicated levels. The different vehicles and the ability to storm around on foot mean that the gameplay is much more varied than in either Desert or Jungle Strike. There are still a lot of improvements to be made, which means that when it comes out later on this year Urban Strike should be one of the biggest games ever!





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# PREVIEW



BY: PSYGNOSIS

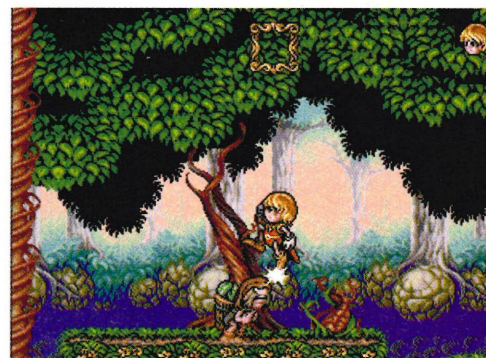
price: TBA  
developers: INTERACTIVE  
DESIGN  
release date: OCT/NOV



**T**hings are always a little bit quiet at this time of the year, what with the software houses saving all the good titles for pre-Christmas release, therefore we don't usually get to see many stunners for review during the lazy summer months. However, the bonus to all of this is that you do get to see all the hot new properties that are currently in development - and boy, are there some corkers out there at the moment! One of these is this great new platformer from Liverpoolian software house Psynosis, entitled Flink.



◀ 50 levels are included within the game, all of which can be reached by visiting various points on this map



▲ Boing! Hey, watch the haircut!

# FLINK

## DON'T FLINK, YOU'LL MISS IT

Flink has been developed by Interactive Design, a Swedish programming team which is also known for designing the highly praised Lionheart on the Amiga. The game is primarily a platform game, with typical platform-style cute graphics and bouncy gameplay, but there is also a substantial puzzle element included as well. The game is about 99 per cent finished at present and is scheduled for an October or maybe November release, due to it still needing a few tweaks to the gameplay here and there.

One thing you must be aware of is that Flink may very well not be called Flink when finally released. Psynosis doesn't dislike the name as such, but feels that it does not succeed in portraying the game's platform-cum-puzzle design very well. However, a new name still hasn't been thought of yet, but we will let you know as soon as Psynosis decides.



▲ Watch out at the bottom, here I come



▲ What do they say about the early bird catching the worm?

▼ Don't you just hate it when the platforms don't stay still?



▲ You can cast spells on your enemies by picking up magical ingredients

## YOU FLINKING IDIOT!

The plot-line follows a fantasy theme and tells the sorry tale of a kingdom ravaged by evil, destruction and general misery thanks to a mean old wizard who has got a little too big for his boots. The land is divided in to five segments (hence the five worlds in the game), each with a powerful leader.

Stamped across the land in his size 12s, the wizard realises that if these five leaders teamed up they would be capable of overthrowing him from his position of power. To prevent this, the wizard imprisons the leaders within five crystals, just so they can't cause him any more aggro. Paranoid or what? Anyway, for some bizarre reason a little blonde chappy by the name of Flink is given the critical task of rescuing the leaders from their captivity and in turn saving the kingdom. This now explains why there are five main worlds included within the game and five guardians to defeat. Well, I was wondering...





## FINK OF THE WRIST

Graphically this is reet smashin', as you can clearly see from the screen shots on these pages. The backgrounds are beautifully complex and give a real sense of depth to the overall image, and a delicate use of pastel colours keeps in with the game's fantasy story-line. Even the foregrounds are clean, bright and detailed making the landscapes as exciting and pleasing to look at as possible.

With 50 levels squeezed in to the game, it is also quite surprising how the developers have managed to make all the level designs different, at least enough to fill the game with continual variety. The sprites have also had a lot of time dedicated to them, moving comically and with plenty of animated frames to keep all their motion fluid. But it's not just the main image of Flink that hogs the limelight – each of the enemy sprites has quirky little movements and traits to keep the action humorous and entertaining.

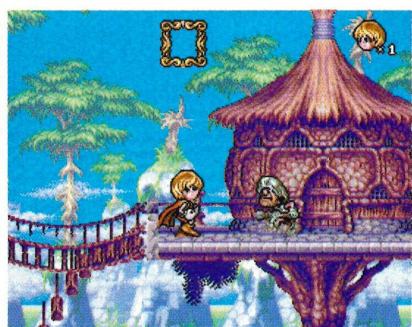


◀ Get ready for the puzzles, chaps – and you thought this was just a platform game



▲ Using magic you can reach some of the more awkwardly positioned chests

▼ A bridge too far gone

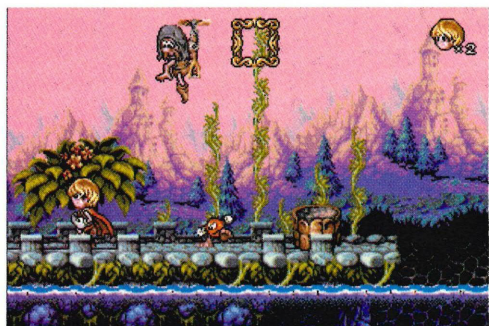


## JUMPING AROUND LIKE A NUTTER

This game isn't simply a platform game in which you continually bounce on the enemies' heads and attempt to scream through the level in the quickest possible time. There is also a puzzle element incorporated in to the game to increase its entertainment and interactivity factors – after all, we don't want to get bored after just a few minutes play. Having said that though, the puzzles aren't exactly strenuous on the old grey matter, proving to be nothing more than barricades and obstacles standing between you and the exit. But they do at least get you thinking and offer a change from the run-of-the-mill bouncing around as seen in most platform games of this kind.

On top of that, you can tinker around with magic in a Wiz 'N' Liz sort of way, by picking up ingredients along the way and mixing them together in a cauldron to create powerful spells. The spells can then be either used against your opponents or to transport you to another level or even alter your surroundings so as to enable you to collect some treasure or perhaps bridge a wide gap. As you can see, this is going to be more than just your average platform game both to play and watch.

▼ So long, farewell, auf wiedersehn, adieu!



◀ Just look at those graphics. Colourful, aren't they?

▲ Buzz off you annoying man on a dodgy contraption



▲ Having a swinging time





# PREVIEW



price: TBA  
 developers: INTERPLAY  
 release date: NOV '94



**R**ock 'n' Roll. What a phrase, what a concept. The world of Rock 'n' Roll has for years conjured up images of youth revolt, freedom, sexual liberation, fun, lost souls, tales of excess, violence and death. Seems to me as though I'm in the wrong line of business and video game types have missed out on one hell of a great way to make money.



▲ Follow the leader time as I take front position again



► The two-player game that is yet to be perfected. Here I leave Rich behind in a cloud of dust

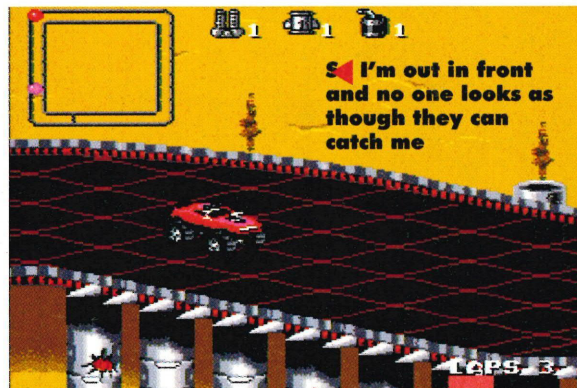
# ROCK 'N' ROLL

## PLATFORMS, FLARES AND SOCIALISM

So this the world of Rock 'n' Roll. Let's mention a few famous, ground level, raw rock bands. From the '50s came the man who stole the music from the black hipsters in the first place – the King, Elvis Presley. The '60s saw an abundance of talent in the decade of free love and great acid; The Beatles, Pink Floyd, The Velvet Underground, Dylan, Stones, Hendrix and The Doors. Let's ignore the early '70s and head straight for the punk era of '77 with The Clash, Pistols, Jam and more. The '80s was the second summer of love with House, Techno, New Romantics, Goths, SK and Mod revival.

So after all that are we in for the audio treat when listening to Rock 'n' Roll Racers? Well, that appears to be the general idea and surely the novelty behind the game – after all the game involves racing a few trucks around a circuit and there's nothing new there. So the programmers decided that throwing in a thumping rock track and getting Rock 'n' Roll in the title would work wonders did they? Unfortunately the musical accompaniment comes from the early '70s which was a period when dreadful white, middle-class boys from the Home Counties churned out 'concept' records with two-hour long, self-indulgent guitar solos. You get the chance to groan to Black Sabbath's Paranoid, laugh at Steppenwolf's Born to be Wild (OK, it's from the '60s but it is repeated constantly) and a few more naff tunes. Everyone has the right to personal choice and you may love this type of stuff but I hate it.

Of course graphics may sell a game, but a soundtrack? Never in my years have I heard of such a thing.



◀ I'm out in front and no one looks as though they can catch me



◀ According to my notes this is the option screens pre-race. Check on the amount of money you have and so on

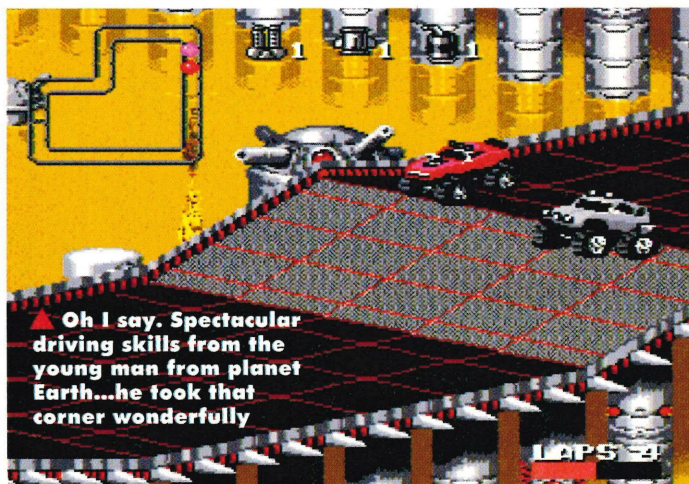
## ENTER THE DRAGON

This game is all about jumping into four-wheeled vehicles and racing them around a track, finishing in first position and winning loads of cash. Designed for one or two players this is an uncomplicated mêlée in which we take control of one of three cars which are available for the correct amount of cash.

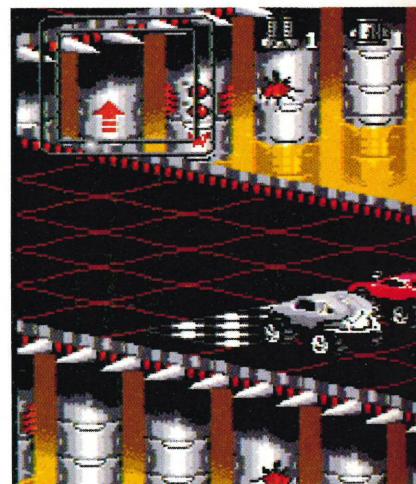
Either battle against the computer on one of three difficulty settings (highly recommended – trust us) or grab Mad Cyril from two doors down and challenge him to the street championship. Then choose your hero driver from a list of war criminal types and head for the start line. As you may have deduced from the screen shots we view the track from skewed 3D perspective meaning very little of the track can be viewed at any one time. The computer rotates the track around the car depending on its heading and direction, while keeping the car in the centre of the screen. This is a method which seems to work quite well here.



▲ The shop – what else! Erm, nip in and buy a few things



▲ Oh I say. Spectacular driving skills from the young man from planet Earth...he took that corner wonderfully







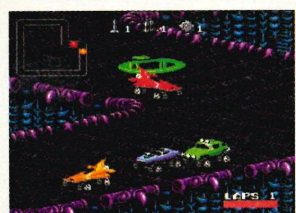
▲ By the look of things the red car seems to be the best option. That's it then, the red car it is

# RACING

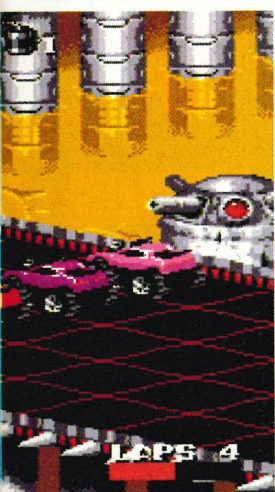
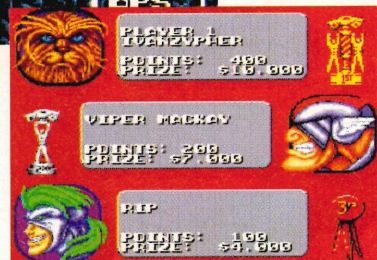


◀ Oh no, the shame! Pink in the pink car has overtaken me. Oh dear, things will never be the same

▼ Of course I've won the race. Did you expect any other result

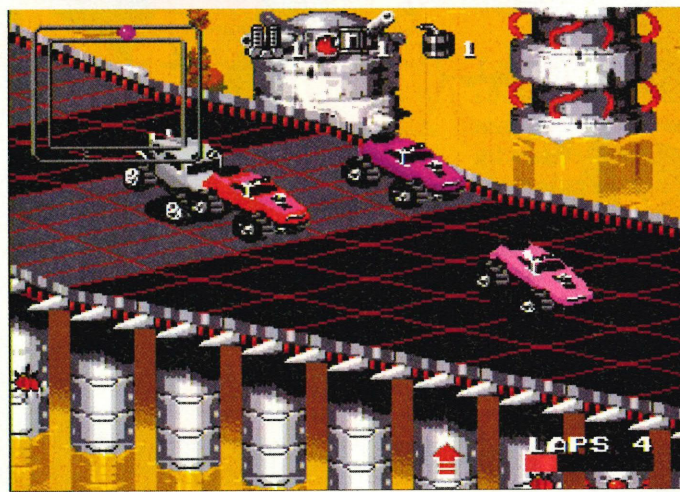


◀ Right at the back there. Look it's Captain Scarlet. It really is, honest



► Oh yes, the lads go for it. Over the hill and into the next bend

◀ Yes and it looks like the race is about to begin. Feet on the pedals I suppose



## GUESS WHO'S COMING TO DINNER?



**Snake Sanders:** Native of the planet Earth. Known for his sexual prowess and uncanny resemblance to someone in a Steven Segal flick.  
**Fav drink:** Pepsi Max and vodka



**Cyberhawk:** Alien who wears silly blue headgear. Rumoured to be gay. Dislikes Northerners and animals.  
**Fav drink:** Tenants Extra and lime



**Ivanzypher:** Not a lot is known about this person. That's probably the best way because I think he's a dog.  
**Fav drink:** Probably anything, but mostly puddles



**Katrina Lyons:** Oh yes, we know her around these parts. The woman who looks like Spock. A lovely woman who would do anything to help a friend out.  
**Fav drink:** tea no sugar



**Jake Badlands:** Typically badly dressed punk. Looks as though he is attending a Hallowe'en ball. Probably "Hates buses" and that sort of tripe.  
**Fav drink:** Hey man he'll drink anything. After all he's an American punk. Yes, toddle along now



**Tarquin:** This member of the line-up is a Scouser, Everton fan (no taste!) and part-time thief. He's renowned - and feared - for his emotional outbursts and his love of '70's cult cartoon Scooby Doo.  
**Fav drink:** Copious pints of John Smith's

## 100 PER CENT

No racing game worth its weight these days only has 'three races' as the main attraction and this is no exception - lasers, missiles, dropping tanks are all here for our enjoyment. Of course as we hurtle around the hump-backed track and blow our fellow drivers into the next world is the best part of the game. The bad news however is that killing comes second to making money. You do this by winning races and upgrading your old vehicle in the local Gateway. Extremely powerful engines and better weapons are a couple of examples of the usual stuff that can come in very handy in those particularly violent races.

This game delivers all that it promises and if you prefer John Bon Jovi over green Docs and Nirvana T-shirts then this could very well be the game for you. Of course at this stage the game is only half complete and Virgin plans on adding a split-screen two-player head-to-head option and all the speech that was found on the SNES version should be included in the final edition. As per usual full review when the completed game lands on my desk.



SEGA

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# MEGA DRIVE

ADVANCED GAMING

## INSIDE THIS ISSUE:

**KING OF THE MONSTERS 2**

**PETE SAMPRAS TENNIS**

**ITCHY AND SCRATCHY**

**SENSIBLE SOCCER CD**

**WORLD CUP SOCCER**

**SECOND SAMURAI**

**TOMCAT ALLEY**

**URBAN STRIKE**

**COMBAT CARS**

**FATAL FURY 2**

**JOE AND MAC**

**BUBSY 2**

**FLINK**

The **Jungle Book**

**VIRGIN'S KING OF THE SWINGERS**





# Lloyd's Barbershop

**W**ell, he's back by popular demand which is a bit strange seeing as he is the most hated person in the office...if not the universe. The shambolic demon finally returned to us a few weeks ago with a grand tale of woe but no one listened to him 'cos we couldn't really care less. After many attempts on his life he is still with us. Could he be the Rasputin of the console world? Probably not, but he's got the hair for it anyway.

## ADDER

Dear Lloyd,  
After reading Rob Neil's letter (issue 29) I had to write in and say that Lloyd does not make the letters up because I have had three printed! And Lloyd is not full of c\*\*p! Now that I have got that off my chest can you please answer my questions.  
1) In the reply to Daniel Davison's letter (issue 29) you said something about there being more than one ending to Streets of Rage II. If this is correct how do you get these extra endings on?  
2) Will you be buying Virtua Racing at the price that it is?  
3) Is there any more news on the 16 bit hand held from Sega?  
4) When will Sonic Cart be out?  
Thanks a lot  
**Howard Doupe, Merseyside**  
PS Kurt Cobain:- RIP.



**LLOYD:** There you have it Rob, conclusive proof that J don't make the letters up. Or do J? J could have made this one up and no one would be any the wiser. But at least Rob knows J don't because J printed his letter too. Or did J make that one up? Who can tell? For all you lot know Messrs Neil and Doupe could be figments of my deranged imagination whose sole purpose in life is to fill a sad and empty space in my little column. The only way to find out for sure is if every single MegaTech reader writes me a letter and J print each and every one

of them. Anyway if J did make them up they'd be a damn sight better than some of the pieces of inane prose that lands on my desk every morning. Right, brain in gear, on with the show. No, J won't be buying Virtua because the office copy is sitting on my desk at this very moment thank you very much. To get a 16-bit hand-held why not just tape two Game Gears together? As for Sonic Cart, it is hand-held only and we don't deal with them so J couldn't tell you

## ANACONDA

Dear my humble and loyal servant Loydd (the lemon),  
I read a notice in the paper saying 'Lost, bitch, answers to the name Loydd'. Also I saw 'Escaped. Psychiatric patient Loydd Lemonhead. Last seen running down the M1 chasing a white van and shouting "ice cream, ice cream"'. Could either of these be linked to you?

By the way, I don't want your sad T-shirt, I've been thinking, the straight-jacket look is out. And the reason I didn't give my name and address is because I don't want sheepshaggers like you coming to my house with your trousers - I mean skirts around your ankles and asking for toilet roll:- Go to your friend's house. Oh sorry I forgot that your only friends are the Samaritans and the titchmite growing between your legs.

I was wondering; When writing replies how do you see over your tits? Print this or I'll set the dog

catcher on you. Lots and lots of love, your master,  
**Mr X (I'll be back), Eire**  
PS Don't strain your little heady by staying up all night trying to think of something to piss me off?  
PPS Give my regards to the Samaritans  
PPPS Good luck with the dog catcher. Print your little piece here.



**LLOYD:** How stupid can one person be? For a start, try learning how

to spell my name right. You see that big mass of writing at the top of this page? That is the title. See the first word? That's my name. Notice the spelling? Good. Being able to read is quite a useful skill in life, but maybe you'll find that out for yourself one day. Tell me, did you write the letter by yourself or did your mum have to help you with the long words? Your dad might have helped as well but J seriously doubt if you've ever met him. The only thing around here the dog catcher has to worry about are little shih-tzus like you mate. Just be glad you didn't give me your address because otherwise J'd come round and set fire to you.

## GRASS

Dear Teegamech oops MegaTech  
Please print this letter in issue 28 or 29, no you WILL print this letter in issue 28 or 29, got that dozy?  
1) Please give me some information on Fatal Fury 2.  
2) Will Fatal Fury Special come to the Mega Drive?  
2a) Which is best out of Fatal Fury 2 and Landstalker?  
3) Will Art of Fighting 1 or 2 come out on the MD?  
4) In issue 26 I read an ad for a game exchange club (page 42). Is this company reliable?  
5) Will there be a Landstalker 2?  
6) When will the 24 meg Sonic 3 be out and what is the difference between the 16 meg and 24 meg Sonic?  
7) Let me congratulate you on your new cover. It's far better than that recycled WC paper you first used.  
8) Do you wear a red and blue dressing gown?



9) Do you think Virtua Racing is worth £89.99 and why is it so expensive?  
 10) I have a Neo Geo (and MD) with Art of Fighting and Fatal Fury 2 and I think Fatal Fury 2 lacking the speed of violence of Art of Fighting  
**Someone who forgot their name and address, Nowheresville.**  
 PS Your mag is great but don't criticise the games so much you are beginning to sound like Mega.



LLOYD: No one calls me dozy and gets away with it mate. I'm not the one who forgot to include my name or address am I?

- 1) It is the sequel to Fatal Fury 1. Anything else?
- 2) No.
- 3) Landstalker.
- 4) We check out all these companies and they are OK.
- 5) I hope so. It looks more than likely but nothing is definite yet.
- 6) The 24 meg one is bigger and will probably cost more.
- 7) Cheers.
- 8) I wear a green one actually.
- 9) It is expensive because it uses a revolutionary SVP chip.
- 10) Eh?  
 "Right guys, stop criticising games. Tell you what, let's make them all sound great even if they play as badly as Bjork on a good day. Chester Cheeta, what a fantastic game. Looks good, plays great, get it now! Stick it on your shopping list right up there with Socket and Goofy's History Tour."

## COBRA

Dear Tom, sorry Lloyd, (CAN'T ANYONE SPELL MY NAME RIGHT?)  
 Well Lloyd, Welcome to MegaTech! I know everyone's complaining at the changes but hey – times change. Adapt or die people. Anyway, your mag is good but I could make it better!! Why not:  
 1) To get people to know the new staff why not put little boxes with details about them, like age, current favourite game, you get the idea.  
 2) Make tables of games. 'Eh?' I hear you cry, well, like platform tables and Sonic 3 would no doubt be number one, when a new game is released does it make the top ten?  
 3) Have a readers' review column, where the best review wins a game or something.  
 4) Update the game index.  
 In case you're wondering "where

DOES this kid get his ideas?", well, to be honest I nicked them from other mags. Doesn't mean you can't use them though! G Bye!!  
**Chris Sweeney, Scotland.**



LLOYD: Please folks, it's not hard to spell my name and it appears

about 500 times every month in this very column!

- 1) We haven't done this because unlike other mags we don't go in for wasting space by waffling on about ourselves all the time. It leaves more room for me to tell you all how wonderful I am, but you all knew that anyway
- 2&3) In the biz these things are called space fillers – uninteresting features designed to fill those empty pages. This is why we don't do them as we always have so much fabulous stuff to go on about (see answer one).
- 4) We do it every month you cheeky little so and so!

## PYTHON

To Lloyd the Barber,  
 I have been a regular reader of your magazine since November 1992 and was looking through my old mags when I saw a booklet you gave away with issue 16. It listed all of these Mega CD games:- Citizen X, Wing Commander, Heimdall, Make my video U2, Leisure Suit Larry, King's Quest 5, Mixed Up Mother Goose and Last Action Hero and said they are expected in the next few months or so. Since then though nothing has been said on any of these games so is there any news on them yet?

**J Bowers, London.**

PS Is there any more news on the game Hammer Vs Evil D In Soul Fire CD?



LLOYD: I think it is fair to say that some of these games will never

see the light of day as they were expected over a year ago but JVC is considering releasing Heimdall and EA is going to release Wing Commander on CD. Sadly it looks like we will never see Larry's mad antics or get to play the other Sierra games mentioned. As for this Hammer Vs Evil D In Soul Fire or whatever, I've never heard of it! Are you sure you didn't dream it in some tripped out delusion or something?

## BLACK MAMBA

Dear Lloyd's Barbershop,  
 Could you please answer a few simple questions for me?

1) In the MegaTech Games Index you say that Landstalker is priced £39.99 but when I went to buy it at HMV they had it priced at £59.99 so I went to Virgin and Tower Records and they also had it at £59.99 so could you please tell me the real price?

2) In MegaTech 26 after the letters page there is an advert for cheap computer games but how can they be new games as Sonic 2, Another World and Tiny Toons are all just £16.99 each. Are they for real or just a con? Also I am going to buy either Mortal Kombat or Street Fighter 2 for my Mega Drive but I played SF2 on the SNES and after about a couple of weeks I got bored with it but you say that SF2 is better than MK so how do I know I won't get bored with MK so which do you think I should buy. Please answer my questions.

**Alan Wylie, Glasgow.**



LLOYD: Oops! A slight mistake on our behalf there. Sorry

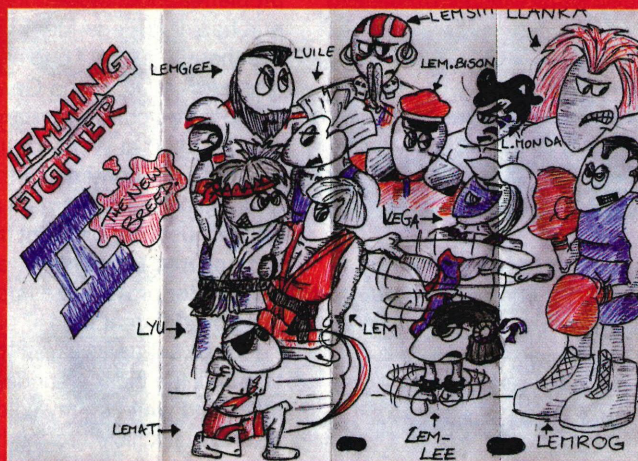
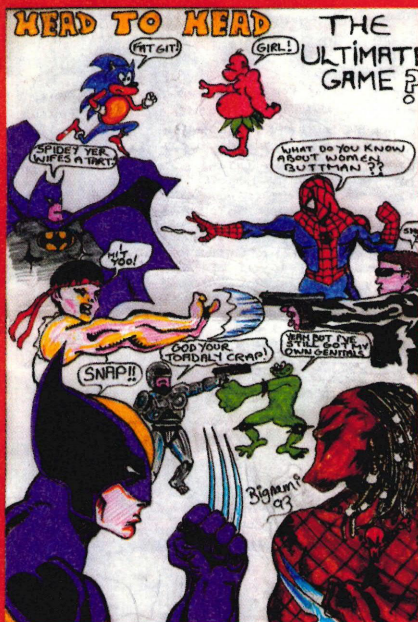
about that. Landstalker is £59.99 after all and not £39.99 as we said. The cheap games you mentioned are quite old and if the company wants to clear out old stock to make room for the mass of new decent games that are coming out then it is going to try and sell them as cheaply as possible. There's nothing dodgy about it at all, but always make sure when ordering from such companies that it gives an address and phone number just in case. As I said before all the ads we place are checked out and they are OK. If you got bored with SFJJ in a few weeks you will get bored with MK in a few days.

## VIPER

Dear Lloyd,  
 I am desperate to know whether there are any decent footy manager games on the Mega Drive. I own an Atari STE (I know, how sad) and all of my managing games for that are totally CRAP! So please tell me of any and how much they cost. I would also like you to answer these questions.

1) I think I and every other reader would appreciate it if you made a new updated tips and cheats





(Left) Dario Bignami is quite an artistic bloke. He's also a bit of a psycho judging by this picture!

(Above) Now this is a bit strange. What could be more fearsome than one of the characters from Alex Day's bizarre Lemming Fighters II?

booklet just like in issue 22. Well, will you?

2) Is Taito Cup Finals out on the Mega Drive? If not when will it or will it ever?

3) Is there any difference at all between the Mega Drive 1 and Mega Drive 2 apart from the size and looks?

**Darren Cartwright, Merseyside**

PS If you print my letter I promise to buy MegaTech for as long as I live (as I will anyway).



**LLOYD:** What's wrong with having an STE?

I've got one in my

bedroom at home and it wasn't Atari that went bust last month was it? Ho, ho, Atari finally won the war against Commodore after many years. Could the reason that all of your footy manager games are crap be because football manager games are the single most boring form of 'entertainment' in the known universe? In case you haven't guessed, I don't like them one bit and thankfully there aren't any on the Mega Drive just yet. A tips and cheats booklet is a good idea and is worth looking into. We haven't heard anything about Cup Finals yet. The Mega Drive 2 is made using cheaper plastic, hasn't got a headphone socket or volume control, and some of the earlier games have problems running on them. I'm told that EA Hockey for example will only come up in black and white. I'll be watching you

Darren, just to make sure that you buy a copy of the mag every month. If you don't I'll come round your house and move into your spare room along with my vintage toe nail clippings collection.

## BOA

Dear Lloyd,  
I'll get straight to the point by asking you a few questions.

- 1) Is there a level select for Sonic 3 and if so what is it?
- 2) Is there an object cheat for Sonic 3 and if so what is it?
- 3) And last but not least what is the cheat for Road Rash 2 to get a bike called Wild Thing 2000?

**Trevor Wright, Totton**

PS In case you'd like to know I've completed Sonic 3 with all the emeralds (come round to my house and I'll prove it).

PPS Please answer my questions they've been annoying me for ages.  
PPPS If you print this letter I will continue getting MegaTech.  
PPPPS Can I have a T-shirt?  
PPPPPS I'll be back!



**LLOYD:** It's always strange when the PSs at the end of letters are

longer than the actual letter itself. Are you trying to break a world record or something mate? I've said it before and I'll say it again - I don't like doing game cheats so please (please!) send your queries to the Technique Zone instead. Seeing as I'm in quite a reasonable mood I

will answer your requests but be warned, this is the last time, or at least until the next time. If you have finished Sonic 3 as you said you should have already realised that it is possible to choose which level you want to play by starting your completed saved game! Turn to the Technique Zone for a full list of every Sonic 3 cheat ever conceived. To get the new bike on Road Rash press Up, A and C on the title screen. Voilà, Wild Thing central.

## WATER

Dear MegaTech,

Well, what can I say Lloyd - here we stand on the edge of a new era of Mega Drive gaming. What with the news of the Mega 32 and the Saturn we will be taken into new realms of graphics and gameplay. Hopefully Sega will have ironed out their crap stereotypical four level game problem that they had with Mega Drive carts. (Chortle! Not)

On to my point. Music as you know on the Mega CD is probably its number one feature. Don't you think that Sega should open some bolted doors and make use of the possibilities of music writing on the Mega Drive. I'm not talking about shady 'Make my music video' garbage, more along the lines of true writing using samples. A single CD could easily hold a decent sequencer program and many samples (Miracle Keyboard was a basic but good start. Something that never took off). I'm sure there are many musicians like myself (I sing in a band, want a CD or a 12"? Just



call 041 776 7049) who own a little black box and really would like to see something along the lines of Cubase, the Atari program, or even worse Pipes the Amiga sequencer. The potential is great. I wish someone would do something about it.

Oh! And just for the record, folk who say computers and video games are killing the record industry. Bollocks. Both play a vital part in each others sales. I know, I'm in a band.

No 1 Joke

Q: What is the last thing to go through a fly's mind when it hits a car window?

A: It's arse!

**Yours, 'I'm going to bed now'**  
**James Differ, The Idle-Poor,**  
**Kirkintilloch, Scotland**

PS If you print this I bet you do the totally obvious thing and make the title 'I'm in a band' above my letter. Please don't, it is the saddest most used line, and indeed chat-up line, of a musician.

PPS Why don't you start mounting (ooh err!) cover CDs on each issue. It might even persuade people to buy Mega CDs.

PPPS See you later!



LLOYD: I don't think that there is much chance of a sequencer-

style CD coming out at the moment I'm afraid. There have been quite a few music-orientated products like those horrendous Make My Video things, Karaoke units and the Miracle Keyboard that you mentioned yourself and none of them have been successful. The fact that the bog-standard Mega Drive doesn't have any MJDJ interfaces means that no serious musician would even consider it. It's a shame because I'm sure that there are others like yourself who would find such a package very useful. Just for the record, computer games will kill the music industry if we get any more failing bands trying to get hip by writing songs about Sonic or Mario and co! Tetris was OK I suppose but have you heard the Street Fighter CD? The word 'abysmal' doesn't come close to describing it

Covermounting CDs is completely out of the question because we'd have to jack the price of the mag up to about five quid which would more than slightly put off non-CD owners.

The way around that would be to make some mags with a CD on them at a raised price and release some normal priced ones without, but the whole thing would end up a complete nightmare and I'd probably have to work even later than usual. By the way, what's with all the arse pictures? Are you obsessed or something?

PS You lost the bet I'm afraid. You can pay up with some of your bodily organs. The liver repossession people will be round tomorrow morning so make sure you don't go out too early.

## ASP

Dear Lloyd,  
Whilst reading the May edition of MegaTech I noticed that there were five game reviews on the Mega CD, however they were all on import, so could you tell me if Rise of the Dragon and Third World War are likely to appear in the UK.

If they are not likely to come out on general release what sort of converter do I need to play these games on and how much does it cost? Also what is the latest news on the conversion of Rebel Assault for the Mega CD and will it be smoother than the 486 PC version? It's very jerky in places

David Jenner



LLOYD: There is very little chance of Third World War ever getting

released over here because there doesn't seem to be a large market for strategy games in the UK. Rise of the Dragon still hasn't been confirmed but I'm told it will be available soon. Either way, both games are available from your local importer right now. If you want to buy one make sure you get the American versions unless you have a degree in Japanese. They won't run on an English Mega Drive without the aid of a CDX cartridge which you can buy in the shops or order direct from Datel for 40 quid.

Rebel Assault will be released in the States imminently and over here in the next few months. If you think it's going to be better than the 486 version you've got another thing coming matey! The Mega-CD just can't handle games like that as well as the PC.

## TROUSER

Dear MegaTech,  
I am writing this letter in order to

inform my fellow readers of a problem I encountered on purchasing a Sega Mega Drive II. We thought that we had made a killing :- A MDII, Mega Games 1 and 2 and a free control centre, all for only £120.00 at Woolworths. On emptying the contents of the box and setting the equipment up I noticed just how different the MD II is compared to the MD 1, also (as would later prove to be important) just how different the RF units are.

Once set up the system seemed fine until the picture suddenly turned black and white on my colour set. After a quick flick through both the TV and Sega manuals I found that I was no closer to solving the problem. I had never encountered any problems with the MD 1 so I took the MD II unit to my brother's house and tried it on his TV. The MD II worked fine. So I contacted Sega in London via my guarantee card. They could offer no explanation but suggested that I either exchange the MD II unit for a MD I or buy a Scart lead.

I was then informed that the Scart lead for the MD II had not yet arrived from Japan so I would have to wait. In the mean time I was advised to send my MD II unit to Sega for inspection. On return of the 'passed' MD unit I was compensated for my postal costs by the inclusion of a free game. Two weeks later I also received a free Scart lead. When used with the new Scart lead the MD II again failed to operate correctly. I contacted Sega again and they assured me of a full investigation on my behalf. Two days later I was contacted by Sega and informed that the problem was due to the make of my TV and the redesigning of the RF unit.

Sega were very helpful over this matter as well as being extremely generous.

C Ross, Lancashire



LLOYD: Surely when you tried the unit on your brother's TV and saw that it worked fine it would have become obvious that it was the TV that was at fault? It's nice to see that Sega has been helpful even though it wasn't really its problem. If anyone else has a similar problem like this then a quick bell to Sega on 071 373 3000 should help, but don't go ringing asking about when Sonic 4 will be out or how to finish Landstalker because they are all important people with lots of important things to do.



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# PREVIEW



BY: SONY

price: TBA  
developers: DELPHINE  
release date: TBA



**I**t must be almost a year ago to the day when we first reviewed Flashback in its humble old cart incarnation. The game that impressed everyone is back, this time bunged onto CD with one or two new little screens for us to gaze at and wonder upon.

This is the story of one man, Conrad, who has an almost Flashback-like experience when his memory is stolen and returned by one of his friends. He recalls that aliens of the rather unpleasant variety are out to take over Earth or something akin to that. Conrad, lad that he is, sets out to stop the beggars.

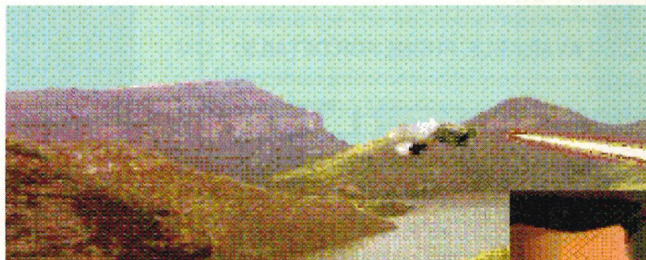


◀ Returning to Earth can pose a few problems if you have no money. The answer is to enter a quiz show and win a trip (a trip to Earth that is)

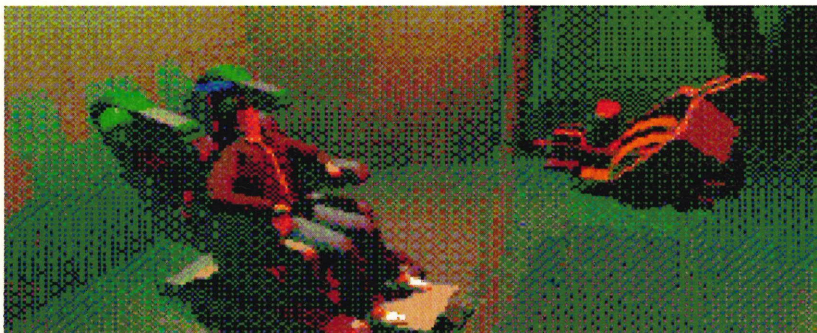
# FLASHBACK

## ONE LUMP, TWO LUMPS...NO MAKE IT THREE

When first released onto the unsuspecting 16-bit console market, Flashback turned a few heads. The game contained a superbly animated main sprite and the smooth movement and intelligent story-line very deservedly won the game many admirers. The puzzle element of Flashback was enthusiastically received by a gamesplaying public thoroughly fed up with the same old reshapes of platform games.



▲ Conrad, realising the danger blue aliens present to him, makes a break for the nearest available exit. This a scene from the new intro screens



▲ A spot of memory reactivation is in order. Conrad's friend straps him to the chair and inserts the chip into his brain

▲ Yet more stunning graphical work from the chaps at Delphine. Pictured here is Conrad's futile attempt to escape from the alien planet



▲ That Conrad is a bit of all right. What about him then girls?



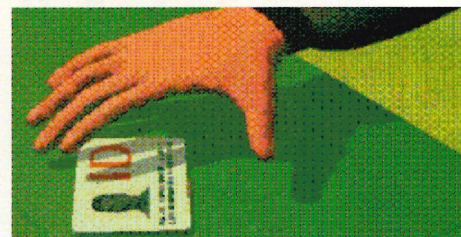
◀ Off we head back to good old Earth and our fate



▲ Oh no, it's one of those funny-looking blue aliens



▶ That'll be mine I think. Yes, an ID card will help me get past the security guards



▲ "I'm standing still mate. No worries"

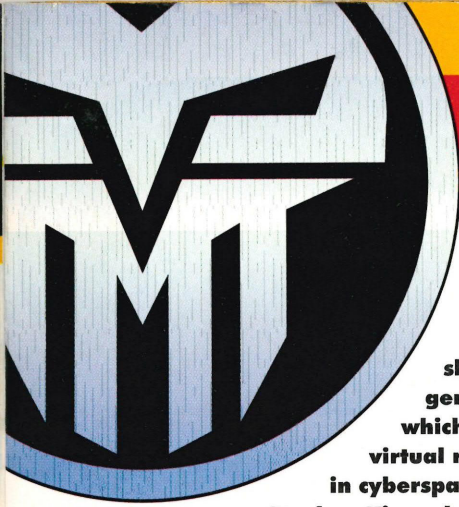
◀ This guy's days are numbered. He's in my sights and I'm ready to squeeze the trigger. If you have any money it's best to hand it over without a fight

## ORANGE JUICE

The old saying, "If it ain't broke, don't fix it" has been applied to Flashback CD - Sony has in no way altered the gameplay of the game (which, for the record, is excellent). Sony has simply given Delphine a license to run amok with the interconnecting plot sequences that take place between levels. Utilising SGS (Silicon Graphics Station), Delphine has excelled itself with spectacular cinematic sequences and stunning intro screens.

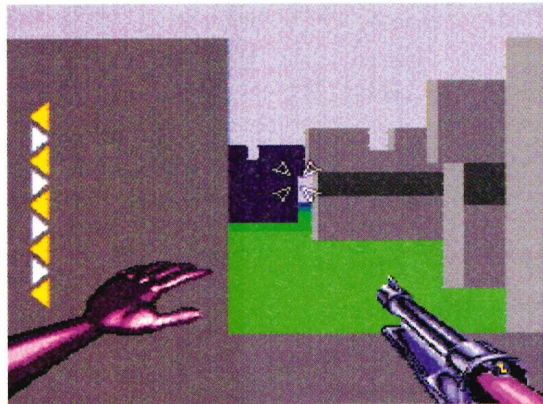
Flashback CD is still a little way from completion and as such no release date has as yet been finalised. If the promise of not interfering with the gameplay is kept by Sony, everything points to Delphine having yet another winner on its hands. Look for a full review in the next issue of MegaTech.





**W**hen the Lawnmower Man film came out it made quite a few waves. It was a showpiece for superb computer-generated graphic sequences in which people messing about with virtual reality ran around playing games in cyberspace. It was originally written by Stephen King who filed a lawsuit when he found out that the film was completely different from his book!

Jobe was a simple gardener and his nice neighbour Dr Angelo, who happened to have one of the most sophisticated pieces of computer equipment ever situated in his basement, took pity on him and wired his brain up to the computer to make him more intelligent. The film would have been boring if nothing went wrong, which it inevitably did. Jobe developed powers beyond belief and eventually shed his human body while his soul was left floating around cyberspace!



▼ It's the virtual desert. Fly around the trees and pyramids and find your way to the exit

▲ Remember the bit in the film where the monkey went into VR and shot lots of aliens? Well, you are that monkey



# LAWN MOWER MAN



▲ Dr Angelo isn't having a good time. Not only has he just created a psychopathic god but he's got to look down the barrels of other people's guns as he tries to put things right

## FLYMO

In the Mega Drive game Jobe has already gone loopy and it's up to Dr Angelo to stop him. The finished game will be split up into many different sections representing the vital scenes from the film, along with some extra ones to keep the adrenaline flowing. As you can see from the screen shots, Lawnmower Man has a unique graphical style and captures the cyberspace feel of the film. There are a number of different virtual reality sections included that occur between levels and when Dr Angelo tries to access a computer. Remember the fantastic scene where Jobe plays Angelo's son at a computer game in which they both fly around cyberspace at high speed? This is just one of the special levels in the game and it moves fast and looks superb.

The version that we saw was a very early copy that was far from complete and only had a few of the levels in it, but everyone was impressed with the VR sequences. With its difficult platform sections and mental puzzles, Lawnmower Man looks like it could be quite a hit. As if this wasn't enough, a different CD-based game is coming out and the film Lawnmower Man 2 will be out in the summer.

▲ The tunnels can get complicated. Hit one wall and you get jacked out and have to start again

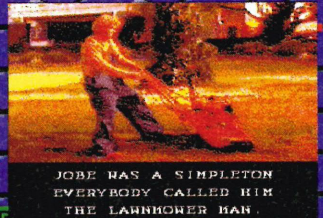


DR. ANGELO EXPERIMENTED WITH VIRTUAL REALITY TO VASTLY INCREASE JOBE'S INTELLIGENCE.

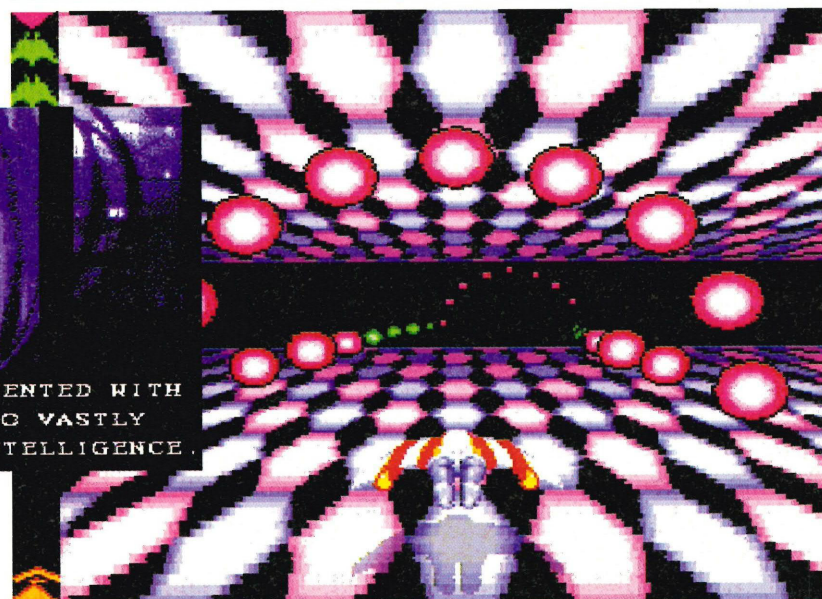
► Now this is something a SNES would be proud to pull off. Lots of scaling and rotation is what we want to see



▼ This is Jobe after shedding his mortal body. Personally I think it suits him



JOBE WAS A SIMPLETON EVERYBODY CALLED HIM THE LAWNMOWER MAN.





# GAME INDEX



**W**elcome to the MegaTech Game Index, the ultimate buyers' guide for Mega Drive and Mega-CD games. We've trimmed off most of the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit!

By the way, the high scores will be back in a different guise and the entry form is directly below. See it? Good...

NAME:	
ADDRESS:	
GAME:	
DIFFICULTY SETTING:	
LEVEL:	
SCORE:	
GAME:	
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## MEGA-CD GAMES

**Disc games, official and unofficial are revealed here.**



### BATMAN RETURNS

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 19

The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

**MT RATING: 94%**

### CHUCK ROCK II: SON OF CHUCK

BY CORE  
PRICE: £44.99  
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

**MT RATING: 86%**

### CLIFFHANGER

BY SONY IMAGESOFT  
PRICE: £39.99  
REVIEWED: MT 27

Extremely poor conversion of a pretty good film. You get to guide Sylvester Stallone up and down the mountains through many different yet tedious stages.

**MT RATING: 49%**

### DOUBLE SWITCH

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 27  
Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

**MT RATING: 74%**

### DRACULA UNLEASHED

BY: VIACOM  
PRICE: £44.99  
REVIEWED: MT 27  
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

**MT RATING: 62%**

### DRAGON'S LAIR

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

**MT RATINGS: 85%**

### DUNE

BY VIRGIN  
PRICE: £39.99  
REVIEWED: MT 23  
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

**MT RATING: 73%**

### ECCO CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

**MT RATING: 92%**

### FINAL FIGHT CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 17  
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-

attack mini-game too! What more do you want?!

**MT RATING: 94%**

### GROUND ZERO TEXAS

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

**MT RATING: 85%**

### HOOK

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

**MT RATING: 80%**

### JAGUAR XJ220

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 16  
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

**MT RATING: 87%**

### JURASSIC PARK CD

BY: SEGA  
PRICE: £39.95  
REVIEWED: MT 26  
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

**MT RATING: 79%**

### KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

**MT RATING: 80%**

### LETHAL ENFORCERS

BY KONAMI  
PRICE: £74.99 (WITH ONE GUN)  
REVIEWED: MT 22  
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun,



especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.  
**MT RATING: 80%**

### LUNAR THE SILVER STAR

BY: WORKING DESIGNS  
PRICE: £39.95  
REVIEWED: MT 27  
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.  
**MT RATING: 82%**

### MAD DOG MCCREE

BY: AMERICAN LASER GAMES  
PRICE: £44.99  
REVIEWED: MT 26  
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes.  
**MT RATING: 61%**

### MICROCOSM

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 25  
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.  
**MT RATING: 60%**

### MYSTERY MANSION

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.  
**MT RATING: 65%**

### NHLPA HOCKEY '94 CD

BY: EA  
PRICE: £39.99  
REVIEWED: MT 27  
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.  
**MT RATING: 91%**

### NIGHT TRAP

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 17  
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.  
**MT RATING: 79%**

### PRINCE OF PERSIA

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 10  
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.  
**MT RATING: 70%**

### PRIZE FIGHTER

BY: DIGITAL PICTURES

PRICE: £49.99

REVIEWED: MT 28

If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.  
**MT RATING: 62%**

### REVENGE OF THE NINJA

BY: RENOVATION  
PRICE: IMPORT  
REVIEWED: MT 29  
More CD FMV from the developers of Time Gal. Boring interactive movie-type game with some great cartoon graphics and clean sound, but is devoid of riveting gameplay - what a surprise. Kept Lloyd amused for an hour or so though.  
**MT RATING: 58%**

### RISE OF THE DRAGON

BY: DYNAMICS  
PRICE: IMPORT  
REVIEWED: MT 29  
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all fun game to play but it's sadly over all too quickly.  
**MT RATING: 88%**

### SECRET OF MONKEY ISLAND

BY: LUCASARTS  
PRICE: £TBA  
REVIEWED: MT 26  
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.  
**MT RATING: 93%**

### SENSIBLE SOCCER CD

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 30  
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a better atmosphere.  
**MT RATING: 96%**

### SEWER SHARK

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.  
**MT RATING: 87%**

### SHERLOCK HOLMES: CONSULTING DETECTIVE

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 16  
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.  
**MT RATING: 79%**

### SHERLOCK HOLMES II

BY: SEGA

PRICE: IMPORT

REVIEWED: MT 21

Same format as the first one, but the three cases are longer and the game comes on two CDs.  
**MT RATING: 84%**

### SILPHEED

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.  
**MT RATING: 94%**

### SONIC CD

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.  
**MT RATING: 94%**

### SPIDERMAN VS KINGPIN

BY: SEGA  
PRICE: IMPORT  
REVIEWED: MT 24  
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.  
**MT RATING: 84%**

### TERMINATOR CD

BY: VIRGIN  
PRICE: £49.99  
REVIEWED: MT 26  
The cart-based game wasn't really as good as everyone first thought, but it sure was a lot better than this effort. The FMV is taken from the film, but you can't tell because it looks so appalling. All you do is run around shooting robots which eventually gets quite tiresome.  
**MT RATING: 69%**

### THUNDERHAWK

BY: CORE DESIGN  
PRICE: £44.99  
REVIEWED: MT 22  
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, with a raucous rock soundtrack to boot. A real 'must have' for Mega-CD owners.  
**MT RATING: 91%**

### TOMCAT ALLEY

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Marketed as an air-combat sim this is actually just some nice FMV footage of planes exploding and cloud-splattered blue skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style though and if we admit it, quite fun at times.  
**MT RATING: 72%**

### WOLFCHILD

BY: SEGA

PRICE: £39.99

REVIEWED: MT 16

A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.  
**MT RATING: 82%**

### WONDER DOG

BY: JVC  
PRICE: £39.99  
REVIEWED: MT 12  
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.  
**MT RATING: 82%**

### WWF RAGE IN THE CAGE

BY: ACCLAIM  
PRICE: £44.99  
REVIEWED: MT 26  
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.  
**MT RATING: 72%**



## MEGA DRIVE GAMES

If you're after a game these are the top titles to look out for!



### AEROBIZ

BY: SEGA  
PRICE: IMPORT  
REVIEWED: MT 21  
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!  
**MT RATING: 90%**

### ALADDIN

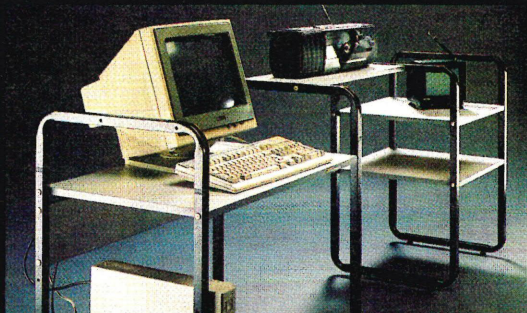
BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 23  
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.  
**MT RATING: 90%**

### ALIEN 3





# WIN MULTIPLE SUPERMATES



Those of you that take your games playing ridiculously seriously (no, we're not talking just habitual abuse here, we're talking dead, dead serious to the point of utter sadness) will no doubt have one of those 'special' little places where you keep your Mega Drive and all of the appropriate add-ons and fancy bits. Y'know, somewhere where there's a nice TV, a stereo system and a special little cupboard where you keep all of your carts. Does it need sprucing up a bit? Does it need an extra special spangly new desk on which to plonk it all? It does? Well, now you can win one in a brill competition that requires about as much effort as leaning over and scratching your arse.

The desk's actually really rather smart...it's one of those modular plug-in thingies which just slots together. Even a complete pleb like Lloyd can stick one of these together, so you lot will be fine. Oh yes, and it's black and it's got a fancy name - the Super Multimate.

So what do you have to do? Simple. Just answer the following question and if you're the first correct answer out of the hat (if we can find a hat...if not it'll be something suitably container-like. Maybe some of Richie's cavernous underpants or something) will receive this large, nay - 'difficult to get through a letter box' prize.

What is the colour of the desk we're giving away? (Tough one that!)

NB: If anyone gets this question wrong we'll send round a suitably large and rowdy group of hard lads and harangue you incessantly for at least a week. You wouldn't believe the naff answers we get to some of the competitions around here sometimes.

Send your answers to us at:  
**MODULAR MULTIMATE,  
MegaTech,  
Maverick Magazines,  
16-17 Hollybush Row,  
Oxford.  
OX1 1JH**



BY ARENA  
PRICE: £39.99  
REVIEWED: MT 9

Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.  
**MT RATING: 94%**



## ANOTHER WORLD

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 14

A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

**MT RATING: 86%**

## ART OF FIGHTING

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 28

A completely unoriginal beat'em-up game that 'borrows' heavily from other favourites. Competent but poor sound, awkward sprites and no challenge leave it lagging behind similar games.

**MT RATING: 65%**

## AYRTON SENNA'S SUPER MONACO GP 2

BY: SEGA  
PRICE: £49.99  
REVIEWED: MT 6

Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

**MT RATING: 90%**



## BARE KNUCKLE III

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 29

Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual run-of-the-mill bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.

**MT RATING: 90%**

## BARKLEY: SHUT UP AND JAM

BY: ACCOLADE  
PRICE: £44.99  
REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous basketball player, but it is just an average game.

**MT RATING: 70%**

## BATTLESHIPS

BY MINDSCAPE  
PRICE: IMPORT  
REVIEWED: MT 29

Twist on the classic Battleships theme. Graphically this is very poor with a considerable lack of detail and variety. As for the gameplay, strategy fans will be disappointed with its lack of depth.

**MT RATING: 55%**

## BATMAN RETURNS

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12

Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.

**MT RATING: 76%**



## BELLE'S QUEST

BY: ACCLAIM  
PRICE: £39.95  
REVIEWED: MT 26

In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.

**MT RATING: 78%**

## BIO-HAZARD BATTLE

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.

**MT RATING: 88%**

## BLOCK OUT

BY: ELECTRONIC ARTS  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

**MT RATING: 91%**

## BUBBA 'N' STIX

BY: CORE DESIGN  
PRICE: £39.99  
REVIEWED: MT 27

Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

**MT RATING: 83%**



## CASTLEVANIA

BY: KONAMI  
PRICE: £44.99  
REVIEWED: MT 26

The popular Nintendo series makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the

world of Count Dracula and family.

**MT RATING: 83%**

## CHAKAN

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 15

Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

**MT RATING: 73%**

## CHUCK ROCK II

BY: CORE  
PRICE: £39.99  
REVIEWED: MT 21

Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.

**MT RATING: 86%**

## CORPORATION

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 4

A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

**MT RATING: 87%**



## DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6

Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.

**MT RATING: 83%**

## DAVIS CUP TENNIS

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 19

The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features - loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

**MT RATING: 90%**

## DESERT STRIKE

BY ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 3

Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

**MT RATING: 93%**

## DRAGON'S FURY

BY TENGEN  
PRICE: £39.99  
REVIEWED: MT 1

Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a



ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.

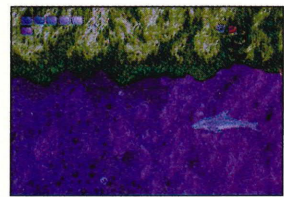
**MT RATING: 91%**



## ECCO THE DOLPHIN

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 13  
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

**MT RATING: 94%**



## ETERNAL CHAMPIONS

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 25  
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.

**MT RATING: 82%**

## EX-MUTANTS

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.

**MT RATING: 89%**



## F1 WORLD CHAMPIONSHIP

BY: DOMARK  
PRICE: £44.99  
REVIEWED: MT 20  
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

**MT RATING: 94%**

## FATAL FURY 2

BY: TAKARA  
PRICE: IMPORT  
REVIEWED: MT 30

Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie.

**MT RATING: 67%**

## FIDO DIDO

BY: KANEKO  
PRICE: £39.99  
REVIEWED: MT 26  
After Cool Spot, another 7-Up character gets to star in his own game - this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.

**MT RATING: 82%**

## FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS  
PRICE: £44.99  
REVIEWED: MT 24  
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

**MT RATING: 92%**

## FLASHBACK

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 18  
Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

**MT RATING: 94%**



## GAUNTLET 4

BY: TENGEN  
PRICE: £39.99  
REVIEWED: MT 22  
The classic coin-op from the mid-'80s finally converted to the MD, and it's not just arcade-perfect - it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

**MT RATING: 94%**

## GHOSTBUSTERS

BY: SEGA  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.

**MT RATING: 86%**

## GHOULS 'N' GHOSTS

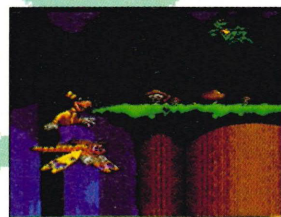
BY: SEGA  
PRICE: £44.99  
REVIEWED: PRE-MEGATECH  
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spookings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

**MT RATING: 93%**

## GODS

BY: MINDSCAPE  
PRICE: IMPORT  
REVIEWED: MT 11  
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.

**MT RATING: 89%**



## GRINDSTORMER

BY: TENGEN  
PRICE: IMPORT  
REVIEWED: MT 29  
Bog-standard scrolling shoot'em-up with mediocre graphics, stupidly huge weapons and bugged all gameplay - its one redeeming factor is its toughness. Placed next to the likes of Sub Terrania this looks pitiful.

**MT RATING: 54%**

## GUNSTAR HEROES

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 21  
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.

**MT RATING: 95%**

## GYNOUG

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 5  
Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.

**MT RATING: 91%**



## HYPERDUNK

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 27

Fun basketball game where you can pull off some truly stupendous shots. Great with a Sega Tap - get your mates round and plug this in for a few laughs.

**MT RATING: 68%**



## INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 19  
This Kick-Off-esque Rugby simulation allows you to play in the big three international Rugby Union tournaments - Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

**MT RATING: 75%**



## J-LEAGUE PRO-STRIKER

BY: SEGA  
PRICE: IMPORT  
REVIEWED: MT 19  
J-League Pro-Striker is a Japanese import, but until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese League, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

**MT RATING: 93%**

## JEOPARDY

BY: GAMETEK  
PRICE: IMPORT  
REVIEWED: MT 30  
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good for those dreary family get-togethers though, but unfortunately the questions are all American-related.

**MT RATING: 55%**

## JOE AND MAC

BY: TAKARA  
PRICE: IMPORT  
REVIEWED: MT 30  
This has been a long time coming to the Mega Drive, but now it's here the gameplay is slightly out of date. As platform games go it's fairly enjoyable especially in the two-player mode, but to be honest I have to say that it lacks any real variety or involvement. Quite a let-down.

**MT RATING: ???%**

## JOHN MADDEN '92

BY: ELECTRONIC ARTS





# WIN MARKO'S MAGIC FOOTY BITS

The kid who farts footballs and then kicks them at his enemies is just about in the shops now, so Domark has quite happily donated a bunch of goodies to celebrate. Get your grubby mitts on some T-shirts, limited edition comics (which tell all about Marko's background and why he's capable of the amazing farty trick) and badges simply by telling us...

Who won the FA Cup, and what was the score. Easy or what? If you're really clever you could tell us which popular DJ predicted the score and the first goal scorer. This won't win you anything extra, but we'd be dead impressed if you know.

Send your entries on a postcard or stuck down envelope to:  
**MARKO'S MAGIC BALLS,**  
MegaTech,  
Maverick Magazines,  
16-17 Hollybush Row,  
Oxford.  
OX1 1JH.



PRICE: £39.99  
REVIEWED: MT 1  
Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

**MT RATING: 95%**

## JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 12  
Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

**MT RATING: 88%**

## JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS  
PRICE: £49.99  
REVIEWED: MT 23  
Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay of JM '94 are inferior to the previous versions.

**MT RATING: 84%**

## JUNGLE BOOK

BY: VIRGIN  
PRICE: £44.99  
REVIEWED: MT 30  
Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

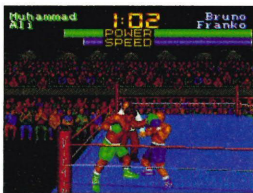
**MT RATING: 83%**



## KLAX

BY TENGEN  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

**MT RATING: 85%**

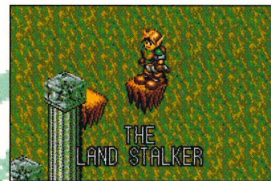


## LANDSTALKER

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 23  
The Mega Drive's answer to Nintendo's Zelda series, and an

excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff - basically it's excellent.

**MT RATING: 93%**



## LEMMINGS

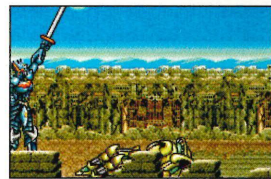
BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 11  
Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

**MT RATING: 92%**

## LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 12  
Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

**MT RATING: 85%**



## MARKO'S MAGIC FOOTBALL

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 30  
Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

**MT RATING: 73%**

## MAZIN WAR

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 18  
Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

**MT RATING: 90%**

## MEGA-10-MANIA

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 13  
Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build

weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

**MT RATING: 92%**

## MEGA TURRICAN

BY DATA EAST  
PRICE: IMPORT  
REVIEWED: MT 29  
Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

**MT RATING: 70%**

## MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 15  
Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

**MT RATING: 81%**

## MICKY'S ULTIMATE CHALLENGE

BY HI TECH EXPRESSIONS  
PRICE: IMPORT  
REVIEWED: MT 29  
Puzzle game aimed at the younger age range but lacks real depth even for the kiddies. The graphics are grainy and far from the usual Disney standards while the sound is grating, the gameplay is also of a poor standard. Far too expensive for what it fails to offer.

**MT RATING: 57%**

## MICKY MOUSE IN CASTLE OF ILLUSION

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
The notorious Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.

**MT RATING: 84%**

## MICRO MACHINES

BY: CODEMASTERS  
PRICE: £34.99  
REVIEWED: MT 15  
Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

**MT RATING: 92%**



## MORTAL KOMBAT

BY: ACCLAIM  
PRICE: £49.99  
REVIEWED: MT 21  
A faithful conversion of the



incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

**MT RATING: 90%**

## MUHAMMAD ALI BOXING

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 15  
Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the right-there-in-the-ring atmosphere better than any other boxing game.

**MT RATING: 92%**



## MUTANT LEAGUE HOCKEY

BY: EA  
PRICE: £44.99  
REVIEWED: MT 27  
Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

**MT RATING: 78%**



## NBA JAM

BY: ACCLAIM  
PRICE: £44.99  
REVIEWED: MT 27  
Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

**MT RATING: 86%**



## NBA SHOWDOWN

BY: EA  
PRICE: £49.99  
REVIEWED: MT 27  
Accurate basketball game that is perhaps too accurate for its own good because it seems the fun factor has been ignored. For basketball enthusiasts only.

**MT RATING: 38%**

## NHLPA HOCKEY '93

BY: ELECTRONIC ARTS

PRICE: £39.99  
REVIEWED: MT 10  
Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

**MT RATING: 89%**

## NHL HOCKEY '94

BY: ELECTRONIC ARTS  
PRICE: £44.99  
REVIEWED: MT 22  
Electronic Arts' latest hockey update features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.

**MT RATING: 90%**



## PETE SAMPRAS TENNIS

BY: CODEMASTERS  
PRICE: £39.99  
REVIEWED: MT 30  
Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.

**MT RATING: 79%**

## PGA EUROPEAN TOUR GOLF

BY: EA  
PRICE: £44.99  
REVIEWED: MT 27  
The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

**MT RATING: 90%**

## PGA TOUR GOLF 2

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 13  
Seven 3D courses based on real-life PGA Tour venues are the settings for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.

**MT RATING: 94%**

## PHANTASY STAR III

BY: SEGA  
PRICE: £49.99  
REVIEWED: PRE-MEGATECH  
Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

**MT RATING: 89**



## POWERMONGER

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 14  
Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.

**MT RATING: 81%**

## PRINCE OF PERSIA

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 27  
Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

**MT RATING: 82%**

## PUGGSY

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 21  
Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

**MT RATING: 90%**



## QUACKSHOT

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 1  
Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.

**MT RATING: 82%**



## RANGER X

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 19  
A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the common herd of shooters.

**MT RATING: 94%**

## RAMPART

BY: TENGEN  
PRICE: IMPORT  
REVIEWED: MT 13  
Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

**MT RATING: 90%**



## ROAD RASH 2

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 12  
More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

**MT RATING: 89%**

## ROBOCOD

BY: ELECTRONIC ARTS  
PRICE: £39.99  
REVIEWED: MT 1  
Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters as only an exceptionally gifted fish can.

**MT RATING: 85%**

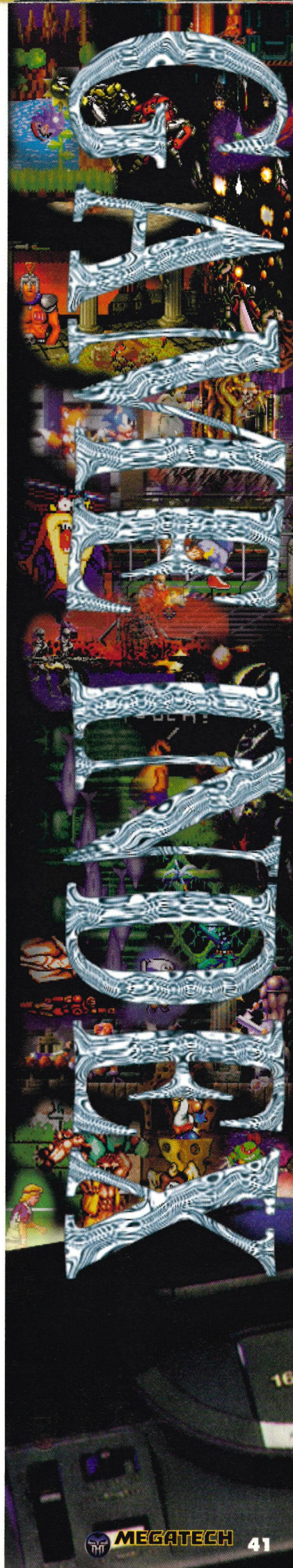
## ROBOCOP VS TERMINATOR

BY: VIRGIN  
PRICE: TBA  
REVIEWED: MT 24  
Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for any prospective serial killers out there.

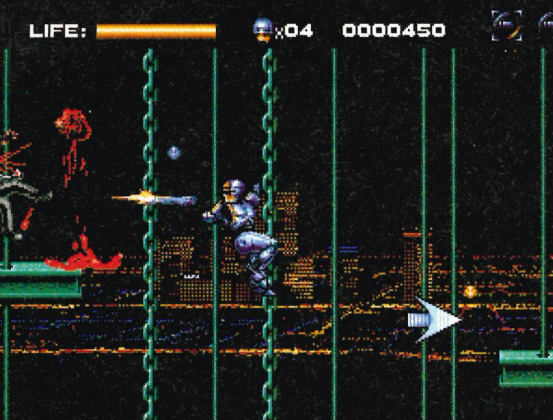
**MT RATING: 90%**

## ROCKET KNIGHT ADVENTURES

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 20  
Rocket-powered possum Sparkster has to defend the planet Elhorn







# YOU TO CAN SHOOT LOTS OF THINGS IF YOU WIN A COPY OF ROBOCOP VS TERMINATOR

It's got two well 'ard cyborgs in it. It's got loads of blood in it and it's a platform game with lots of guns. Super stuff, the sort of thing real video games are made of. Corrupt the youth, annoy your parents and prove what a disturbing influence playing with a joypad really is. We liked it, Virgin was well chuffed with it, and now we've got some copies to give away. What do you have to do to win one? Just tell us the name of the guy who played Robocop in the first two movies - not the mime artist bloke from the third film (has anyone seen Robocop 3 yet?) but the original guy. Doodle. Stick your answers on a postcard and send 'em to...

**ROBOCOP'S HARDER THAN ARNIE,**  
MegaTech,  
Maverick Magazines,  
16-17 Hollybush Row,  
Oxford.  
OX1 1JH.

against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent, with lots of big bosses and original, inventive levels, although it's a bit easy.

**MT RATING: 85%**



## ROLO TO THE RESCUE

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: MT 14

From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc and use their varied skills to help him find the keys and bits of map. Its simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.

**MT RATING: 89%**

## ROLLING THUNDER 2

BY: SEGA

PRICE: £39.99

REVIEWED: MT 17

Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who is at the bottom of the plot and eliminate them. This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.

**MT RATING: 89%**



## SENSIBLE SOCCER

BY: SONY

PRICE: £39.99

REVIEWED: MT 24

This classic football si finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

**MT RATING: 80%**

## SHADOWRUN

BY: SEGA

PRICE: IMPORT

REVIEWED: MT 29

Superb RPG based upon the text-book games of the same name. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega Drive has been lacking for a long while.

**MT RATING: 95%**

## SHINOBI III

BY: SEGA

PRICE: £39.99

REVIEWED: MT 21

Joe Mushashi's third visit to the

Mega Drive produces one of the best MD action titles around! Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.

**MT RATING: 93%**

## SKITCHIN'

BY: EA

PRICE: £39.99

REVIEWED: MT 27

Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.

**MT RATING: 83%**

## SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE

PRICE: £39.99

REVIEWED: MT 28

Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.

**MT RATING: 92%**

## SONIC THE HEDGEHOG

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

If you don't know about this already, WAKE UP!!!

**MT RATING: 83%**

## SONIC 2

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! It's a bit easy to complete, though definitely not as easy as the first game.

**MT RATING: 95%**



## SONIC 3

BY: SEGA

PRICE: £39.99

REVIEWED: MT 27

Surprise, surprise, it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character called Knuckles. The best one of the series so far.

**MT RATING: 93%**

## SONIC SPINBALL

BY: SEGA

PRICE: £49.99

REVIEWED: MT 24

Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive - the first four levels are pretty easy, but the last one's dead hard. However, there's not really enough there to warrant the asking price.

**MT RATING: 86%**

## SPIDERMAN

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York and blamed your friendly neighbourhood Spiderman! As Spidy, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel super-villains in the one game that really makes good use of the character. Loads of challenging levels, excellent fun.

**MT RATING: 91%**

## STAR CONTROL

BY: ACCOLADE

PRICE: £39.99

REVIEWED: PRE-MEGATECH

It's up to you to take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player Mega Drive games ever. Learning the tactics and using the wild weapons is great fun.

**MT RATING: 90%**

## STAR TREK: THE NEXT GENERATION

BY: SPECTRUM HOLOBYTE

PRICE: IMPORT

REVIEWED: MT 30

A complete waste of a strong licence which will be a major disappointment to avid Trekkies. The graphics are painfully flat and grainy while the gameplay is slow. Laughably bad battle sequence that resembles a poor man's Asteroids.

**MT RATING: 47%**



## STREET FIGHTER II SCE

BY: SEGA

PRICE: £59.99

REVIEWED: MT 23

After much controversy and a very long wait, this legendary game eventually arrived and delivered everything that was promised. 12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best Mega Drive beat'em-up to date. If you don't own a copy of this game then I advise you to get it now. Best with two six-button pads.

**MT RATING: 90%**



## STREETS OF RAGE 2

BY: SEGA

PRICE: £44.99

REVIEWED: MT 13

Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and bars to rescue their captured buddy from the



clutches of an evil gangster and his many and varied cronies. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

**MT RATING: 94%**

## SUBTERRANIA

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but once you've got the hang of it you'll find this hard to put down. Excellent graphics and sound.

**MT RATING: 90%**

## SUNSET RIDERS

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. This is excellent fun, but a bit short with only four levels available.

**MT RATING: 87%**

## SUPER KICK OFF

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 15  
Conversion of that seminal piece of soccer software. Loads of options for different tournaments, various weather conditions, strip colours – the lot. Plus you get real teams, British and Continental (although not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory. Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment. £45 is a bit steep, isn't it?

**MT RATING: 75%**



## TAZ-MANIA

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6  
Another Saturday morning cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.

**MT RATING: 82%**



## TMNT: THE HYPERSTONE HEIST

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
Much like the popular coin-op, this is

a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

**MT RATING: 87%**



## TERMINATOR 2

BY: ACCLAIM  
PRICE: £39.99  
REVIEWED: MT 13  
This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game. Watch out – the third level is so hard it's mega-annoying!

**MT RATING: 86%**

## THIRD WORLD WAR

BY EXTREME ENTERTAINMENT  
PRICE: IMPORT  
REVIEWED: MT 29  
Extremely in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

**MT RATING: 83%**

## THUNDERFORCE IV

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 9  
More space shoot'em-up action in Thunderforce IV, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

**MT RATING: 94%**

## TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 17  
One of the best platform romps around – takes all the best bits from the genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though, despite its loveliness.

**MT RATING: 94%**

## TOEJAM AND EARL

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
ToeJam and Earl are two 'spaced out' aliens who have crash-landed on a strange world which consists of 20-odd levels arranged like floors in a department store.

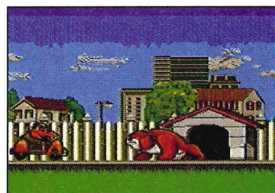
Lots of wacky noises, kooky graphics and the two-player option make the very basic gameplay fun.

**MT RATING: 82%**

## TOEJAM AND EARL 2

BY: SEGA  
PRICE: £49.99  
REVIEWED: MT 25  
ToeJam & Earl's second outing on the Mega Drive is a massive 16meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun (on your own or, even better, co-operating with a friend) just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

**MT RATING: 91%**



## TWO CRUDE DUDES

BY: SEGA  
PRICE: £34.99  
REVIEWED: MT 5  
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action is the order of the day, with our two heroes grabbing anything they find to club the opposition into submission. Great graphics, great fun, but dead easy.

**MT RATING: 84%**



## VIRTUA RACING

BY SEGA  
PRICE: £69.99  
REVIEWED: MT 29  
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP capabilities off at least! Great fun, addictive but very pricey.

**MT RATING: 93%**



## WINTER OLYMPICS

BY: US GOLD  
PRICE: £49.99  
REVIEWED: MT 26  
One of the better multi-player sports sims, but it still isn't as good as it could have been. There are lots of events, some of which are really good fun, but single players will tire of it very quickly. A game for four players only.

**MT RATING: 65%**

## WIZ 'N' LIZ

BY: PSYGNOSIS

PRICE: £39.99  
REVIEWED: MT 22  
Manic and super-fast game where the aim is to save bunny rabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

**MT RATING: 86%**

## WORLD CUP USA '94

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 30  
It may be the official licensed game but the footy fanatics in the office think US Gold has made a real hash of it. Too many complicated options prevent you from getting down to the nitty-gritty gameplay, while sluggish controls make the game frustrating to play. Sensible Soccer prevails.

**MT RATING: 46%**

## WORLD OF ILLUSION

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. Definitely aimed at younger players.

**MT RATING: 90%**



## WWF WRESTLEMANIA

BY: FLYING EDGE  
PRICE: £39.99  
REVIEWED: MT 13  
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

**MT RATING: 84%**



## ZOMBIES

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 22  
Eek! Assorted B-movie baddies are running amok and it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect as you go.

**MT RATING: 90%**





# MEGADRIIVE REVIEW



BANDAI



8 MEG

STYLE



BEAT EM UP

PRICE IMPORT

PLAYERS 2

SKILL SETTINGS 1

RELEASE DATE

IMP

ORT



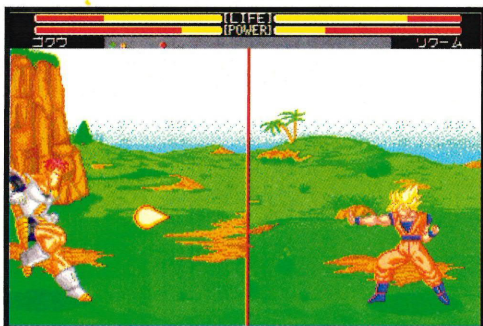
It's 'obscure Japanese game' time again. Once more RICH LLOYD has to suffer hours of torment frying his brain trying to decipher reams and reams of Japanese text to play another game.

**D**ragon Ball Z may not be familiar to most of you, but it is immensely popular over in the Far East and hopefully some of the films will be released over in this country. Being a great Anime fan I started ranting and raving when this game popped through the post and insisted on reviewing it so that I could spend ages playing it!

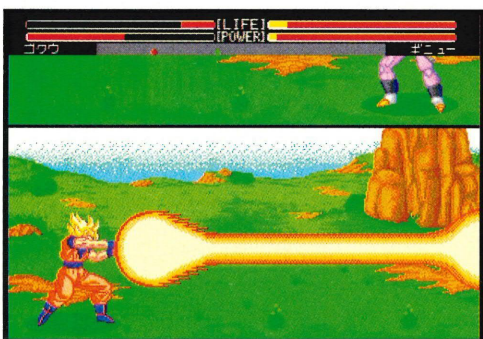
The Dragon Ball Z animated television series tells the story of Son Goku and his fighting chums who spend most of their time tracking down the seven legendary Dragon Balls. When all seven are united a wish will be granted by the excessively large dragon that appears. After this the balls will be spread over the world once more and it all begins again. Obviously if they fell into the wrong hands the consequences would be disastrous and naturally there are lots of people who want to find them for evil purposes.

## CURIOUSER AND CURIOUSER

The story-line of this game is pretty strange – Goku finds out that he was an alien and his son, Son Gohan, turns into a giant gorilla each time he looks at the moon! Apart from the bizarre plot the best part of the cartoons are the fight scenes. All of the characters are so highly trained in fighting that they have all acquired special abilities. Nearly all of the characters can fly (of course) and they can all concentrate their inner strength through various parts of their bodies to throw massive fireballs. These are so destructive that if they miss their target they have the annoying habit of destroying a town that may be a few miles away in the background, or maybe even the odd mountain range or two. The whole thing is so completely over the top and this is what makes it so good.



▲ Goku demonstrates his long-distance fireball and shows off the split-screen effect too



▲ Bloody hell! I wouldn't like to come up against this bloke in a pub fight

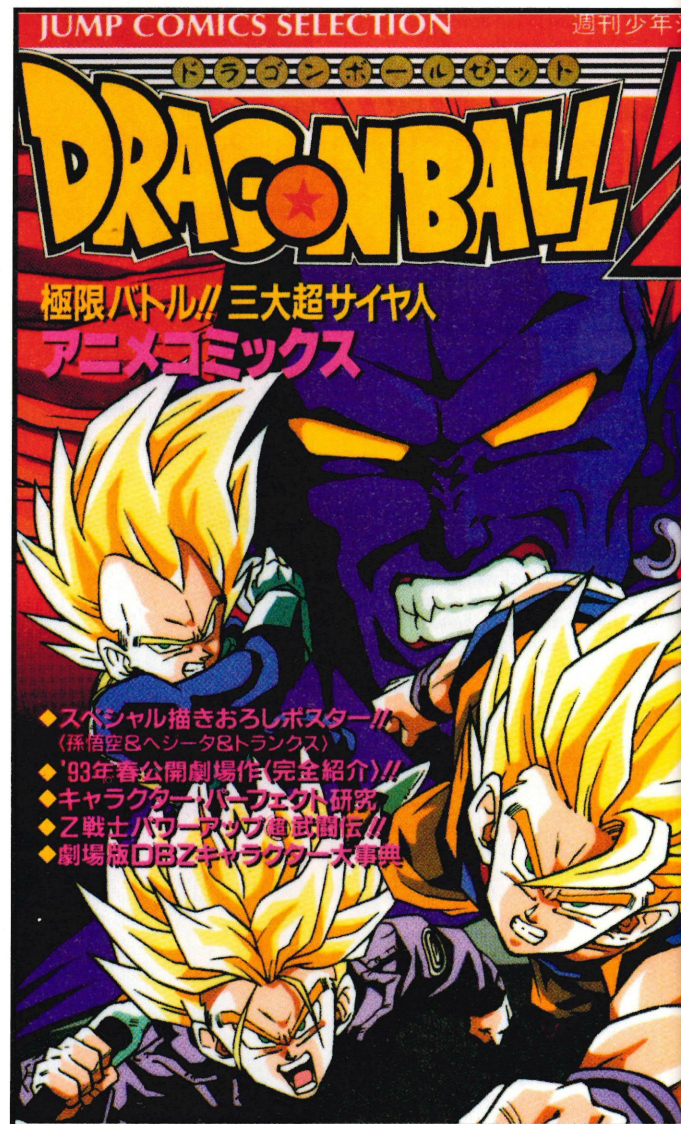


▲ Son Goku, the hero of the story, has a lapse in concentration and gets swept to the ground



▲ Son Goku's trainer puts in a cameo appearance on the continue screen

# DRAGON BA



## DRAGON IN YOUR HEAD

It seems strange that on the same day that we got to see Mortal Kombat CD, a very much overrated game, we got this in as well, and even though most people hadn't heard about it we all agreed that it was much better. From the story-line it doesn't seem surprising that this is a beat'em-up (even though there was a SNES game of this that was an RPG), and quite a good one it is too.

Unfortunately it falls by the wayside of SFII but it is certainly better than a lot of the dross fighting games I've seen lately. What makes games like this for me are the special moves, and there are loads of pretty spectacular ones here.

Each of the 11 characters has nine special moves, all of which are accessed by performing various joystick combinations. The more complex the combination needed, the more powerful the resulting move. Underneath the character's energy bar is a power bar which decreases each time a special move is used. When it goes below a certain point the character becomes tired and stands still until he gets charged up again. When the power meter is charged up enough it is possible to perform one of the super moves. When this happens the characters stop moving and your bloke psyches himself up and releases all of his energy in the form of a devastating bolt of fire that fills up his part of the screen! The scene then cuts to the person on the receiving end as he gets nuked into oblivion.



# LLZ

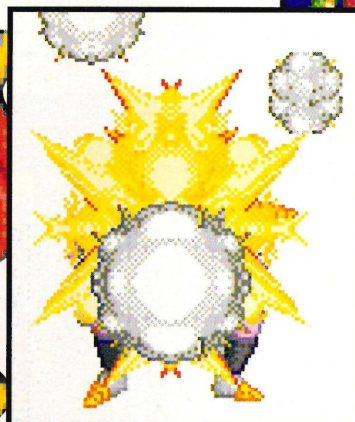


ジャンプ特別編集

## MEAT AND TWO VEG

One innovative feature of the game is that the screen splits when the two characters get too far away from each other. This means that you don't have to stay within a certain distance of each other like in SFII and Mortal Kombat. The advantage of this is that characters who are poor at hand-to-hand and great at long-distance fighting can back off quite a long way to reach a safe distance. Also, all of the characters can fly by jumping miles up into the air and the screen splits as the fight takes to the skies. The effect isn't done as well as it is on the SNES version but it is competent nonetheless and gives you a lot more freedom to move around.

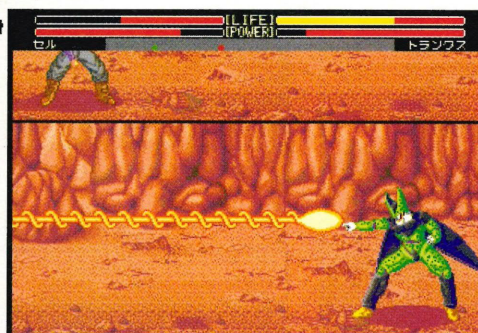
JUMP ANIME COMICS



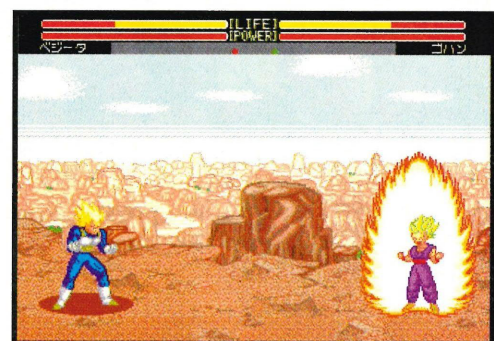
Rich's Auntie Flo knows where it's at when it comes to all the best moves



Someone seems to have got on the wrong side of a special move



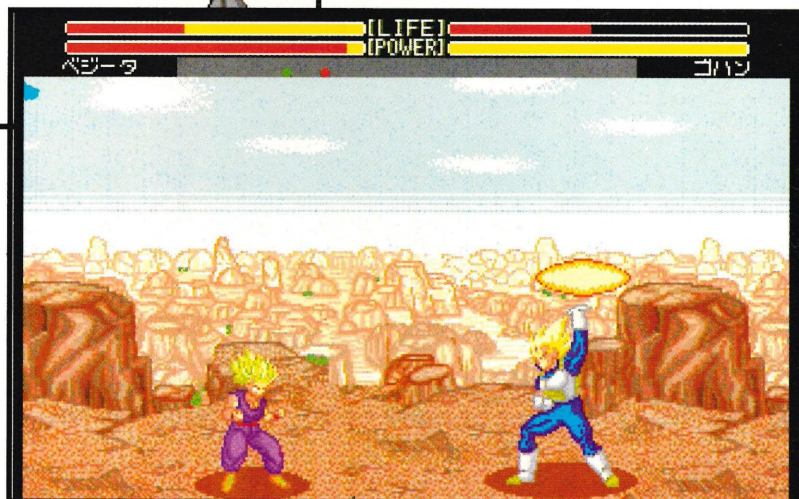
It's the old 'squirly-whirly laser beam out of the fingers' time again



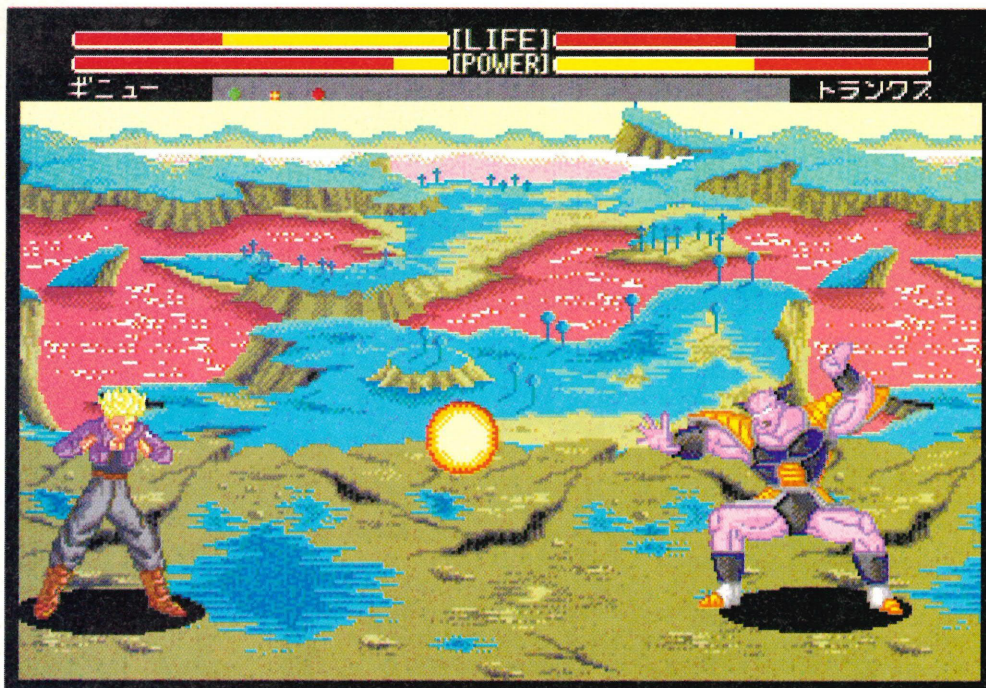
The Son family are a bit weird. OK, so they turned out to be aliens but that's no excuse is it?

By performing a completely stupid joypad combination it is possible to blind your opponent with a bright flash. This renders them vulnerable for a few seconds

By concentrating hard Gohan can turn his inner energy into a large disk that he then chucks about! What a guy!







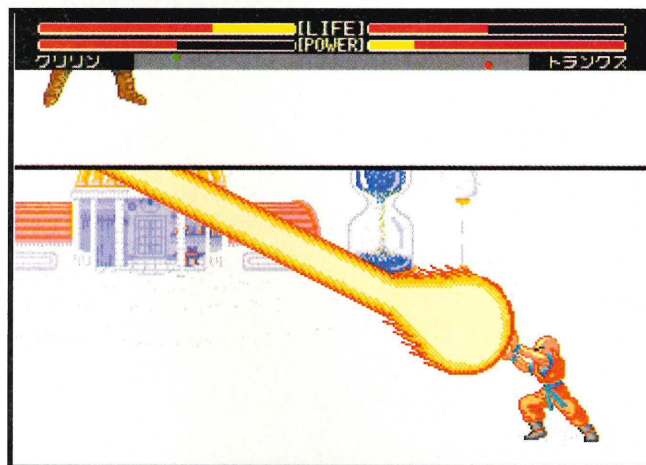
## RIGHT SAID FRED

So, the cartoon is superb but sadly the game doesn't quite live up to my high expectations. It is fun for a while and some of the moves are truly stupendous but the game just isn't hard enough. Each fight only consists of one round and there are only 11 characters. This means that someone who has learnt the basic special moves will be able to progress through the game quite quickly, but it is still a highly enjoyable and challenging beat'em-up nonetheless. Unfortunately it seems that as no one over here has ever heard of Dragon Ball Z and the weird, wonderful adventures of Son Goku and co, the game won't get an official UK release. Even if you can't get into the story-line this is still one of those obscure titles that is well worth looking at if you have a few pennies to spare and don't mind imported games with Japanese instructions.

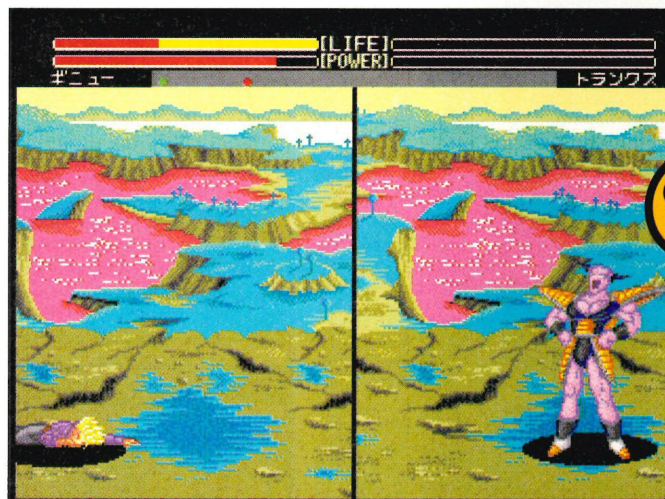
▲ If you couldn't do the moves in SFII then don't even bother looking at this game matey



▲ Talk about drama. Action doesn't get any more exciting than this



▲ You can run, but you can't hide. Even if your opponent is miles up in the sky your blast can't fail to miss



▲ Split screen o'rama as an evil alien laughs at my demise



See that bloke with the evil athlete's foot? His name is Piccolo and as it happens he is one of the most powerful beings in the universe. And now you know

## % RATINGS



**PRESENTATION**  
Lots of Anime images make this very well presented

79%

**GRAPHICS**  
Functional graphics that capture the characters perfectly

72%

**SOUND**  
Adequate effects and lots of Japanese speech

76%

**SHORT TERM PLAY**  
Fun learning the moves and seeing the devastating attacks

79%

**LONG TERM PLAY**  
Finish it and you won't come back to it for a very long time

69%

**OVERALL**

75

A decent beat'em-up that Manga fans will love

## THE SECOND OPINION



**ALLIE 'PHONES' WEST**

OK, it's not quite SF II, but it is better than a lot of the crap beat'em-ups that we've seen over the past year. The graphics are good and the animation is fairly smooth but what really stands out as being particularly smart is the awesome nature of the special moves. These things are REAL special moves. There's none of this tedious mucking about with 'Dragon Punches' and fireballs - these are smart ass-kicking moves that beat the crap out of your opponent. If you've ever wanted a beat'em-up which includes tactical nuclear weapons then this is about the closest you're going to get!



# WIN! A GROUND ZERO TEXAS CD GAME... OH, AND A FEW OTHER THINGS AS WELL!

**Sony's excellent CD shoot'em-up Ground Zero Texas is still revelling in the limelight, and to celebrate this success Sony has given us a selection of goodies to give away to **50 LUCKY WINNERS!** The prizes on offer are worth quite a bit and to be perfectly honest we think you'd be stupid not to enter – just have a look for yourself...**



Ground Zero Texas has topped the Mega-CD charts for over nine weeks now so obviously a lot of you will already have a copy of the game – after all, somebody's buying it to keep it at the top! If you haven't got a copy, now's your chance to grab one along with a GZT T-shirt, a car sticker and two tickets to Alien War at London's Trocadero Centre. However, if you do own a copy of the double-disker there's nothing stopping you from entering the compo simply to win the other goodies, now is there?

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- One child Alien War entrance ticket

Then for each of the 40 runners-up we will send out:

- One Ground Zero Texas T-shirt
- One Ground Zero Texas car sticker



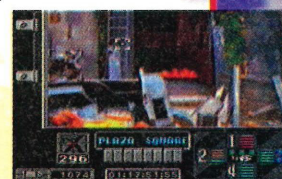
The question is really simple:

What is the capital city of the state of Texas, USA?

Send your answer in on a postcard or the back of a sealed envelope to:

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... and this little lot could be yours!



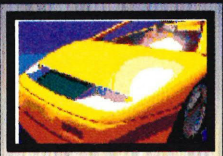
Entries to reach us no later than July 31. The editor's decision will be final – no correspondence or arguments will be tolerated or entered in to!







BY: SEGA



8-MEG

STYLE



DRIVING GAME

PRICE £44.99

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW

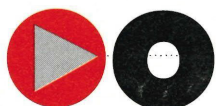
▼ The strange thing about this is that each time you crash your player is thrown out of his car, bounces over the screen and lands back in his seat at 100kmh!



► The comedy car goes off on two wheels as the speed demon goes along on no wheels. Oops...



Calling all boy racers - we need a sad individual who reckons that sitting behind the wheel of a big car makes him a man. Here comes RICH LLOYD now...



utRun was one of the most memorable arcade games of the last few years. Who could forget the experience of sitting in a hydraulic mock-up of a Ferrari Testarossa, seat-belt strapping you in, while playing the game? Nearly all my pocket money ended up in it! Soon after a sequel was released called Turbo OutRun, and both of these games were eventually converted to the Mega Drive, as was a new game in the series called OutRun 2088. Unfortunately they were all crap, although quite why they failed to convert well is beyond me.

Last year Sega Amusements released OutRunners, in which up to eight players race around in their cars trying to cross the finishing-line first. As well as using vastly superior graphics techniques, the game also contained elements of humour - it was very satisfying to have your driver lean out of the window and stick his fingers up at your mates when you overtook them! Now OutRunners has landed on the humble Mega Drive and it seems to have suffered from the same curse as its predecessors.



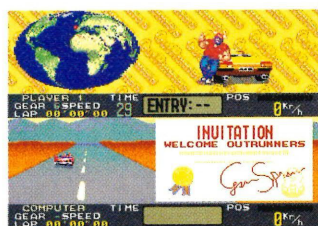
RAD RALLY

The best part about the arcade game was the multi-player option, even though it was still a good laugh in one-player mode. Each player had their own screen and the machines used the same technology as seen in Rad Racer. The result was a fast and frenetic action-packed racing game that ran over rolling hillsides, through famous cities and deep down in valleys between mountain ranges.

As the multi-player option was one of the arcade game's main attractions, it obviously had to be included in any conversions. The only realistic way of doing this is via a split screen, à la Mario Kart and Lotus RECS. One thing the programmers didn't realise is that the two games I just mentioned used a full screen in one-player mode, whereas OutRunners doesn't. In my eyes this is a heinous crime, as it would have made the game much better.



▲ And they're off. Look at those fab helicopters - it's hardly Ridge Racer now is it?



▲ Please folks, play this game. Please?



► Oh, to be in Paris and in love...



WINNER TAKES ALL

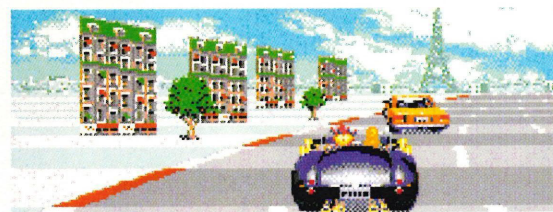
There was a sign above the arcade machine that I first played this on, which stated that the leader can change the way the game plays. The same can be said for the cartridge version, giving two advantages to the player in the lead (apart from the fact that you can gloat severely in front of the other player). At each checkpoint there is a junction and the route the winning player takes determines the route of the whole game. Even though there are over 20 stages, the most you will ever see are five stages in any one game. The other advantage is the ability to change the music that is playing on the radio. Whoopee-doo...



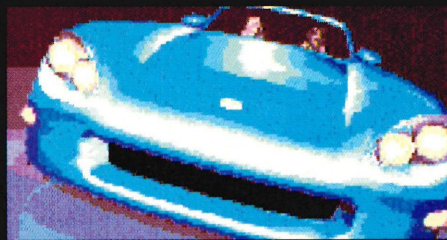
▲ As in real life, the cars go 'ouch' when they collide and no one gets horrifically injured at all, honest



◀ I can hardly take the excitement. Will player two overtake player one? Will anything interesting happen on the track?







## JIMMY TARBUCK

The original OutRun had you and your blonde girlfriend sitting behind the wheel of a Ferrari. This time there are lots of different cars to choose from, each with their own advantages and disadvantages. The Testarossa is still the best all-round car, but others have better road handling, acceleration or top speeds. My personal favourite is the little VW, but that is only because it travels on two wheels whenever it goes round a corner and looks really stupid. The difference between cars is quite noticeable and if you choose one of the slower cars your opponent will just zoom off in front of you and you won't see them again for the rest of the race, which seems very unfair!



◀ Hooray, the end of the game. That means I won't have to play it ever again

▼ At the end of the race the route you took is shown in great detail on this map screen



◀ Geography is an amazing thing isn't it? I wasn't aware that Egypt was on the same road as Barcelona or Sydney



◀ Welcome to Honest Ron's stolen car emporium

◀ Oh look, it's Easter Island. You can get there by road from Europe you know

## HOT OR NOT?

It all sounds pretty good, doesn't it? Well, no. The graphics are nothing to write home about, while the playability lets the game down drastically, resulting in what has to be one of the most boring games ever. The feeling of speed has completely escaped this game and at some points you can't even tell if you are moving or not. For a racing game this is terrible – it was great in the arcade but has suffered horrendously during the conversion. For some reason this has followed in the footsteps (or tyre tracks or whatever) of the other OutRun games and has turned out to be a complete disaster – a waste of what could have been a great title. Why not just plop a few quid into the arcade machine instead?

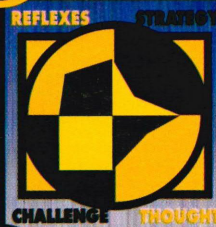
## THE SECOND OPINION



**ALLIE**

The arcade machine was always well worth a few quid, as it was immensely playable and had great graphics. This Mega Drive version has neither, and is really pretty bad indeed. The lack of a single-player full-screen mode limits the appeal to two players only, and seeing as there are better two-player games around, it has no appeal at all. The sound is nothing like the arcade machine and is far worse than most Mega Drive music. It is obvious that Sega Japan has given up on the MD, and if all it is going to produce is substandard arcade conversions, I would rather it didn't bother at all.

## % RATINGS



**PRESENTATION**  
Doesn't look too good at all really

64%

**GRAPHICS**  
Small cars with wheels that don't move!

68%

**SOUND**  
All the OutRun tunes are here

72%

**SHORT TERM PLAY**  
Fun to start off with

79%

**LONG TERM PLAY**  
Too boring by far

53%

**OVERALL**

52

The worst racing game since...the other OutRun conversions! Avoid at all costs



# MEGADRIE REVIEW



TENGEN



8 MEG

STYLE



SPORTS SIM

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

OUT

NOW

## THE WARRIORS

The game of baseball is incredibly simple so I will waste no time explaining the rules. Suffice to say that this game simulates the game of baseball superbly with every major play, pitch batting combination etc included. The control system is also very user-friendly – an absolute joy to use. However, the fact remains that RBI 4 is intended to be a new game, which I sadly have to report it is not. I can see no difference in the graphics, nor do I see any new features that were not included in the previous two games. The only addition seems to be the player stats for the new season, which to be perfectly honest will mean absolutely nothing to your average British gamesplayer.

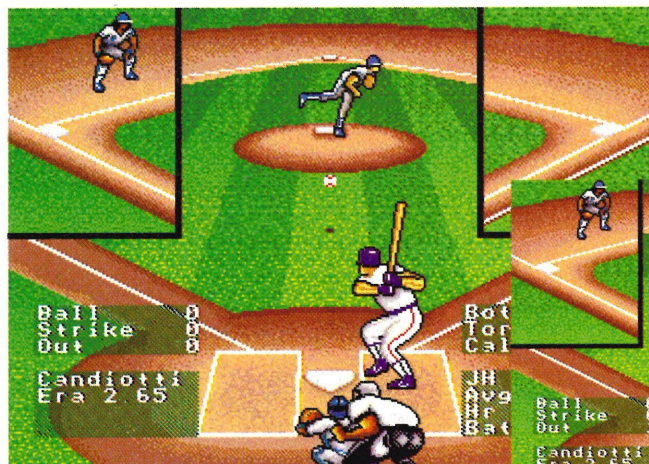


It's World Cup time, so who wants to play baseball?! Try football-mad Jag – he's game for anything...

# RBI 4

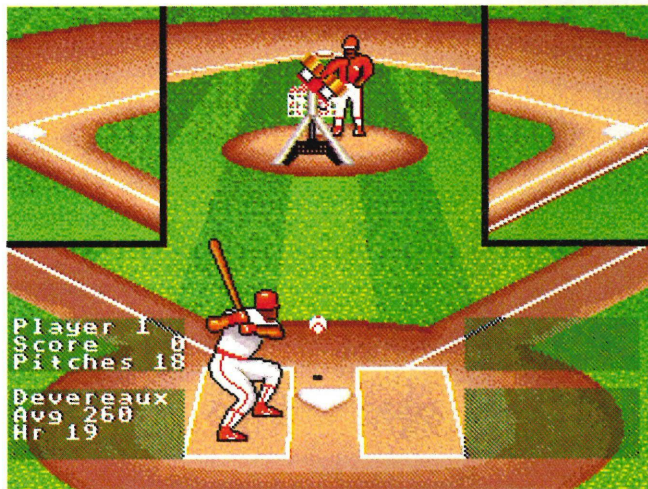


**H**ello there. Jag here with yet another review of a sports simulation – it appears that no one else in this place can play sports games so they all get dumped on my desk. If this sort of thing continues I'm thinking of investing in a bow-tie, spraying a big clump at the front of my hair silver and changing my name to Dickie, in honour of the semi-legendary Saturday morning sports presenter.

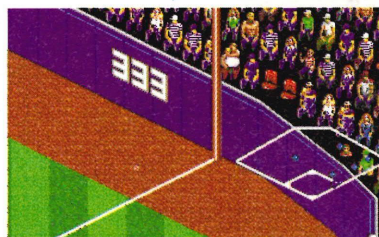


▲ Get a load of this for the perfect pitch

► Time to brush up on the old batting in the home run derby



▲ Made it to first – so far so good



▲ The crowd go mad as the ball is smacked against the wall. A run is on the cards here

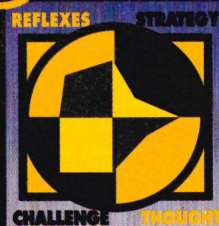
## THE CINCINNATI KID

The sport in question this week is baseball, which may be alien to our shores but is almost as sacred to Americans as football is to us Europeans. I actually enjoy baseball and as such consider myself a bit of an expert on the subject...well, I understand the rules and all the silly jargon – can't expect much more than that, can you? Therefore I was rather excited about playing this new RBI game, especially because the original game, RBI Baseball, was a little gem that I spent many happy hours playing around with.

The sequel, RBI 3 (don't ask me what happened to number two) was an update on the original with a few new stats, a home run derby, some new game breakers and two new teams, which I assume was intended for fanatical US gamesplayers. When I heard the news of this latest release I immediately looked out my old mitt and ball.

◀ And yet again I throw another perfect ball. The batter has swiped and missed. Strike two I think

## % RATINGS



**PRESENTATION**  
Pretty average presentation, but it doesn't detract from gameplay

**GRAPHICS**  
Very fluid, but I can't spot the improvements

**SOUND**  
All present and correct. Includes a very irritating organ tune

**SHORT TERM PLAY**  
Aim is to play through the season and win the World Series

**LONG TERM PLAY**  
Hours and hours of baseball ahead if you're a fan of the sport

## OVERALL

**77**  
The first two games were superb but this latest instalment has no real improvements. A little disappointing

## ANOTHER GAME PLEASE

To sum up, this is certainly not a rip-off. The Americans take baseball very seriously and RBI 4 is merely an update of the game that incorporates the new season's statistics and players, just as we have seen and appreciated many times with footy games and the like. If you fancy a baseball game, this is the best you are going to get, but if you already own one of the RBI games, don't bother.



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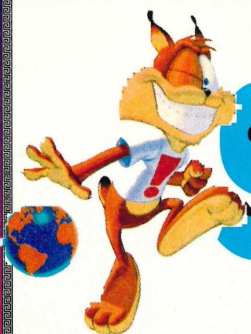
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If the words 'game' and 'strategy' are mentioned in the same sentence no longer are you required to relocate the most convenient cubby hole. In these days of Power PCs and the 'new man', strategy games are more in profile than ever before.

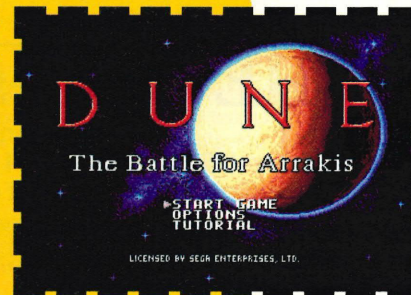
The console world has missed the bandwagon when it comes to this genre however listed on the next few pages are one or two of the better known games - I make no claim that these games are the best games in this particular genre available simply the games we thought would make for an interesting comparison.

## IT'S A STR

### DUNE II: THE BATTLE FOR ARRAKIS

Virgin Games

Despite the sci-fi name tie-in the gameplay has little in common with the David Lynch epic. Of course it's just an excuse for a wargame and provides a great introduction to wargaming for the less experienced player thanks to the easy to understand control structure and the basic arrangement of the game. Primarily this is an out-and-out wargame filled with massed armour and infantry battles. You have to develop solid defences before your opponent can come up with the latest weapons. Unfortunately this is let down only by an irritating command structure.



### THE THIRD WORLD WAR

Extreme

A little gem of a game that sadly may never be released officially in the UK. Despite the title, the object of the game is to avoid the outbreak of war as you struggle to establish a new world order in the dawn of the pre-Cold War world. However your best laid plans easily come unstuck as hostile nations proceed to plant the seed of their own policies. Can disputes be settled by diplomacy or will the generals have their way? Take control and issue the orders.

### POWERMONGER

Electronic Arts

The wise old man of Mega Drive is given new life with a CD release. Powermonger remains one of the most in-depth and enjoyable titles ever to appear on the Mega Drive (and CD). As with the majority of strategy games the basics are in theory simple - you have to conquer a continent. The practicality is different as the troops, deprived of food, refuse to fight and the local peasants stage a revolt when your back is turned. Some may find the combination of soldiering and basic economic management too in-depth, but all the perseverance will be generously rewarded.



### MEGA-lo-MANIA

Virgin Games

The game that brought thousands of strategy fans from the closet, put the word 'fun' back into the genre and sold by the crate-load. Yes, I'm talking about Mega-lo-Mania another great game from Sensible Software which involves a mad battle to dominate time and space and every epoch in the game. It takes place inside a glass orb and is all for the entertainment of the gods. Building weapons, forming alliances - from catapults to SDI it's all here. A superb game that many of the old school chose to ignore on the pretext that strategy is for the serious minded only.



# HORRIBLE WAY TO DIE

# STRATEGY GAMES

## GRAPHICS

Not usually the forte of strategy games and possibly one of the predominant reasons why the majority of console owners have overlooked this genus. However, it's not all hexagons and little squares as we shall find out.

### Dune II

Surprisingly enough, and in the light of what we have come to expect graphically in strategy games Dune II is a visual treat. The desert terrain is conveyed well and at no time are the unit types and enemy vehicles indistinguishable. Home base and that of the enemy are also very well illustrated. A very commendable effort from the lads at Westwood. **4/5**

### The Third World War

The graphics in the majority of strategy games are merely functional and The Third World War bears testament to this. The majority of the game is spent keeping a careful eye on flow charts and intelligence reports, however the War Chart section the game (where the armed forces are issued movement orders) features some nice scrolling 3D land and city-scapes. This compensates fully for the slower (but completely necessary) moments in the game. A step in the right-ish direction. **3/5**

### Powermonger

Yet again the myth of 'strategy game equals bad graphics' is smashed as Bullfrog (creator of the Powermonger) proves that vintage is best. The great rendered landscapes and superb 3D battlegrounds add a new dimension to wargaming and can you believe they have been improved for the CD edition. On the downside though the sprites are a little on the small side which can cause confusion when it comes to the crunch in battle. One of the better looking games on the market. **4/5**

### Mega-lo-Mania

All the hallmarks of Sensible Software are present here as your 'Sensible men' run amok over the easy-to-view, uncluttered battlefield. Great cartoon graphics and a genuine sense of humour prevail thus making Mega-lo-Mania the best-looking game of them all - listen to advice from camp Demi-Gods and mad



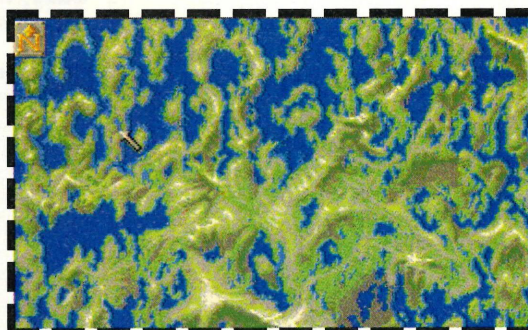
▲ Dune II: Victory! The result of hours of hard work and precise planning



▲ Mega-lo-Mania: The future - jet fighters and flying saucers together



▲ Third World War: Take a good look because rather soon all this can be yours



▲ Powermonger: The first half of the continent that requires conquering

fighting Scarlet, Goddess of War. Jet planes, tanks, cannons, spears and flying saucers...this game has the lot. **5/5**

## CONTROL SYSTEM

The curse of the best games is a bad control system. It can cause frustration, anger and ultimately complete abandonment. The mythical Sega mouse is yet to appear, so at times (although converted for use with this peripheral) many games ultimately suffer because movement of the cursor can be slow due to the reduced D-Pad interface. This can be the catalyst of bigger things leading to yet more frustration when units cannot be ordered to move in times of great haste. However despite the lack of a mouse many of the games featured in this article, particularly the Amiga conversions fare rather well.

### Dune II

Designed to run on the Mega Drive so in theory the control system should be spot on. Well, the cursor can scroll the length of the screen in seconds thanks to a speed-up feature (accessed by pushing the C button on the D-pad), but with no instant 'return to home base' option, scrolling all over desert terrain can be a strain on the eyes. This is trivial though when measured against the major fault of the game - the order issue structure. Despite the command icons being simple to understand and very user-friendly the command structure suffers badly. Orders can be given only to individual units and not en masse. This can seriously hamper offensive operations. Bit of a pity really. **3/5**

### The Third World War

A menu system has been very well implemented, which allows you to zip through the various selections at a fair rate of knots. All the available options are on the pull-down menus, so it is always fairly easy to get to what you want. The battle screen is a little more complicated, and the pad response isn't as good as it could have been. The screen scrolls a little too slowly, and you'll find yourself over-compensating and missing the target you wanted to select. Other than this small problem, the controls are about as good as you could hope for in a strategy game. **4/5**



# MEGA VS MIDE

## Powermonger

Once mastered the control system of Powermonger is an absolute joy to play around with. However do not approach the game with the notion that a couple of quick battles will be all it requires before the more complex manoeuvres and outflanking movements can be carried out. The control and command structure is a little more complex and perplexing than it actually appears and if any real progress is to be made in this game it is essential the complete control structure is determined. Well worth the perseverance though. **4/5**

## Mega-lo-Mania

Yet again the Sensible lot come out on top with an incredibly easy to use and understandable control system. In the space of 10 minutes you can be the ruler of your very own little world with factories, castles, mines (of the coal and gold variety) and the commander of a vast army. Perhaps the only real complaint that can be levelled at the control system of the game is the non-availability of a mouse. On the last few epochs the difference between winning and losing can be determined by a few seconds. The blame can hardly be levelled at the game though...can it Sega? **4/5**

## DIFFICULTY

An awkward subject to comment upon when it comes to the humble strategy game. The usual subject matter of the strategy game decrees that the vast majority of this type of game have no real ending or finish. Capturing certain objectives and conquering given countries, territories, etc, are all usually part and parcel of a much larger picture that outside events can influence no matter how skilfully you command your own forces. However the games listed here can be completed in the conventional way and all the usual stigma attached to the old 'Oh look how good I am. I've completed the game' usually applies.

## Dune II

OK, I admit to being a bit of a strategy Nige and as such I found Dune II rather easy to complete. However (and I'm not being a patronising git) Dune II can be taken as a great example of wargaming for the beginner. The difficulty curve is set at the correct angle allowing the player to get to grips with the basics of the game very quickly, and by the time the fourth battle is taking place advanced tank and infantry manoeuvres will be order of the day. The last few battles to be fought are intellectually challenging but on the whole Dune II is rather easy. As mentioned, this is ideal for the beginner. **3/5**

## The Third World War

With six different time zones to fight in, the game is far from easy to complete. Each time zone corresponds to a certain difficulty level, and to win any one of them will take a long time. The game is very easy to get into at first, but unless you are making the right moves you will find yourself failing to do very well in your global conquests. It is easy to work out the correct tactics to win battles, but actually making the money required to form your armies and still support your economy is a mammoth task. On the whole then? Well, it's very easy to start World War III (simply nuclear strike a few nations), but to actually complete the game could take months of hard play. **4/5**

## Powermonger

I started playing this game about three years ago and I'm no closer to completing it than the government is to ending the recession. Not that the Powermonger is tremendously difficult. No, the fact of the matter is that the game is huge. However once you are quite a way into the game the computer opposition can put up quite a fight and the player must learn how to execute two-pronged attacks and fighting withdrawals. Yet again the difficulty curve is spot on allowing the player ample time to fathom out the more complex moves and battle tactics before the enemy mounts major offensives and routs the elite of your forces. **5/5**

## Mega-lo-Mania

To begin with Mega-lo-Mania is very easy. The computer puts up very little serious opposition and thus we are lured into a false sense of security. The result is that by epoch four the computer, having tasted defeat far too often, shows us in no uncertain terms who rules the roost. From here it's a frantic race to develop weapons before your enemy wipes you from the face of the globe...or glass orb as the case may be. The last few epochs are arduous but not to the point of frustrating. Perhaps though the most surprising feature of the game is the battle for Mega-lo-Mania, which supposedly is the climax of the game. Well, it was easy, easy, easy. What was Virgin thinking of? **4/5**



◀ Dune II: The vehicle construct screen is easy to access and very simple to understand

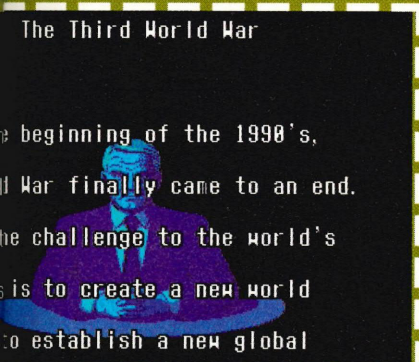




◀ **Dune II:**  
Always position your defences around the most vulnerable sectors of the base



◀ **Mega-lo-Mania:** Choose your favourite character from this screen. Scarlet's my leader being red and aggressive - ideal for battle



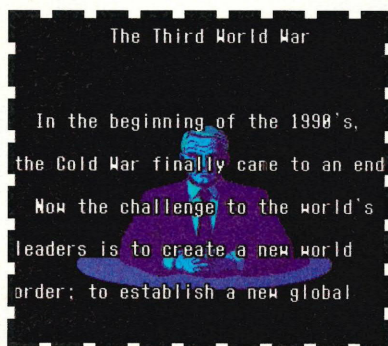
◀ **Third World War:** Things are becoming pretty tense around here. Or so the news-readers would have us believe



◀ **Powermonger:** Seek out the enemy and destroy the base



◀ **Mega-lo-Mania:** Dark satanic mines and a nice castle are all part of the plan



◀ **Third World War:** It's pre-Glasnost and a new world order can be created



**Powermonger:** Your general is in position and ready to fight

## ACCESSIBILITY

Once again due to yet more bad press, a considerable quantity justified, the poor old strategy game comes off second best. The picture built up over the years is one of endless manuals, confusing jargon and boredom. No one wants to wade through a thousand page booklet, we all want to jump in and have a quick play. For those of you with a little patience the rewards can be considerable, but remember the best takes time.

### Dune II

Thanks mainly to the easy-to-understand control structure and the superb tutorial which are included in the game, Dune II is very easy to get to grips with...initially. The early missions are great introductions to the command structure and everything is taken at a good pace. Once progression is made in the game however the more arcade-oriented players may find the proceedings a little dull as long periods of defending and building up forces prevail over tank Vs tank combat and offensive operations. All said and done though, Dune II is one the most accessible strategy games on the market.

5/5

### The Third World War

The easy-to-understand menu system allows you to get into the game very quickly. Some understanding of economics is a major advantage though, and those with no head for figures will find it a little hard going. For people who are expecting an arcade section this will be disappointing, because the only arcade-style section (city attacks) is done with a global command system and although you can select individual units they are difficult to control. Taken as a

complete package though, the game is easy to control overall, and the manual explains everything clearly, with more detail at the back for those who want it.

3/5

### Powermonger

Perhaps the least accessible of all the listed games. The rather large manual must be studied and a considerable amount of trial and error must be taken into account before and real headway can be made in this game. The first three or so conquests are relatively simplistic, but long before mission five or six constant reference to the manual is essential. Many players may find the prospect of planting spies and managing food supplies a daunting task indeed, or simply plain boring. However once the entire click-and-command stricture is mastered the new world is opened up and many hours of planning, attacking and defeats are to be had. One for the aficionado and those with an attention span of over 15 minutes.

2/5

### Mega-lo-Mania

This game was never intended to be taken too seriously and this has trickled down to the very easy-to-understand command method. Sensible has taken a potentially boring subject and to its eternal credit made the subject easy and fun. In the space of 15 minutes anyone can have this game worked out with only minimum reference to the understandable manual. The silliness of the game should stave off the pangs of boredom that may creep in with other games, and the fact that each battle can be fought and won in under half an hour should also satisfy even the most cynical. This game comes heartily recommended.

5/5

## GAME OVER

	Graphics	Control System	Difficulty	Accessibility	Total
Dune II:	4	3	3	5	15
WW III:	3	4	4	3	14
Powermonger:	4	4	5	2	15
Mega-lo-Mania:	5	4	4	5	18



# MEGA VS MODE



**Dune II:** The construction screen is very similar in set-up to the vehicle screen



**Mega-lo-Mania:** The first island to be conquered is a rather easy task



**Third World War:** Economic aid? Why not? The Third World can come in very handy as allies



**Powermonger:** The troops are hungry so it's time for a raid into the neighbouring village for food

## Mega-lo-Mania

Another thumbs up for the chaps at Sensible for creating a strategy game that be can both fun and involving. OK, so it's a bit on the old side now but until someone comes up with a superior alternative this game will remain at the top of the ladder. Well-designed graphics, an 'easy to get to grips with' control and command structure, coupled with great gameplay and a sense of humour ensure Mega-lo-Mania is the winner of Vs Mode this month.

18/20

## The Third World War

The sole CD game in the line-up fails to win, but doesn't fare too badly. It doesn't have the wide appeal of Mega-lo-Mania but it is a fine game nevertheless. This is a far more involved affair than the other three games on test, and will only appeal to strategy purists. The game takes up the whole of the Mega-CD's back-up RAM for saved games, so if you are going to play this, you have to put your life on hold for a

while. A solid game, but just not interesting enough to cut it in the mainstream market.

14/20

## Dune II

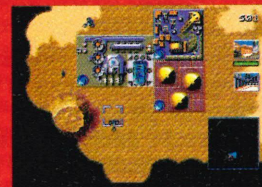
The lack of any real challenge and a slightly frustrating command structure stop Dune II from being overall winner this month. However it could not compete with the other winner from Virgin games Mega-lo-Mania. I've said it twice so it's third time lucky...an ideal game for beginners

15/20

## Powermonger

A dead heat with Dune II. As with Mega-lo-Mania, Powermonger is showing signs of age, but despite this it still remains a very enjoyable and in-depth (for the console anyway) strategy/wargame. The complex click-and-command structure may deter the casual player, but the game was never designed for weekend warriors.

15/20



**Dune II:** A harvester turns Spice into credits and so is vital for the survival of the base



**Mega-lo-Mania:** It's early days in the game and a simple castle is all I have to show for my efforts



**Third World War:** The USA is number one superpower on the globe



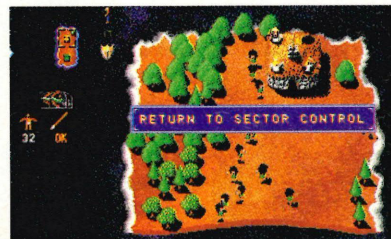
**Powermonger:** Now seems like the perfect opportunity to invent a new battle-winning weapon



**Dune II:** The attacking Ordo forces are wiped out before they can mount any major attack on the base



**Third World War:** It looks as though the balloon has finally gone up. Mobilise the armed forces



**Mega-lo-Mania:** We are still toiling away in the mediaeval time period. Roll on the good times



**Powermonger:** It seems the new war winning weapon will have to wait



# MEGADRIIVE REVIEW

**MICROPROSE**  
SIMULATION SOFTWARE

Microprose



8 MEG

**STYLE**



FLIGHT SIM

**PRICE** £44.99

**PLAYERS** 1

**SKILL SETTINGS** 3

**RELEASE DATE**

**OUT NOW**



Being game for anything, The Jag decided zooming around in an F-15 Strike Eagle would be the perfect way to spend an afternoon.



**T**he more astute reader out there may be wondering why we are reviewing a game that has already received a MegaTech rating. F-15 Strike Eagle II, although reviewed by the majority of the console press over eight months ago, suffered severe release delays and as such has never made it to the European market...until now of course. But in the console world eight months can be a very long time indeed, so we've decided to re-evaluate the game and decide whether or not it has stood the test of time.



**BRIZE NORTON**

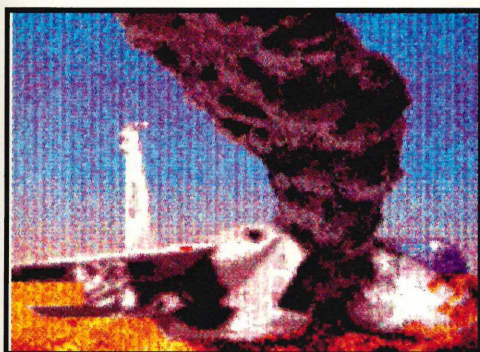
F-15 Strike Eagle is best described as a complex shoot'em-up - real flight sims are confined to the PC. As has been proved time and time again, the Mega Drive simply does not have the on-board technology to reproduce the masses of polygons and screen updates this type of game requires, so when attempting to judge F-15 this must be taken into consideration. Due to the graphics problem the screen is virtually empty for the majority of the game, which helps to increase the overall speed at which the screen updates.



**BIGGIN HILL**

I'll assume you all know what zooming around in an F-15 entails, so let's get down to the nitty-gritty. We have one plane and several hundred missions just waiting to be completed. We have the choice of flying missions over Libya, The Gulf, Vietnam, The Middle East, Europe or Nordkapp.

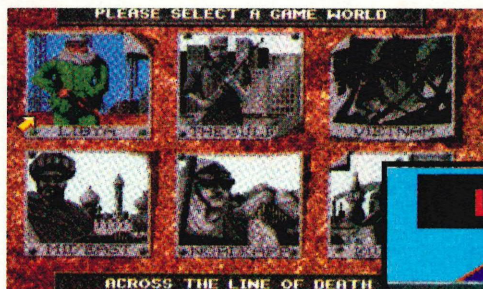
Each mission requires that primary and secondary targets are taken out, however if you insist on bombing a heavily protected Soviet airfield the enemy will fill the sky with SAMs and send out interceptor aircraft to engage you in bouts of aerial combat.



▲ One plane down, several hundred to go. Luckily I managed to eject in time



▲ I look pretty scary with all this get-up on, don't you think?



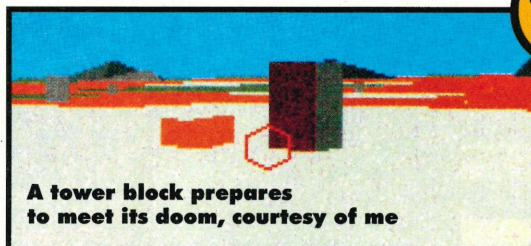
▲ Mission screen. Hussein or Gaddafi, perhaps even Yeltsin. Be our guest

A quick scan proves to me that there are no bogies in the immediate area

# F-15 II



▲ The Soviet bails out. Looks to me like a good move



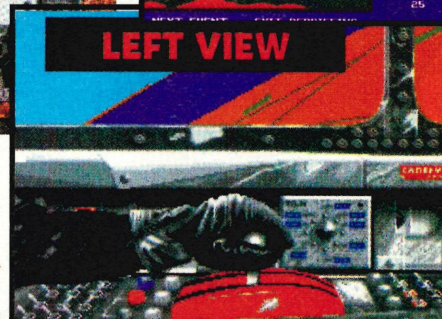
A tower block prepares to meet its doom, courtesy of me



**MR FLOPPY**

It would be easy to judge F-15 Strike Eagle II as being slow and very dated, but do remember that when this game first appeared on the 16-bit console it filled a gap in a Mega Drive market overloaded with mundane platform games. Microprose has remained loyal to the original within reason, resulting in what is by no means a great game, but an admirable effort and a genuine attempt to deliver something a little different.

▲ Mission screen. Hussein or Gaddafi, perhaps even Yeltsin. Be our guest



## RATINGS



72%

**PRESENTATION**  
All present and correct. Polished and nice. Nothing special

69%

**GRAPHICS**  
A tad on the slow side, but nevertheless a valiant effort

70%

**SOUND**  
As good as can be expected

74%

**SHORT TERM PLAY**  
Requires a little patience and study

78%

**LONG TERM PLAY**  
Many hours of serious fun are waiting to be had

**OVERALL**

**69**

Too little too late. Microprose should have released this a long time ago. The time delay shows in the game content - it's just too old





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**MORTAL  
KOMBAT**

ACCLAIM



CD-ROM

STYLE



BEAT'EM-UP

**PRICE** £39.99

**PLAYERS** 2

**SKILL SETTINGS** 4

RELEASE DATE

MAY '94



It's full of blood, so they tried to ban it. Rumour has it that kids get addicted and mug old folk after playing it...I'll have some of that, thank you very much. The Jag and Mortal Kombat CD – a match lifted straight from the depths of Dante's nocturnal excursions.



I've been cacking me breeks at the prospect of Mortal Kombat on CD. The game that started the big scare is back and with a little score to settle – this game means business and not in a puny Nintendo-type way, so watch this space, Fleet Street. We're talking gore-filled revenge with blood and severed limbs in true George Romero-style. Stick that in your newspaper and print it!

Unbelievably, this game is late in arriving at our hallowed office, due to US customs insisting on holding up all shipments. The reason for this is that the customs blokes wanted to play it before anyone else – did you really believe that they were interested in guarding the nation's health by ensuring the bounds of good taste were not exceeded?! Why don't they earn their living by impounding the next Make My Video game? Now that would make a difference...



**TEAR DOWN TINSEL TOWN**

OK, OK, so Mortal Kombat was the game that put the 'H' back into the word hype with all that Mortal Monday nonsense, but the release of this new CD has been surprisingly low key. We have not been bombarded with duff adverts in the cinema, on the old telly or before we settle down to watch our favourite videos, thank goodness.

However, we are not completely spared. Acclaim was so impressed with its silly cinema advert for the cart version that it has decided the ad would look great on the CD and serve as a good introduction to the game. Do you remember the advert – the one with all the little brats (who looked as though they couldn't fight sleep) wandering around New York pretending to be tough? Personally, I hated this thing in the cinema and it has not translated at all well to the game. The colour is totally naff and the images are so pixelated that it's difficult to suss out what's going on. Not a good move, Acclaim.

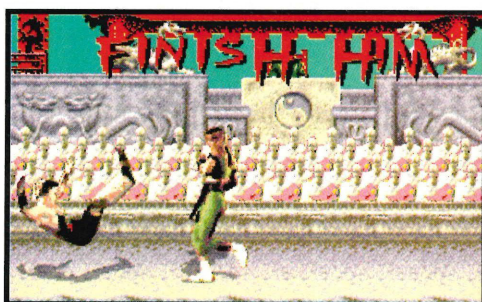
# MORTAL KOMBAT



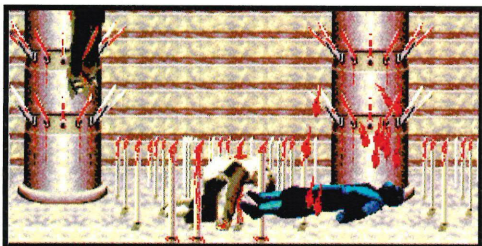
▲ Talk about having a split personality...



▲ Look, it's the new improved character range. What do you mean, it's just the same old bunch of fighters? Surely not?



▲ 'Finish Him' it says, and finish him she will. We all know about Sonya and the way she deals with her blokes

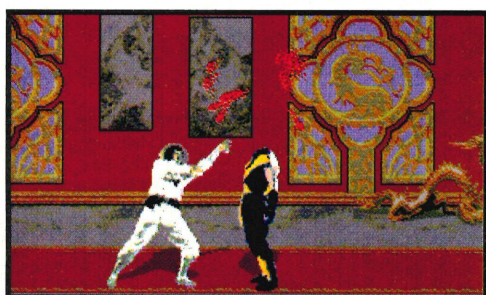


▲ What a fun geezer Rayden is. That trick always goes down well at parties

▲ Guess what? You don't need to cheat to get the gore on this version

**ALL AROUND THE WORLD**

What can be said about Mortal Kombat that has not already been written? Not a lot as it goes actually. The Mega-CD version is still the same one-on-one beat'em-up that had the Capcom bosses changing their underwear when it was first released onto a not altogether unaware public. Yes, this is no different from the cart edition of Mortal Kombat – not a thing has changed. It still features the same old characters hanging up their meat on screen for our entertainment. Not one sniff of a new fighter is available for our violent pleasure, and probably worst of all is the fact that none of the old fighters have any new moves. Surely Acclaim could have made a little bit of an effort, because this is after all a CD show-piece we're dealing with here not some second-rate platform game.





# MORTAL KOMBAT CD



## BACK FROM THE DEAD

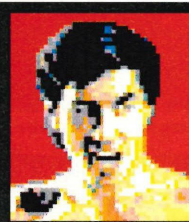
The fact that there are no new characters is insignificant when you take into consideration the fact that the game pauses before any of the death moves can be accessed. If by chance during the duration of one of the particularly savage second-round bouts you happen to be presented with the opportunity to perform one of the infamous death moves, the game will automatically pause for a noticeable amount of time before the move can be performed.

This break apparently allows the CD to download the information necessary before the move can take place. This did not particularly cause my blood pressure to rise, but the more experienced beat'em-up fans in the office (Rich, for instance) found this a major hindrance and a real atmosphere killer. Bear in mind that this is not a fault that the cart version of Mortal Kombat suffers from, and by all accounts this time delay factor could be a major contributor to the old Street Fighter Vs Mortal Kombat debate. No complaints of this nature could ever be aimed at the Capcom game.



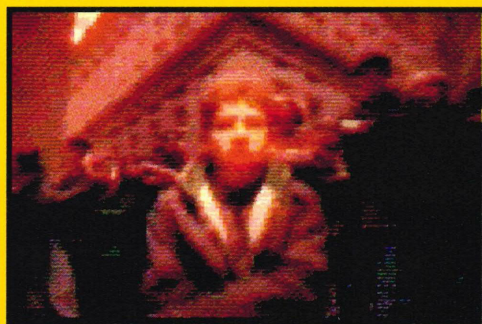
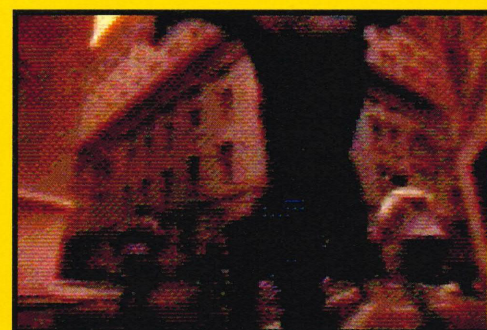
▲ Why not have a rest between fights and try to break some blocks or something?

Nasty-looking bunch, aren't they? And would you take a look at those sunglasses



## HERO WE GO AGAIN

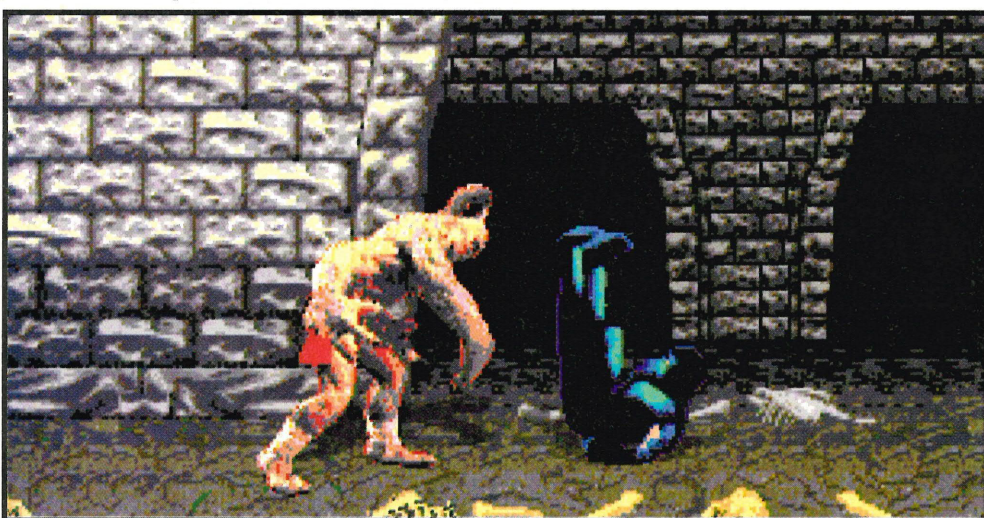
These screen shots are taken from the intro sequence of Mortal Kombat CD. Upon booting up the game you are presented with the entire Mortal Kombat advert that was shown at the cinema and on TV not so long ago. Using all the latest technology, this advert has been made to look like something that has dropped out of a dog's backside. Just look how bad the quality of this FMV is....







▲ MK fans will be glad to know that Reptile is still here and can be found at the bottom of the pit



▲ Looks like Goro has been studying the Karma Sutra again. Number 43 I think



▲ He's a cheeky little blighter, isn't he? That looks like Karma Sutra position number 56a. What a guy



▲ So, we've fought lots of fights and the end is near. Two more blokes to go

## THIS IS NOT A LOVE SONG

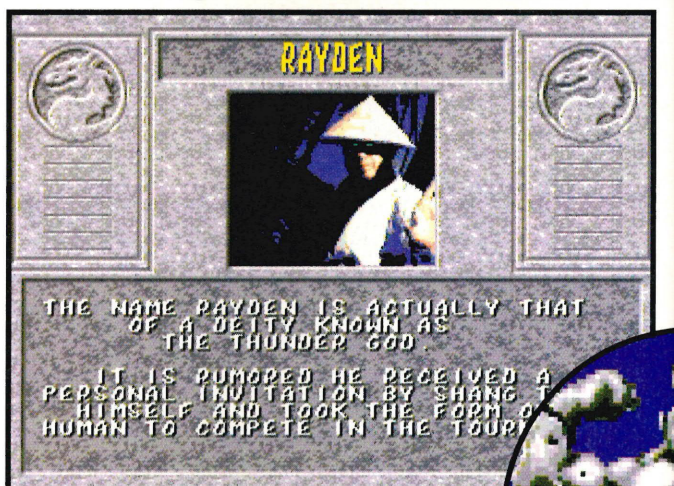
Putting all complaints aside, the gameplay is what counts and is ultimately what Mortal Kombat is famous for. The digitised sprites and fast, fluid action of the cart game won it numerous fans and in the eyes of many people Mortal Kombat proved itself to be a superior game to Street Fighter II. This caused many a dispute in the Maverick office and I was one of the people who argued in favour of SFII. In my view the fights in MK are far too short – just as a battle was becoming interesting, one of the contestants was knocked for six. Also, the sprite collision was very much on the questionable side – many gamers may disagree, but when compared (and no one can write about this game without mentioning SFII) to the pixel-perfect sprite collision of Street Fighter, Mortal Kombat comes off second-best again.



▲ Could this be some sort of hint?



▼ Look folks, a new bit. The screen that shows each character's background now has an animated bit in it. Cool



▼ Now that's what I call a big ruby. The last thing I'd do if I saw that would be to hit it



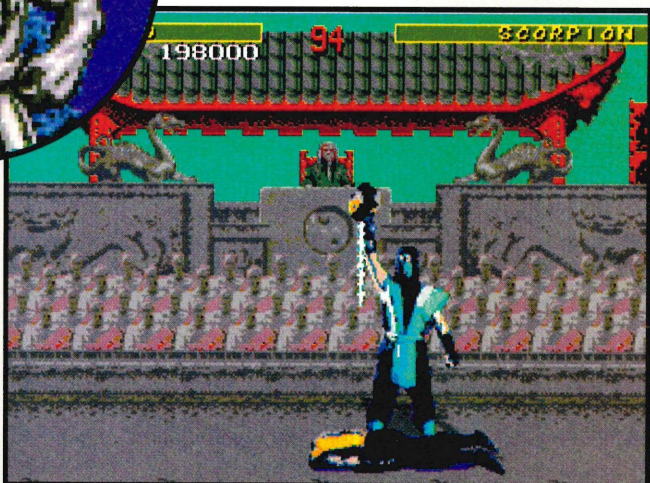




▲ Johnny Cage looks confused and rightly so – the new Dad's Army cheat has turned him into Sergeant Godfrey!



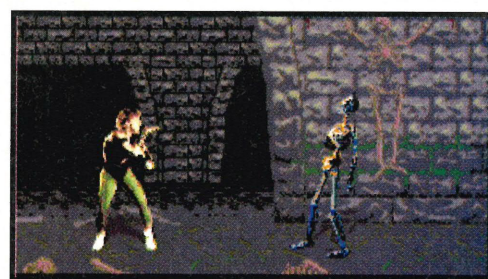
▲ I liked this bit so much I thought I'd throw in another shot of it



▲ Shang Tsung is the final guardian. Kill him and you become the supreme Mortal Kombat warrior



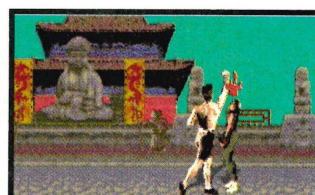
▲ I guess someone told Kano to have a heart and he took it a bit literally



▲ The kiss of death put paid to our old mate Scorpion. That'll show him

## RICH THINKS IT'S CRAP

At the end of the day I have to say I cannot recommend Mortal Kombat CD. I understand that may I face the wrath of many a MK disciple (not to mention the lads and lasses at Acclaim), but the facts remain for all to see. The gameplay is simply not up to scratch and this CD edition is plagued with many teething troubles that the cart never suffered from. Of course, none of what I have to say will stop the thing selling like bottles of Perrier in the Gobi desert. It's all down to personal choice at the end of the day.



## THE SECOND OPINION



RICHY 'WICHY WOO' LLOYD

When Mortal Kombat came out on cartridge everyone was amazed and it got a massive score...then Street Fighter came out and showed just how poor it really was. I guess everyone was wowed by MK's digitised graphics and forgot about the gameplay. Now we have the CD version, which isn't what I'd call a great improvement. The intro is one of the worst I have ever seen and the only improvement is the new Dad's Army cheat where you can pretend to be Captain Mainwaring or one of his troops. The pause between each level or when you do a death move can get on your nerves, and on the whole I prefer the cart version. Mind you, I prefer Dragon Ball Z to this as well.

## % RATINGS



REFLEXES STRATEGY

CHALLENGE THOUGHT

PRESENTATION

The 'new' CD intro is appalling, as is the end-game sequence

50%

GRAPHICS

Admirable attempt, but not up to scratch

75%

SOUND

Strangely enough, not an improvement on the cart

50%

SHORT TERM PLAY

Beat'em-up means short attention span, short on good ideas

68%

LONG TERM PLAY

I didn't rate the cart and think even less of this. SFII is better!

65%

OVERALL

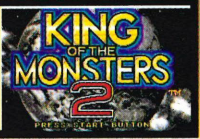
69

No improvement, only more gripes. Perhaps Acclaim should have invested in MK II and confined this to the bin



TAKARA™

TAKARA



16-MEG

STYLE



BEAT'EM-UP

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 8

RELEASE DATE

JUNE '94



Battling monsters, you say. Special moves, you say. This sounds like a game for THE JAG...a man who would like to think he's a bit of a beast himself.



# KING OF



**D**on't you just love late-night TV on Channel 4 when you get back from the pub, curry in one hand and beer in the other, brain disengaged for the evening? You hit the 'On' button and what should be just starting but the best Godzilla movie since the last one. Admit it - Godzilla is a great laugh.

An all-powerful monster (that we all know is really a grown man dressed in a silly outfit), Godzilla was great when he squared up to the Japanese army (no contest really) and then proceeded to trash Tokyo. However, the best Godzilla movies were the ones in which other monsters put in guest appearances - even the titles were great...Godzilla Vs Atomic Man, Son of Godzilla and that all-time classic, Destroy All Monsters, in which old G took on every conceivable monster in the entire universe and battered them. Hmmm, quite an unbelievable performance from the ageing Japanese hero.



## KING OF THE ROAD

The great thing about all the battles was the manner in which they were fought, sticking closely to the Queensbury rules - a left here and a right there, plus the occasional kick when the cameras were out of focus, and of course the dreaded special move. Godzilla had his flame breath while the Megalon and other such classic monster adversaries each had their own moves.

Naturally, some bright spark thought that the whole Godzilla phenomenon would make a great idea for a game. Take a selection of monsters and pit them against each other...hell, if the kids don't enjoy it the drunken adults just back from the pub are sure to! And I agree with software house Takara, to a certain extent.

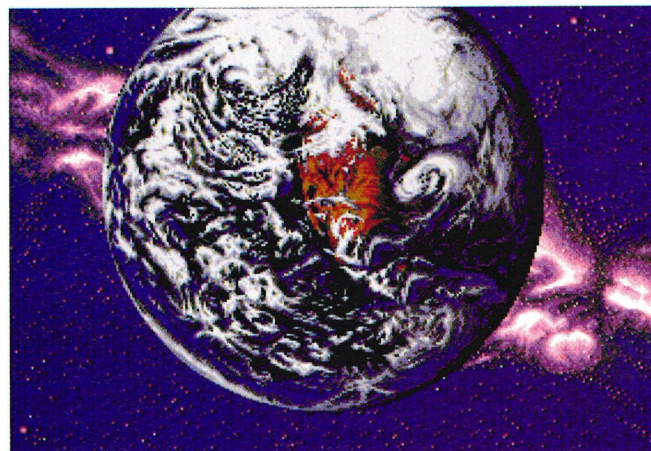
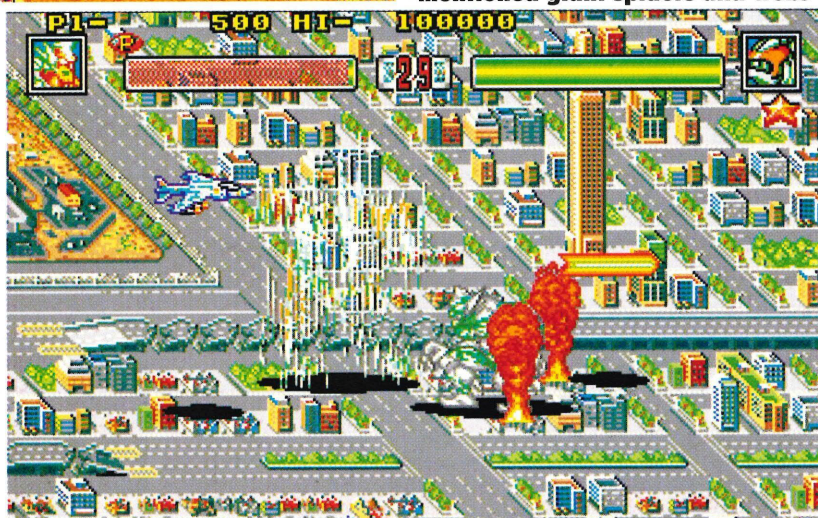


▲ Oops, there goes old Atomic Man. He's not as young as he used to be



▲ Hold on a second...no one mentioned giant spiders and webs

► The froggy thing can turn invisible. That's hardly playing by the rules now is it?



▲ Look, it's the start of an episode of the cult 1970's classic, Space 1999. Good stuff



▲ Poor old Atomic Man, battered, bruised and bloody. Send him home



## UP FROM THE DEEP

Of course, this is a one-on-one beat'em-up, the likes of which we have all seen and undoubtedly played many times before. There are nine monsters to choose from, all of which are powerful and deadly in their own way and each is supplied with a special move. These special moves are a little different from your average special move however. How many games can lay claim to one of the main characters pulling his head off and hurling it at an opponent to stop them in their tracks?

The battles take place in various global locations and as you would expect these are all very famous Earth landmarks such as the Pyramids, the centre of Tokyo and some place filled with lava and fire. Of course, the fun of fighting in such places is that we all get the chance to wreck everything in sight, including buildings, the army when they make puny attacks and the odd skyscraper.

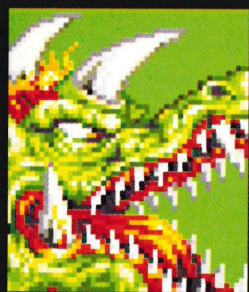
When these buildings are destroyed, power points can be picked up to provide the energy required for executing special moves. The more energy your monster collects, the more times his special move can be accessed. Without the aid of a special move the monsters are limited to a standard punch and kick plus one grapple move. The controls are sluggish and for the most part unresponsive, which is not too much of a problem when in the player Vs player mode. However, when you come to taking on a little computer opposition, you are very likely to find yourself thoroughly overwhelmed.



# THE MONSTERS 2



## KILL ALL MONSTERS



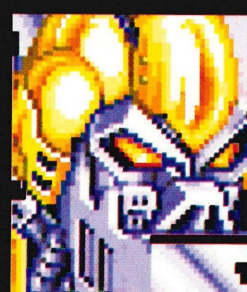
**SUPER GEON**

◀ One of the protectors of Earth. Not a bad fighter but a tad on the slow side perhaps. Physical endurance is this monster's best asset. Oh, and he eats quite a bit.  
**Special Moves:** Earthquake, Snake Fire, Geo Sword



**ATOMIC GUY**

◀ Typical scientist who mucked up his experiment and ended up 50 feet tall, with loads of special powers. Medium-range fighter but too goody good for my tastes. Very average.  
**Special Moves:** Megaton Thunder, Neo Geo Ray, Atomic Cutter



**CYBER WOO**

◀ Same old story - man builds giant robot to conquer the world, then robot breaks free and lays waste to everything. Good all-rounder is old Cyber Woo. He may be rusting these days but offer him a fight and he'll happily oblige.  
**Special Moves:** Dual Attack, Rocket Punch, Ray Gun

▶ Not the type of monster one would enjoy meeting in a dark alley. This guy is hell-bent on kicking seven shades from us. Fast, strong, mental - the type of player I want on my side.  
**Special Moves:** Laser Breath (Rich suffers from this), Teleport front or behind the enemy



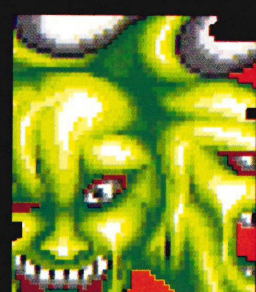
**HUGE FROGGER**

▶ One weird bloke is this Eiffelyte. No one is quite sure where he comes from...and he appears to be made of elastic. He's an ugly geezer but rock 'ard and will take on anyone. He enjoys the red wines of Southern France.  
**Special Moves:** Energy Drain, Electric Head Smash



**EIFFELYTE**

▶ A personal favourite of mine. Good all-round monster who was created by fusing the DNA of several creatures. I love his two-claw attack. He's a mad violent monster, make no mistake!  
**Special Moves:** Scattering Slime Ball, Wish of Death, Slime Ball



**CLAW HEAD**



**AQUA SLUG**

◀ What do you think this thing will be like with a name like Aqua Slug? He's the ruler under the waves who is committed to destroying all surface monsters. He's tough and uncompromising.  
**Special Moves:** Rolling Shell Attack, Tornado Attack, Bubble Blowout



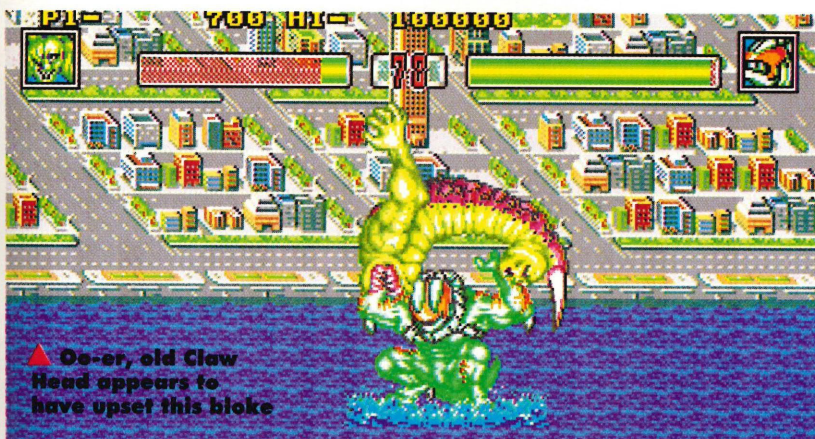
**BETLE MASTER**

◀ Commander of the Earth invasion. Insect-type thing surrounded by an exoskeleton which protects him from the majority of blows. Nevertheless, my lads will take him on any day...and batter him to boot.  
**Special Moves:** Brain Boomerang, Sand Storm, Laser Beam



**LAVIUS**

◀ Related to the ruler of all the monsters. He can scrap, battle and kill with a savagery born of fury, and is the last line of defence for many sectors of the galaxy. Can hover and levitate.  
**Special Moves:** Reflection Shield, Body Smash, Confusion Ray



▶ Oh-er, old Claw Head appears to have upset this bloke

### STRETCH MONSTER

The title of this game is a dead give-away to the fact that this is a sequel to the original King of the Monsters game released a few years back. That game was a conversion of a Neo Geo arcade game that in all honesty failed to excite me. Now I may be a little misinformed here, but cramming a massive Neo Geo game onto a 16-meg cart has never really worked in the past even with good Neo Geo games, and it sure hasn't worked with this conversion of KM 2.

The original selling-point for this game was that it scrolled in all directions. The fighters could leap to the left to dodge a punch and move sideways smashing everything up as they pleased. This is great in theory but when put into practice is a little disappointing. The scrolling is decidedly uneasy and the ability to jump in any direction is made redundant by the clumsiness of the sprite collision. Downing a monster with an absolute knockout punch is great fun, but realising that you are not in fact kicking his head but the stone next to him is just plain annoying. This, and the clumsy control system, leads ultimately to frustration and eventually a complete abandonment of the game.

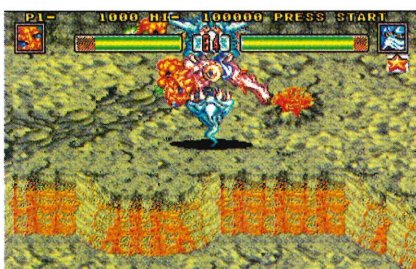




▲ Nice one, Claw Head - hit the bloke, that's it

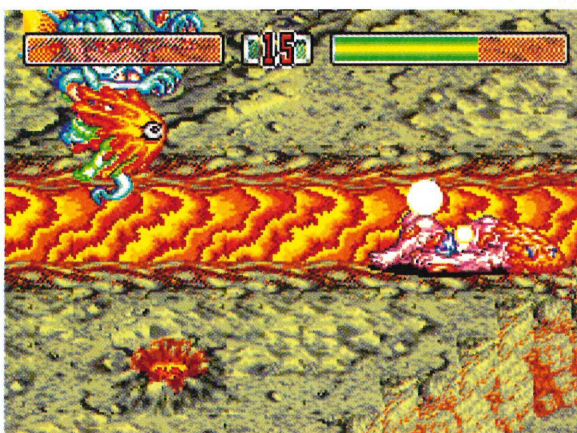


▲ There was only one winner on the cards - me of course!

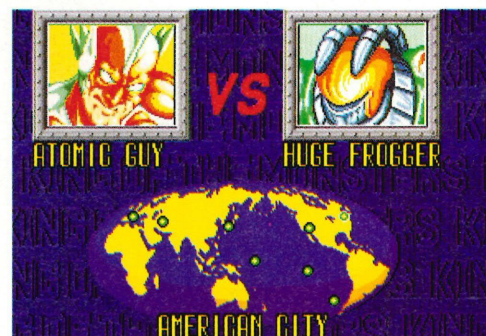


◀ I say, steady on old chap. Kicking, yes, but biting? Surely that's a bit out of order

► Those ancient Egyptian temples, the Pyramids, come tumbling down as the monsters have a battle in the desert



▲ The froggy hits the deck, much to the delight of the fans



▲ Huge Frogger is a bit of a lad ...and he has loads of tough mates

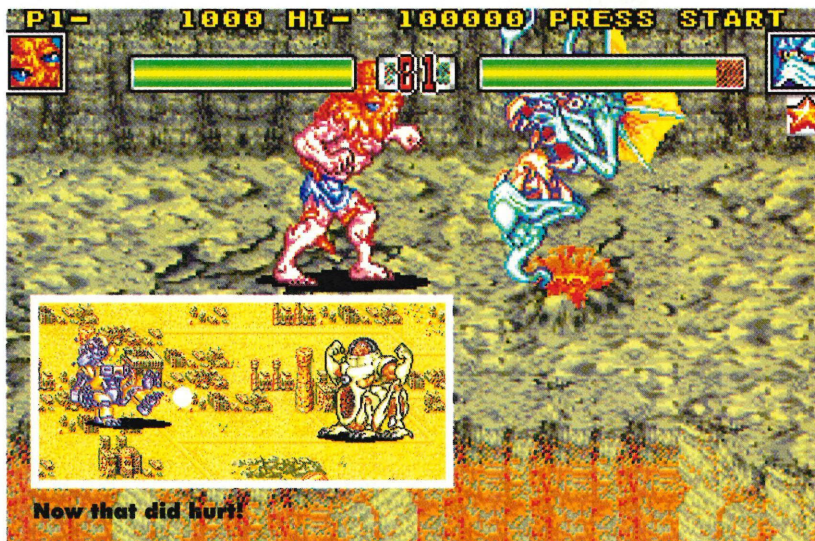


▲ ...Stitch that!

► The French monster gives old Lavicus a bit of what for

## ...WHERE'S GODZOOHI?

At the end of the day Monsters 2, like its forerunner Monsters 1 is ultimately doomed to failure. The one-on-one beat'em-up market is dominated by two games and any title hoping to tempt beat'em-up fans away from SFII and Mortal Kombat will have to be extra special, in the same league as Virtua Fighters. King of the Monsters does not come remotely close to emulating the two aforementioned games. There is a place for this type of game, but it is not the British market. Far too many minor irritations spoil the game before the fighting even begins, and when it does things rapidly slide downhill.



Now that did hurt!

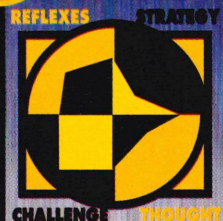
## THE SECOND OPINION



### RICH 'LOVE MONSTER' LLOYD

Once I had the misfortune to have to review King of the Monsters and never quite got over the experience. It was awful to say the least and now I have just had to relive my nightmare once more. How boring can one game be? Even though those old Japanese Godzilla and Ultraman flicks tickle my fancy I can't say I liked this one bit. Well, I could say that but I would be lying. I'm sorry but when I was a lad you could get two decent Speccy games more playable than this and still have change for the cab home and a plate of chips. Mind you, I'd prefer to have a plate of chips anyway.

## % RATINGS



**PRESENTATION**  
All very average. Nothing jumps out and shouts 'Play Me'

**GRAPHICS**  
Sprites look good, but sprite collision and scrolling spoil it

**SOUND**  
I never noticed the sound at all. That's how good it was...or wasn't

**SHORT TERM PLAY**  
It's all right - it passes the time painlessly enough I suppose

**LONG TERM PLAY**  
The game fails miserably to hold your attention

**OVERALL**  
Not a lot to report really. It's no better than the first effort which was pretty dreadful. The same applies here

**69**



# seega

# ZONE

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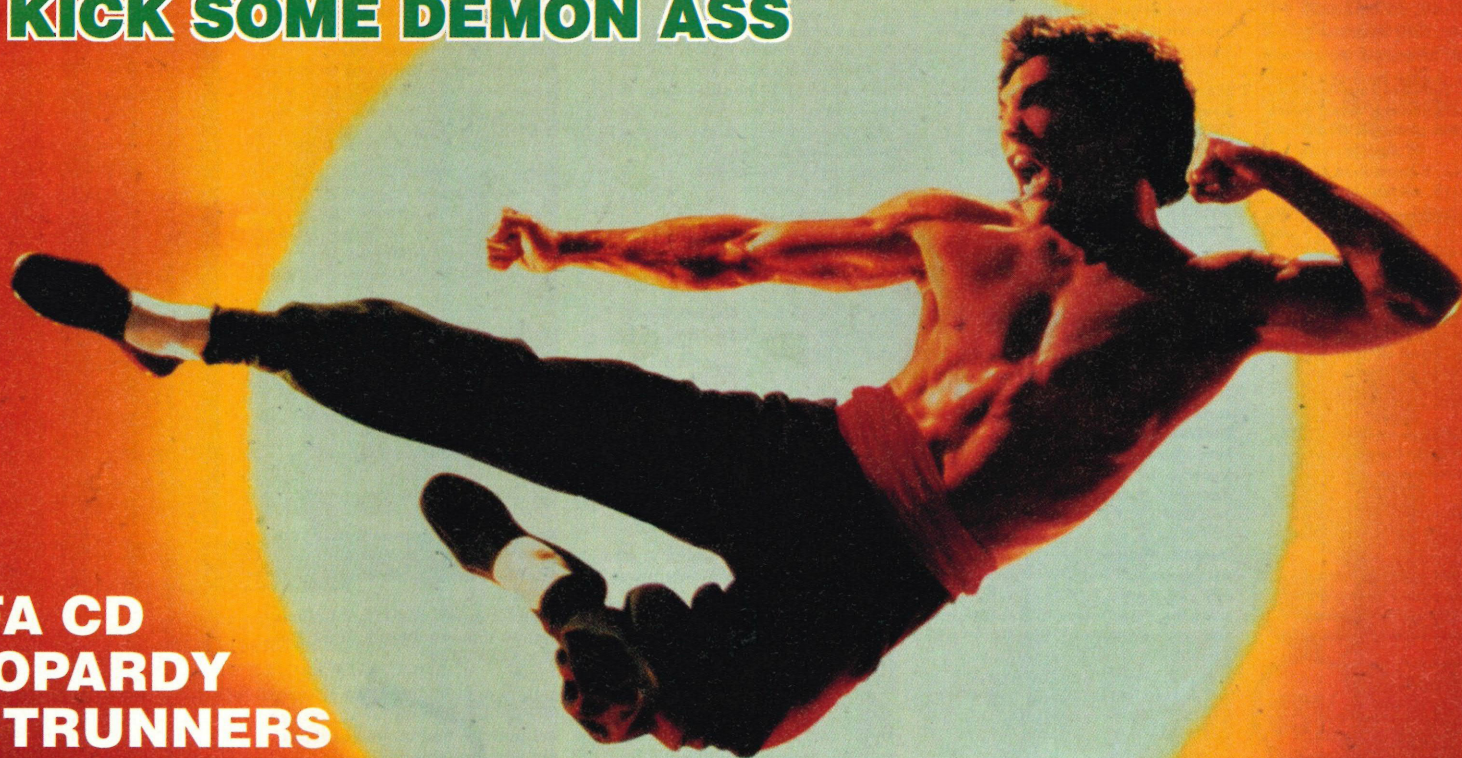
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## DRAGON

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# MEGASELL

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# TECHNIQUE ZONE

**Are you stuck, scared of The Snake and dragons, and can't get Karyn back? Have a shuffty at this for all your Rise of the Dragon needs.**

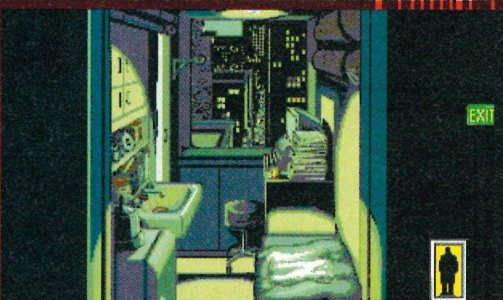
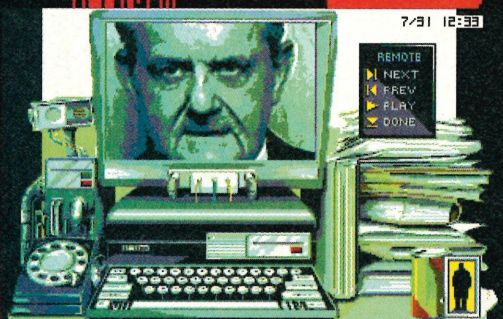
# RISE OF

As a rule, time is on your side but do remember that there are sections of the game in which you are up against the clock. If you are stuck, pause the game and have a good old-fashioned think.

The game can be completed in many different ways - this particular method allows you to get Karyn back...and punch the mayor's lights out. What more do you expect from a GA-rated game?

**1:** Here we are in your bedroom and it's time for a tidy up. Pick up all the clothes from the floor and grab the coat from the hanger and put them on. After this, pick up the pillow and you will find a rather nice handgun. Now head into the bathroom, open the cabinet and grab the first aid kit and the aerosol can.

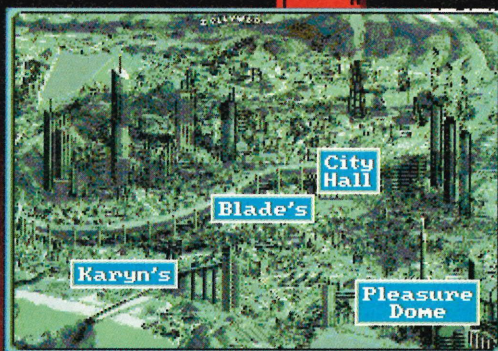
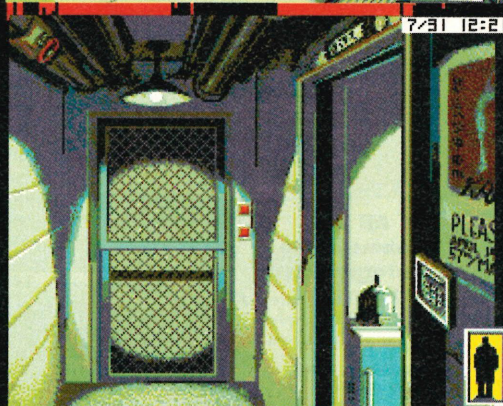
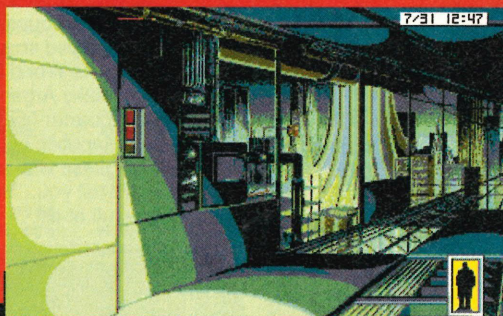
Head back into the bedroom and click on your computer. Turn the machine on, activate the remote control and watch the three calls stored in the machine. When you have watched the calls, switch the machine off and retrieve the picture of the mayor's daughter which can be found in the printer. Eject your ID card from the card slot and head back into the main room. Exit the room from the bottom left-hand side.



**2:** Now we are in the corridor where you should notice a few things. There is an exit directly behind you, but do not attempt to pass through this door - a rather nasty surprise in the form of a fall to certain death awaits! In the lift there are two buttons, one which leads to the roof, the second to the Em-Way.

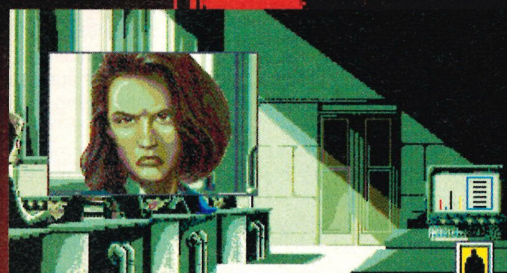
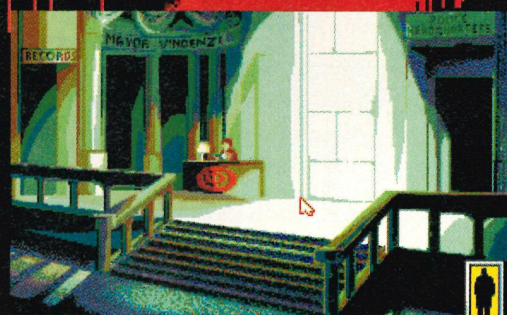
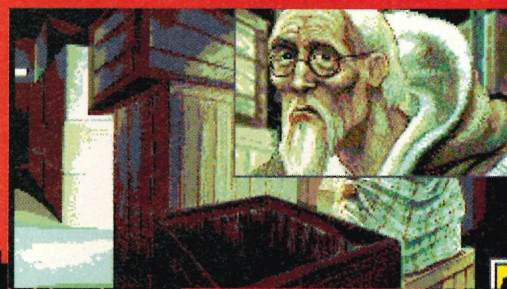
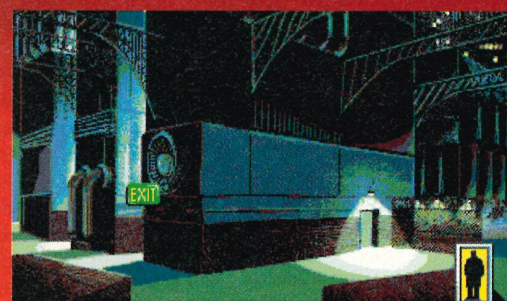
You may also notice the stopcock located on the pipe to the left. Click on the valve, which will cause the door's electrics to short-circuit and as a result it is no longer necessary to insert the ID card to open the

door, which saves a little bit of time if nothing else. Head to the lift, take it down to the Em-Way then make your way to City Hall.



**3:** Next purchase a bunch of flowers from the flower seller and go to the warehouse district through the right-hand exit. Find the alleyway exit and use it, then enter the door found here. You will meet Chang Li - have a little talk with him then return to the flower seller.

From this location head left and enter City Hall. Indulge in a spot of jovial banter with the receptionist but insist you want to see Karyn in the Hall of Records. Now enter the Hall of Records and speak to Karyn - she is the middle person in the group of three sitting people. Hand the flowers to Karyn (you old smoothie you!) and arrange a date for later on. Take the keys she offers to you (from the bottom of the screen) and head back home.



**4:** When you make it back home, drop the gun off because no one can enter the Pleasure Dome with a firearm. Next click on the cupboard above the sink - the keys donated by Karyn will open the doors. Now collect the four charges and the wire tap device. Head back to the Em-Way and make your way to the Pleasure Dome. Once inside, go towards the bar (always a very good move I've found) and talk to the bloke at the far end of the bar. Forget to mention to him that you are in fact a detective - this usually has strange effects on the art of open conversation. Instead, strike up a conversation and inform him that his friend is in trouble. Prove to him Chandra is dead by showing him the photograph.

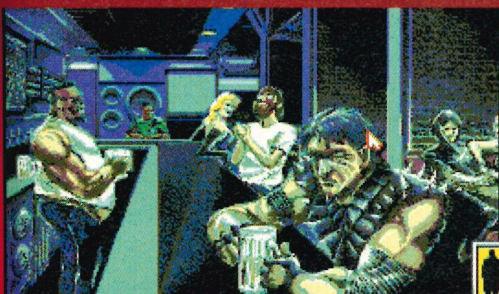
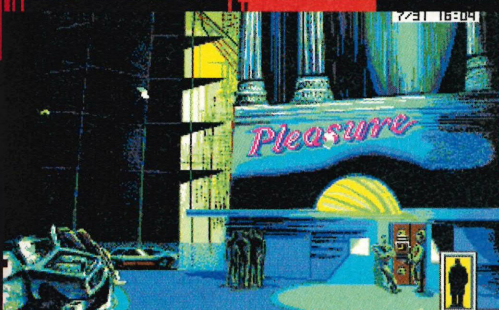
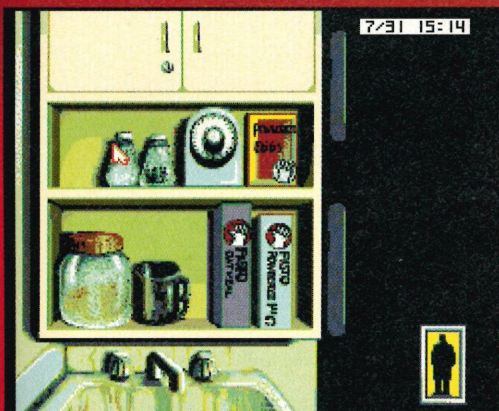






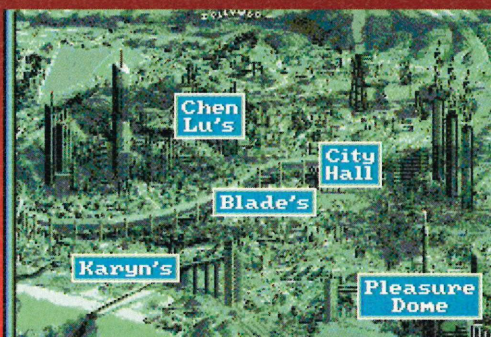
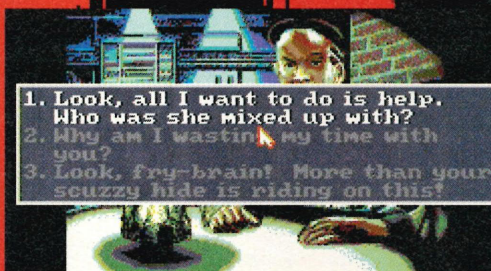
# TECHNIQUE ZONE

## THE DRAGON



5: Take some time out and sit down. Have a friendly chat with Jake - a little 'persuasion' should be all that's required for him to part with the address of Chen Lu. Now head home and grab your shooter and then go to Chen Lu's place. You will pass a man in the corridor but ignore him as you will meet again. It's now time to act quickly or you will be arrested.

With more than a little haste, watch the TV and Chen's messages. Now retrieve his ID card from the slot and head for the bedroom, then click on the dragon's eye. The dragon will now lower into a crate to reveal a safe. Use the charges to blow the lock and collect the parchment inside. Now get out as fast as possible and make your way back to City Hall.



6: When you are in the street, talk to the drunk until he tells the story of Bahumat the dragon and his long-standing enemy. Head back into the alleyway to visit Chang Li and hand the parchment to him for a quick translation. He will give you several important items so make sure you pick up the stone, body armour, book and cookie before you leave. Take your coat off, put the body armour on and replace your coat.

Return to City Hall and talk to Karyn again. Show her Chen Lu's ID card and you will be informed of his contacts and the address of Johnny Qwong.





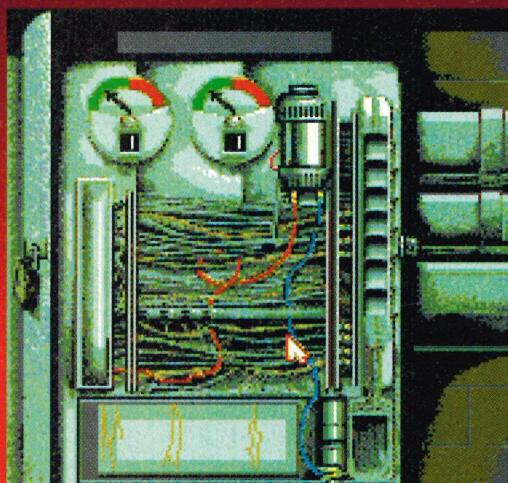
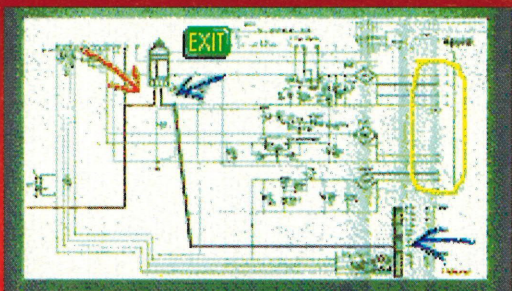
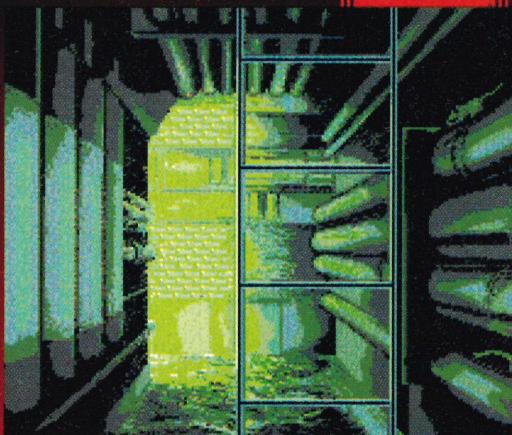


# TECHNIQUE ZONE



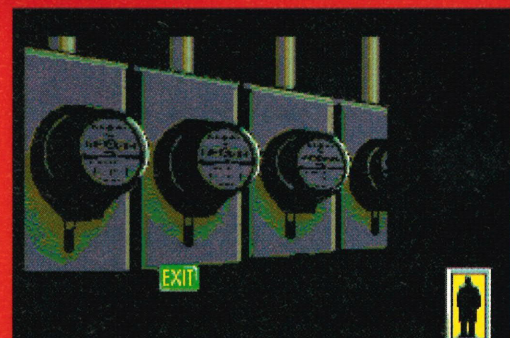
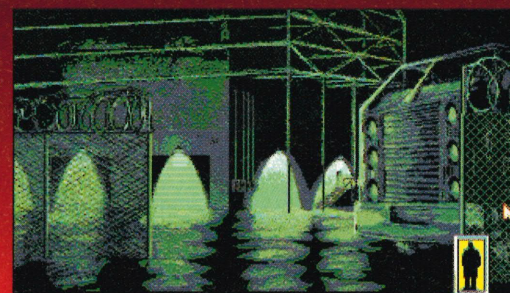
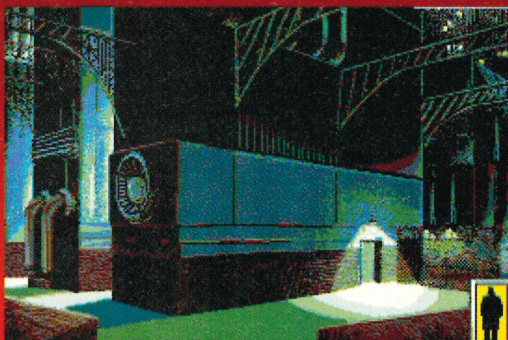
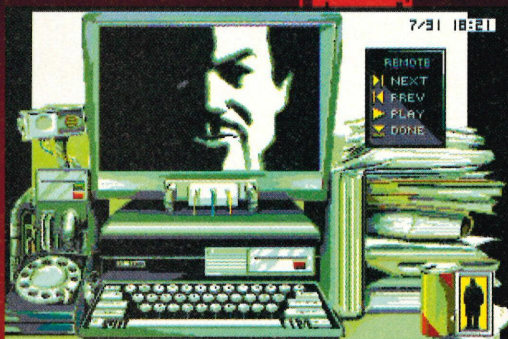
7: Go to Qwong's house and open the manhole cover. Enter the sewer and a little search will reveal a telephone box (?!). Have a quick scan of the diagram on the box. Place a charge on the door, then blow it, open the box and leave the wire tap - this should appear on the bottom right-hand corner.

Now, following the instructions on the diagram, attach the three tap grips to the wiring. Take extra care to ensure you only connect the wires when the voltage on the meter is in the green section. If the gods are smiling on you, the green light will illuminate on the wire tap and you should be able to get out quickly...lest the rats make a meal of you!



8: The next step is to head home, and you should be able to intercept a message that is intended for Qwong. Go back to the warehouse district near City Hall. As you approach the warehouse a row of electricity meters will come into view - place a charge on each one of them. If this operation is carried out correctly the warehouse should be blown up.

By this stage you should have had a reminder regarding your date with Karyn, so mosey on over to her place and pick her up.



9: When you wake up in the morning, drop the gun off and collect a message. Travel back to the Hall of Records and ask Karyn to have a look at the records of Deng Hwang. After this, make your way to the Pleasure Dome and speak again with Jake, then head back to your apartment and retrieve the gun. Now use the Time Accelerator on the inventory screen to jump into the near future, at the point where Karyn has been kidnapped and Jake has called back. The date should now be around the 08/04.





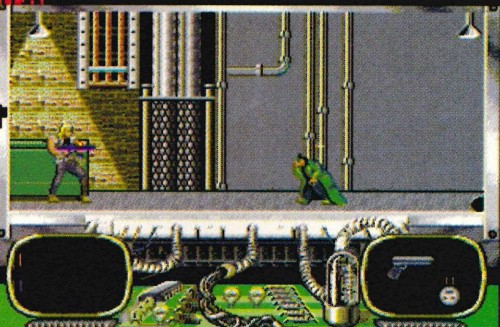
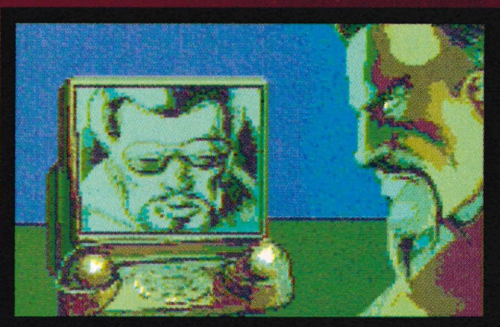


# TECHNIQUE ZONE

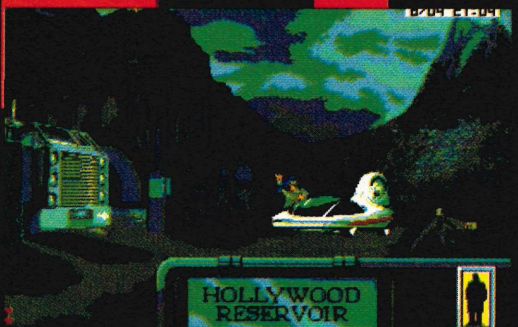


10: Return to the warehouse district (what's left of it after your last escapade) and wait here until 8.15pm. Completely ignore the speech by Hwang and the meeting at the reservoir. At 8.15, Jake will arrive but will immediately be attacked by The Snake. You will now have to complete an arcade section, at the end of which The Snake must be defeated. This section may be a little bit of a teaser initially, but with infinite continues you should soon be clear.

Once The Snake is killed, grab the ID card and the heavy gun. Now head immediately towards the reservoir.



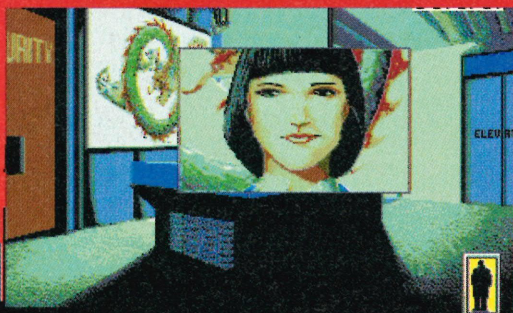
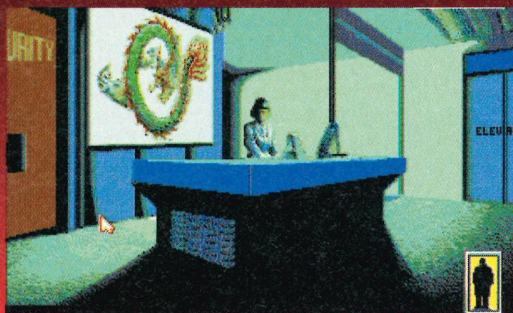
11: When you arrive at the reservoir, place the big gun into your hands and shoot the unsavoury characters who appear, then proceed to the shuttle car. Take the shuttle to Deng Hwang's abode - you will arrive on the roof, so eluding the front gate security. Take the lift downstairs.





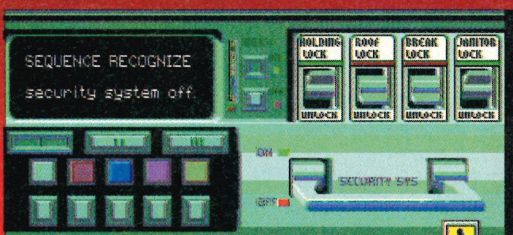
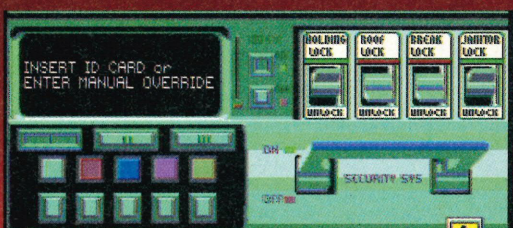
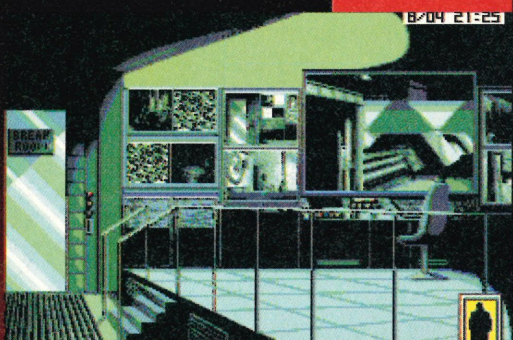


# TECHNIQUE ZONE

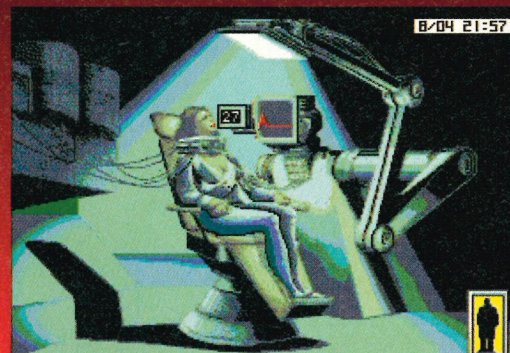
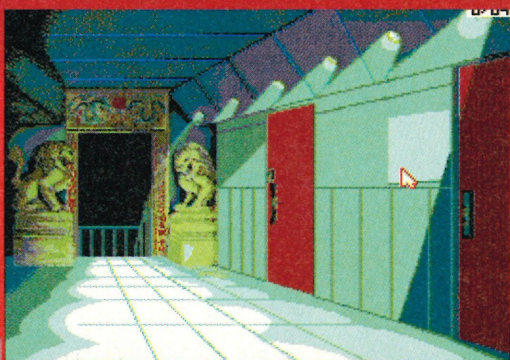


12: Once you reach the reception you meet an old school friend, who will remember your face once you engage her in conversation. Give her all the old lines, promise to take her to dinner and a film etc and she will inevitably fall for you. She will also allow you access to the security room.

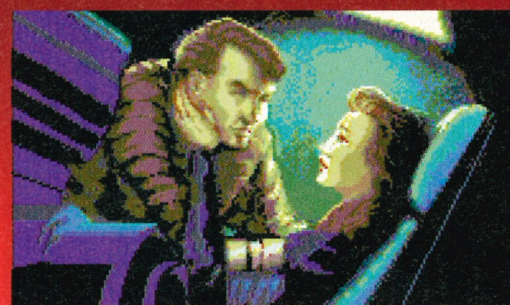
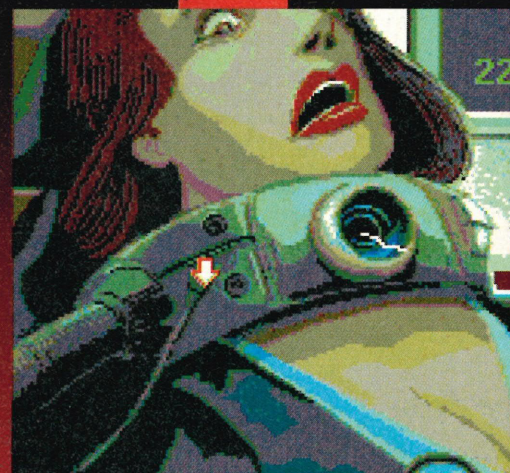
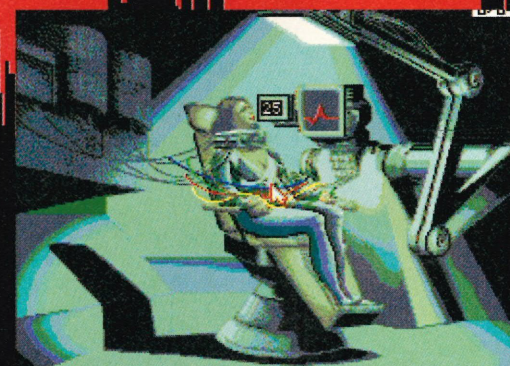
Walk to the security console and have a bash at throwing the large switch. The machine will ask you to insert an ID card or bypass code, so whip in The Snake's card and follow the sequence of lights by pushing the buttons beneath them. Set all the switches to 'Off' and hit the main switch, then move back to the hall.



13: Once outside the room, go through the doorway earlier guarded by the laser field. Enter the first doorway on the right and pick up the screwdriver. Open both panels immediately to the front, then hit the main switch located in the top box. Use the screwdriver to grab the main wiring on the lower panel. Leave the room and enter through the next door.



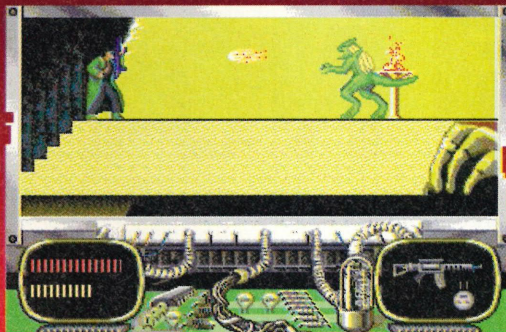
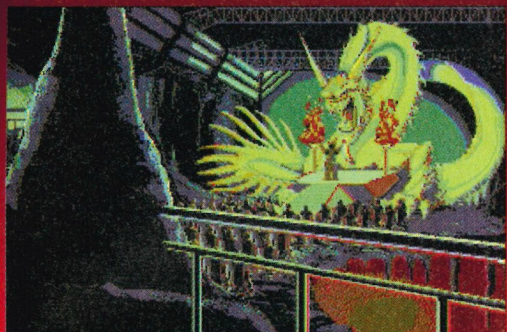
14: Use the wiring on Karyn without approaching her. When it works, the wiring should cover her body, hopefully shorting the equipment strapped to her neck. You can now approach her and disconnect the three tubes attached to her neck brace. All hell will break loose and alarm bells will ring. Deng Hwang will come steaming at you...and promptly turn into a dragon of extreme proportions. Then it's back to the arcade action. Kill the Dragon. The End. Roll credits...







# TECHNIQUE ZONE





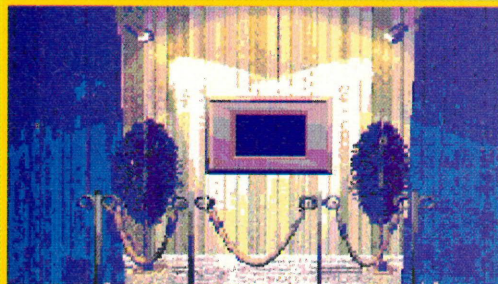


# TECHNIQUE ZONE

Mansion of Hidden Souls is one of the first adventures on the Mega-CD to actually utilise its capabilities properly. Even though when we reviewed it we thought it was a bit easy, some of you have got stuck on it and so here is a complete walk-through for the entire game.

## MANSSION

Upstairs in the games room there is a mirror. Looking in this always provides a clue as to what to do next, so if for any reason you become lost come up here and have a gander.



Go into the bedroom and stand in front of the wardrobe. Push Up and you will bend over. Push Up again and a key will be revealed.



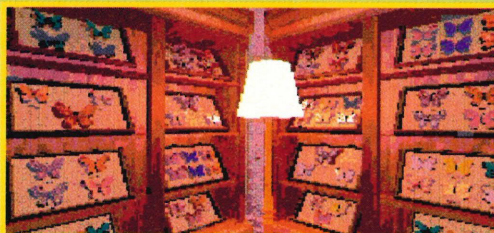
Go out into the corridor and over to the next room. Use the key on the door and you will be allowed into the art room. Look at the picture of the tree on the wall to find another key.



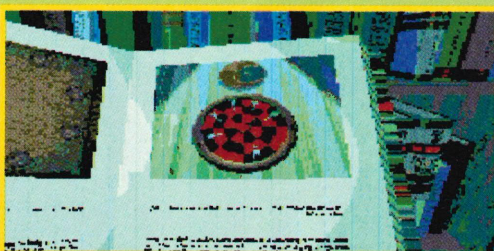
Look at the picture of the monster next to the door and fall down the trapdoor into the room with the candles.



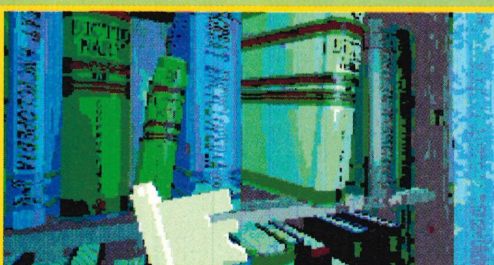
Blow out the candles until a door opens, leading to the library.



Look at the books to find this clue.



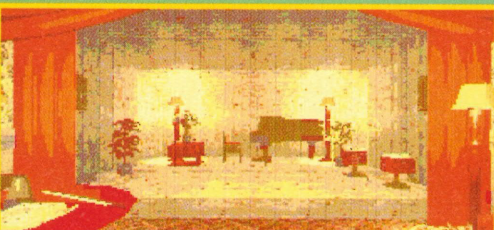
Now look behind one of the books to find the key to let you out of the room.



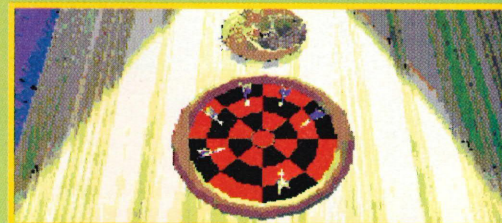
Unlock the door, turn left and go into the sitting-room. Pick up the diary from the chair - you can use this at any time to save your game.



Use the other key to get into the music room. Listen to everything the butterfly has to say.



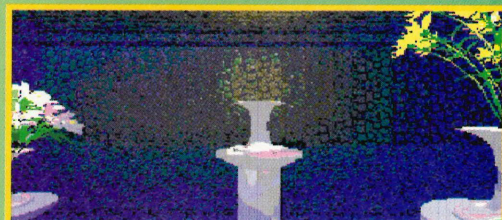
Now go upstairs and look at the dartboard in the games room. Pick up the box of matches that appears.



Go back to the candle room. Snuff out the two candles on either side of the unlit one and then light the middle one to open a secret passage.



Walk down the corridor and turn left through the door. Notice that there are lots of vases here and one is empty.



Go through the other exit into a room with lots of pillars and water everywhere. Turn left immediately and walk forwards to find a flower.







# TECHNIQUE ZONE

## OF HIDDEN SOULS

Put the flower in the empty vase in the previous room.

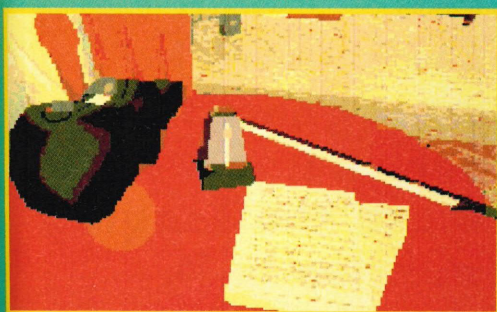


Go through the exit again and the water will have vanished. Turn left and walk forwards to find the butterfly encased in a glass ball. Watch the following sequence and then go back upstairs as quickly as possible.

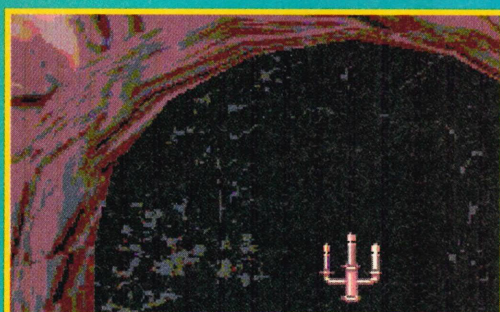


Go to the art room and look at the picture on the far wall. A butterfly will tell you to pick up the clock. The rest of the game is now played against the clock.

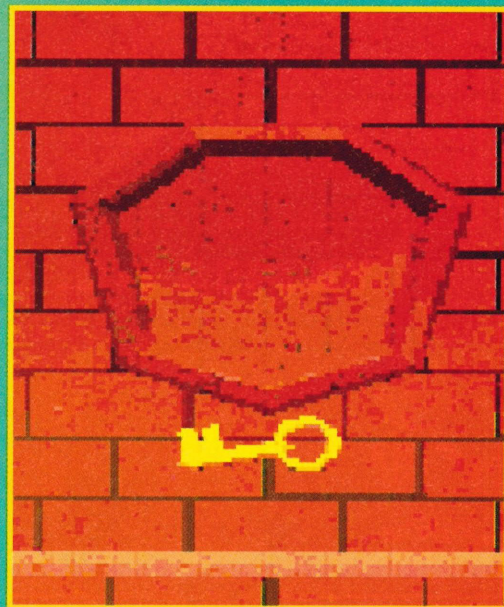
Look at the table with the violin on downstairs in the music room to find a candelabra.



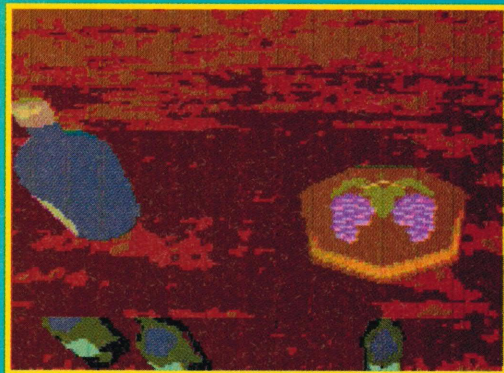
Examine the fireplace in the sitting-room. When looking at it closely, use the candelabra to locate a secret passage.



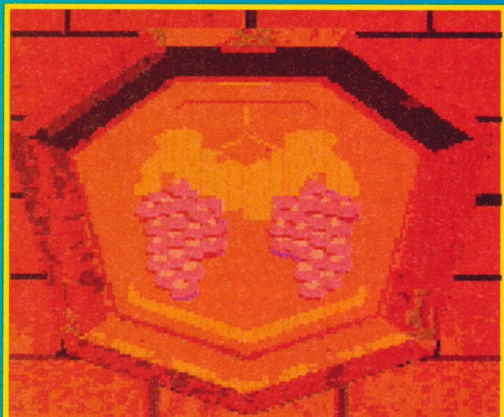
Walk to the end of the passage and bump into the wall to knock a key down.



Go back through the passage and use the key on the locked cupboard. Pick up the metal plate.



Travel through the fireplace once more and use the plate on the wall at the end of the corridor.







# TECHNIQUE ZONE

You will find yourself in a room with three doors. Turn right and walk forwards to find the mirror.



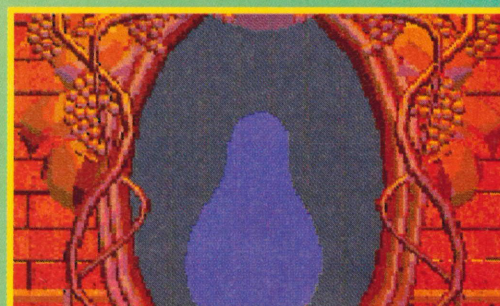
Go to the bedroom and look at the table with the cakes on it. Pick up the large crystal and then go downstairs and through the fireplace once more.



Put the metal plate in the wall again until you end up with a door in front of you and one either side. You are now in a maze of rooms, each with three doors. Take the wrong turning and you will have to start again. Go right, left, left, forwards, left, right and finally right once more to end up at the mirror.



Use the crystal on the mirror to finish the game!



Now sit back and watch the soppy end sequence...



**And that's the end of yet another game. That was a bit easy, wasn't it? At least there are no more butterflies to worry about now! Let's hope the next game in the series has a few more challenging puzzles in it.**





# TECHNIQUE ZONE

**Due to popular demand and a continual stream of callers asking for a scrap of anything vaguely resembling a Sonic 3 cheat, we have decided to reprint all the Sonic 3 cheats and tips that we can lay our hands on. Therefore if it's not here on this page we don't have it, so stop asking!**



## GAME GENIE CODE - AA6T AAXC

Using this code you can activate a cornucopia of exciting cheats, each of which is outlined below...

### LEVEL SELECT

Once the Game Genie code has been entered you can access the level select cheat by pressing Start when Sonic waves his finger at you on the title screen. When the level select screen appears, some of the levels cannot be selected – this is because these are the extra levels featured in the 24-meg upgrade version, so don't think that the cheat has failed to work. To play a level simply press A and Start.

### LEVEL DESIGNER

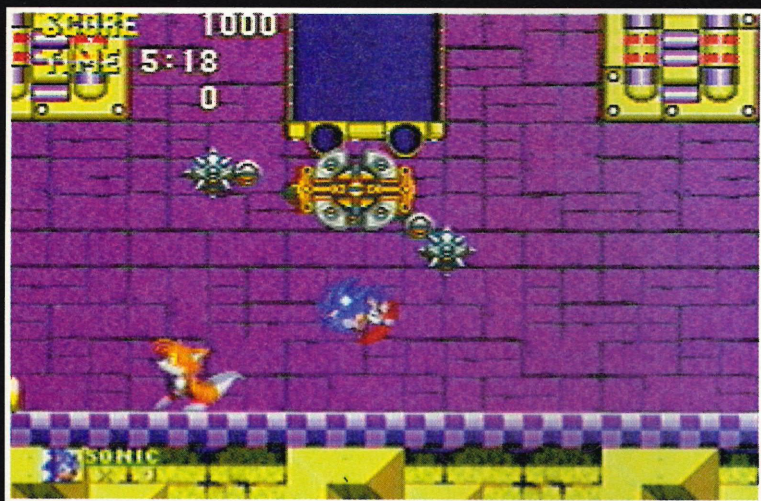
Using the same instructions as mentioned in the level select, you can enter the level designer by holding down A and Start together when you choose a level to play. Keep the buttons pressed until you access the level and then check to see if in the place where the score should be there are a lot of little numbers. If so, you can now muck around with the objects and backgrounds on the level by cycling through the A, B and C buttons.

### SUPER SONIC

This time activate the level designer cheat. Once in the level, cycle through the objects using button A until you find a TV. Once you have found a TV, place it on the screen and then turn Sonic back in to his familiar blue self. Now jump on the TV and watch Sonic transform in to Super Sonic.

### SLOW MOTION

To play in slow motion, choose a level using the level select cheat and then pause the game once the level has been accessed. Now by holding down button B you will be able to play in slow motion.



## PRO ACTION REPLAY CODES

- 0001F 04500 – Plays a USA version at the correct PAL speed on a UK machine
- 0001F 04A00 – Plays a Japanese version at the correct PAL speed on a UK machine
- FFFE1 20005 – Gives infinite lives
- FFFE2 10063 – Gives unlimited rings
- FFFFB 1000X – Enter a number where 'X' is, for desired number of Chaos Emeralds.

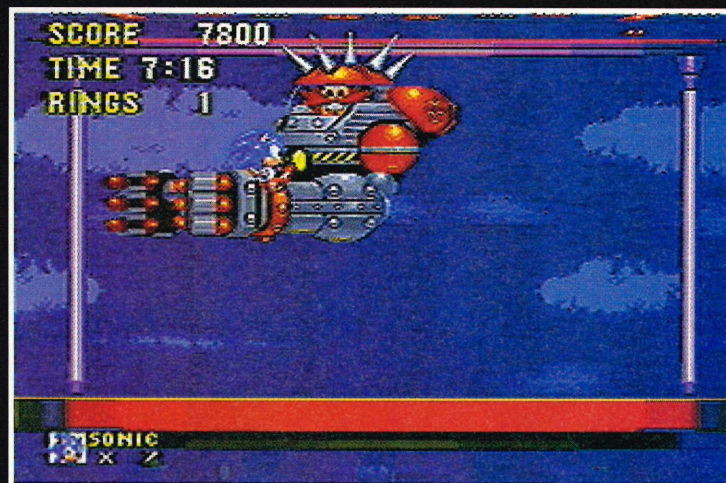


## WITHOUT THE NEED FOR GIZMOS AND GADGETS

If you are one of the unlucky people who owns neither a Game Genie or a Pro Action Replay cartridge, never fear – you can still access these cheats using good old-fashioned sweat, blood and some nimble finger work...

There are two ways to get the level select cheat, the first of which is bloody hard and is really only for those who want a real challenge:

- 1 – If you can complete the game, you will be given a level select. By returning to the easiest of the special stages over and over again, you will be able to amass all the Chaos Emeralds for that special ending!
- 2 – This second method will take some time to master, but it involves much less hassle. As soon as the Sega logo appears after loading the game, press Up, Up, Down, Down, Up, Up, Up, Up for a level select screen. This method is quite hard and we only managed to succeed roughly one in every 10 attempts. Also, when you are selecting a level, hold down A to get the level designer.







# TECHNIQUE ZONE

Greetings tipsters! Welcome one and all to another gripping instalment of MegaTech's legendary Technique Zone. Hold on to your falsies - it's time for fun, fun, fun as we delve in to the secrets of yet more Mega Drive games that are giving you lot so many headaches. Talking of headaches, Allie's been suffering badly this week after having an inch-long gash gouged in to her bonce, but luckily the good old NHS managed to stick it back together (literally!) with some rather potent U-HU. So if anyone's qualified to sort out your headaches this month it's Allie - after all, she's had quite a bit of practice. With a pack of Disprin at hand, let's get down to business...

## CHUCK ROCK 2

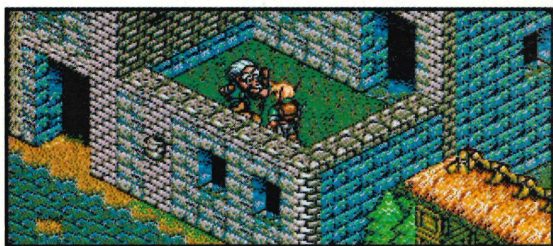
This game is proving to be a bit of a headache for some but not for Anton Sor of Truro (Ooh, exotic I like it!), although he is cheating so it's hardly surprising. Anton has managed to find an extremely helpful level select cheat for Core's cute platform game. Get your chubby digits round B, A, Right, A, C, Up, Down, A. Then restart the whole thing, Pause and press A and Right if you want to skip a level, or A and Up if you want to warp past the whole zone. Smart!!

## LANDSTALKER

And so the Landstalker debate continues. We guided this game some time ago now, but still we find that we have missed a few little snippets which you lot have been kindly sending in to us.

This next one comes from Simon Thompson of County Durham and shows you how to obtain loads of cash. The catch is that you have to beat Fahl first, but we can tell you how to do it quickly and efficiently. First collect the Venus stone (found in the caves) and equip both the stone and Gaia sword, then challenge Fahl. Stand in the bottom-right corner of his Dojo and hit the attack button - continue to use this method to beat him. If he manages to take the first Gaia blast, walk round the room to avoid him while your sword recharges and then attack again.

Defeat Fahl a few times until he offers you 400G (apparently this involves about five minutes of sheer hell), but instead of taking the money continue to fight him by selecting Yes. Once defeated he will now give you a pawn ticket instead of the money. When activated, the ticket will swap all your life points for hard cash allowing you to buy heaps of goodies. Hoorah! Now if you can't finish the game easily after that, there really isn't much hope for you, is there?!



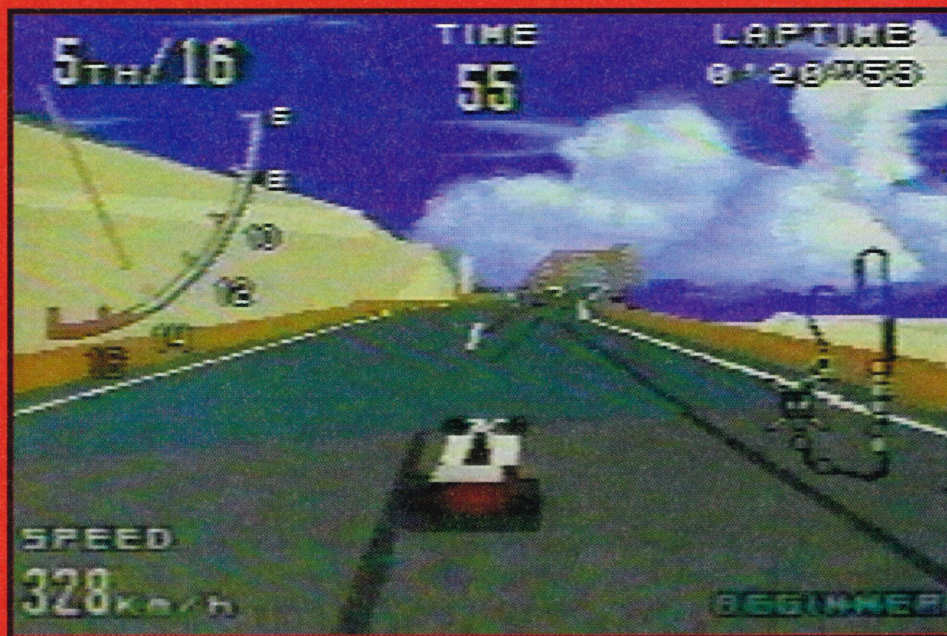
## VIRTUA RACING

We've had quite a lot of people trying to grab all the glory on this one, with letters coming in left, right and centre. In fact we've also had a fair share of you ringing us up at all hours of the day trying to get your version of this cheat in to our illustrious pages before anyone else. What are we talking about? Why, the Mirror Mode cheat on Virtua Racing of course! "Pah, old hat," I hear you cry. "Au contraire," I reply.

This Mirror Mode cheat involves a simple button combination rather than having to win a number of races as we have pointed out before. The procedure is extremely simple so take a deep breath and grab a pad...

When the Sega logo appears press A and Up and hold together. Keep these buttons depressed, while also pressing B and Start as well. The option screen should appear but if it doesn't keep pressing Start while still holding the other three buttons. Obviously it helps if you're an octopus when trying to perform this cheat, but if you're not (and that may apply to a few of you) then get a friend to help.

If you were one of the many who sent in this cheat - thank you very much. Unfortunately, we can't acknowledge everyone who sent it in because we received a stupid number of letters and calls.







# TECHNIQUE ZONE

## MORTAL KOMBAT

Oh for the love of women! You guys moan endlessly about us, but when push comes to shove you just can't live without us, can you? Even when playing games you can't get enough of the fairer sex – take Mortal Kombat for example. Gareth Jones from Oxford is one such male, who after endless searching found a secret Sonya hidden within the bloody confines of Mortal Kombat's levels.

Gareth says that to find the secret babe simply go to the cheat option and switch on Flag 2 and 3, change Plan Base to 3 and Kombat Zone to the 'Pit'. Fight your way through to the second endurance round which should be Sonya in the Pit – if it isn't Sonya, lose and continue until you do find her. Then get a double Flawless as you would to meet Reptile. Because you are playing endurance there will be two rounds, the second of which will find a glowing Sonya with some outrageous moves!

Cheers for that one Gareth. You should have seen little Lloyd's eyes light up when he realised that there was more than one Sonya.



## DRAGON'S REVENGE

Whoop-de-do! Here we have some codes for Tengen's rather lame pinball game sent in by Simon Simmons of Ely.

- LT9LAKD – Lets you start with 10 balls
- XMH5AQQ – Gives you 15 balls
- D7Q4ADM – Gives you 20 balls
- D8Z4AIY – Gives you 25 balls
- D994ANB – Gives you 30 balls.

Enter the following codes to start on the relevant levels with the indicated number of balls:

- Level Three – X32KWNE (Six balls)
- Level Four – DKASW8Z (Seven balls)
- Level Five – EK13YVI (Eight balls)
- Level Six – FKSBBW2 (Nine balls).

We don't want to nag or anything, Simon, because you've obviously spent a lot of time playing the game in order to find these codes. However, wouldn't it have been more fun to have spent this time playing 'real' pinball with 'real' atmosphere down the local arcade? Just a thought.

## BATTLE 3



VS



NEW  
CHAMP

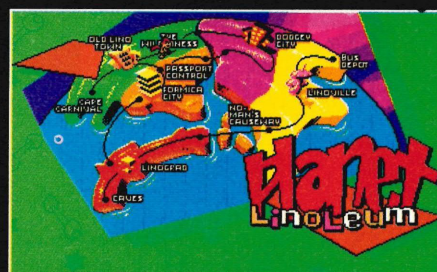
CHAMP

KOMBAT ZONE:  
WARRIOR SHRINE

## COSMIC SPACEHEAD

Cor blimey, this one's taking us back a bit. A favourite among younger players, this adventure game from Codemasters proved to be a bit on the easy side for more experienced gamers. Nevertheless, it still took our Lloydster a while to get his grey matter round it and he was extremely grateful when these codes arrived from Philip Staveley of High Wycombe. You know, it really warms the heart to see little Lloyd brimming with excitement and grinning like the Cheshire cat – keep those codes rolling in if it keeps our Lloyd happy!

- 1 – YGZZ TEEA BEWI LZIA MS96
- 2 – YGQZ XEEY LJWI LQIA MS66
- 3 – YGQZ XEEA L4WI LQIY MSTX
- 4 – DGCW JEEA WWWI LS8V M76E
- 5 – DGHF JEE6 WW8I LSW8 MYTZ
- 6 – MRHF JFE6 WWLI LRW8 MMI5
- 7 – MRHF OFE6 WWLA LRW8 IM63
- 8 – MRHF BFE6 WWLG LRWF IDOI



## TIME FOR AN APOLOGY

Two issues ago we had some ToeJam & Earl cheats in from Lee Browne of Great Yarmouth, and in our unique sarcastic way we called him a 'complete wally'. Sadly, Lee took offence to this and thought that we were taking the Micheal, which of course we weren't. We were just having a bit of fun, but are very sorry you took offence Lee – we weren't being nasty!

Also, another apology goes to Ben O'Reilly from Reigate who sent us a superb Jurassic Park CD guide but when we printed a version of the guide his name was omitted from the final pages. Sorry mate, the guide was brilliant. At least you've got your name in print now!





# THE NEXT MONTH



**We** have been quizzed by our superiors as to just how informative this next month page really is to our readers. Does it offer some kind of guideline as to what will be featured within the next issue as it is supposed to do? Questions have arisen whether we are abusing the page in order to print lots of pictures of really smart Hollywood celebrities. We pondered over the questions for some time, evaluating the past few issues of MegaTech to see if these accusations were founded.

The verdict was unanimous. Yes, we stand guilty before you, heads bowed in shame. We apologise and vow that in future we will tell you everything we can about the forthcoming issue of MegaTech, honest! But first have a look at this really cool

picture of two guys looking dead dreamy!

Well, what **DO** we have for you next month? Lots of superbly brilliant headliners of course! There's Megarace from Software Toolworks, Dragon from Virgin, Soulstar and Battlecorps from Core, Ryan Giggs Champions from Acclaim, Hardball '94 and Combat Cars from Accolade, Syndicate from Bullfrog, FIFA CD from EA and possibly even Battletech from Extreme.

Naturally we will have a star-studded cast of import games coming in as well and if you're really lucky you might even see something really 'SUPER' and 'HARD HITTING' emerging from Capcom. Any guesses what it could be?

**NEXT ISSUE  
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## SOME OF OUR LUCKY WINNERS

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

Calls cost 39p per min cheap rate, 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 31/8/94. All competitions have six multiple choice questions and tie-breaker. Where Instant Win is indicated there is no tie-breaker and prizes are won instantly by playing a deciding game. Nintendo/Sega/Amiga/Philips/Suzuki/Vitara are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners names please send SAE to NTC, PO Box 1608, Trowbridge, BA14 8JF.



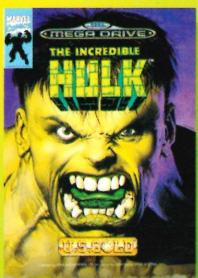
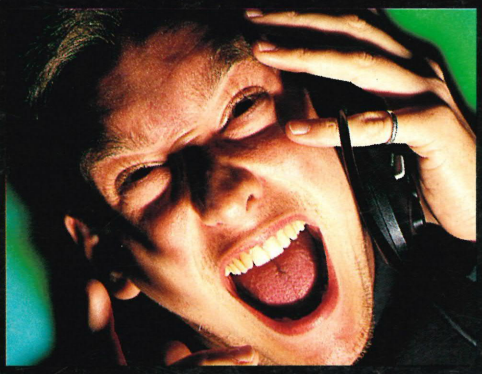


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THE INCREDIBLE  
**HULK**™



As a **SUPERHERO**, it's  
enough to make your blood  
boil, your muscle-mass quadruple  
and your flesh turn green...

The dreaded Leader™ is poised to dominate the world with the help of his bizarre bunch of hard-baked buddies - Tyrannus™, Absorbing Man™, Abomination™ and Rhino™ - until you burst on to the scene. Anger management never was your strong suit, but now it's gonna be a life-saver. Pumping up the action in a hulking display of powerplay, you demolish enemies, environment and machinery... just about everything you can get your bare hands on! At last - a game which gives you that **INCREDIBLE** feeling.

