

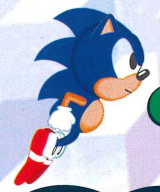
MEGAZONE

JULY 1994 \$4.95* NZ \$6.95 (Inc. GST)

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How you can save on software

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- ▷ Marko's Magic Football
- ▷ Mario Andretti's Racing
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Pete Sampras Tennis

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ISSN 1321-8131



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MEGA-CD



SOULSTAR

JULY RELEASE

SEGA



MARKO'S MAGIC FOOTBALL



JULY RELEASE

SEGA



THE PRICE IS RIGHT?

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If there's one complaint that we keep hearing, it's that games are too expensive. Why do they cost so much? Are we all being taken for a ride? Our in-depth exposé reveals all.



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July 1994

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*Recommended and
maximum retail price only.



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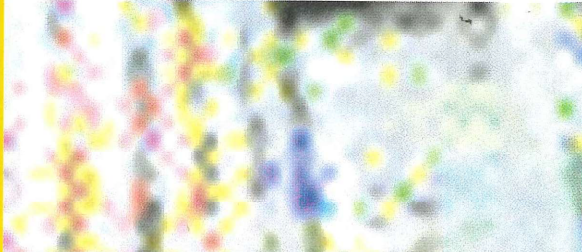
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Our hi-tech hero is back in another thrilling episode.

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END ZONE

If you could be anyone you wanted to be, I bet it wouldn't be Burt Reynolds.



Editorial

Our main feature this month takes a long, hard look at the pricing of games in Australia. It's a constantly recurring question in the letters we receive: why are games so expensive?

It's evident that games cost more to produce than they did a couple of years ago, and of course software producers must recoup those costs. But with ever upwardly spiralling prices, it's going to reach the point where consumers say enough is enough. It doesn't matter how many megabits a cartridge has, how clever the chips inside it are or how many people it took to produce the thing; it's too much to pay for what is, after all, only a game. And if no-one buys games because they're too expensive, then the producers are going to be up a certain creek.

The ball is in Sega's - and the third party developers' - court. There is an opportunity for lower-priced games, especially with the advent of cheap-to-manufacture CD games. Sure, development costs are higher, but when the user base expands it will become viable to sell more for less. We'll just have to wait and see how they play it.

Adam



MEGAZ MOUTH LETTERS

TENDER LOVING CARE

Dear Mega Mouth,
I own a Master System II and would like the following questions answered, please.

1. Will Mega Drive games fit into the Master System?
2. Will Master System games fit into a Mega Drive?
3. Will a Master System get damaged if you leave the flap open?
4. Will the Master System get damaged if you leave it on for a long time without playing it?

Sam

1. Well, you could try to stick one in there, but it wouldn't work. That's why a Mega Drive is a Mega Drive, and a Master System is a Master System. They look different, cost different sums of money and have different capabilities. Summary: no.

2. See above.

3. Only if it gets excessively dirty/wet, clogged up with cat fur/vomit or somesuch.

4. Depends on exactly how long you leave it on for. Obviously, it's not a good idea - think of the environment!

PICK YOUR BUTTONS

Yo, Megaheads at Megazone. I think that your mag is the best thing since Nintendo (just kidding!). Oh, and by the way, I think that Psychic Sandy and Adam 'Half a Slab' Waring are the greatest reviewers of all time. What are your fave games on MS, GG, MD and CD?

Something that I don't understand is where the hell is the Start button for the Master System? It says 'Start' next to button 1. The only reason I can't do Liu Kang's finishing move on Master System is because button 1 is punch!

**Jonah
Lilydale, TAS**

Hey, thanks, but we hate all games; we just do this for the money, kid.

Button 1 and Start are one and the same on the Master System. As for the fatality move, whoops! They work as published on the Game Gear, but a couple are slightly different on the Master System.

Liu Kang does the dirty by pressing Back, Back, then Down.

Scorpion finishes off with Away and 1, then Up, Up.

Sonya's Kiss of Death is achieved with Towards, Towards, Away, Away.

PUTTING THE BALL BACK

Dear Megazone,

I am a great fan of Mega Drive games, and am always on the lookout for new ones to try. I was especially looking forward to the day *Mortal Kombat 2* hits the stores, until I read your comment in the March issue that the blood code is top secret, and you wouldn't tell us even if you knew it. That was the most disappointing thing I have ever heard.

Is it a case of being old enough? If you send in your birth certificate to prove you are over 18, or something along those lines, then would you be able to give out the code?

In some ways, taking the blood code away is like taking the ball out of rugby - no fun and pretty pointless playing. And what is this I see at the end of each fight - 'Friendship' in big, bold letters. Like, let's get real! You just beat the hell out of the guy, and now you want to kiss him better? That's sick! The whole point of playing these games is as an escape from reality; to place a little fun in our lives, and some adventure into our days. And before you write me off as some bloodthirsty little brat, I am 22 years old and have 20 games, including the odd passive one in my collection.

Yours faithfully,

**Jason
QLD**

Firstly, let's get one thing straight - our comment in the March issue meant exactly as it read. The game is not yet finished, and we have not seen it, so we know nothing about whether there is a code or what it may be. When and if we do, of course we'll tell you! You guys will be the first to know!

*Judging by the success of *Mortal Kombat*, it's a fair bet that the Mega Drive version of the sequel will be just as 'gory', if not more so. Whether it will be activated by a code or not, we are yet to know at time of writing.*

And, yes the friendship moves do see a little bizarre. Maybe it shows that it really is only a game...

TRAWLING FOR PALS

Dear Megazone,

My name is Joe and I own a Mega Drive. Things get a bit boring at home sometimes, so I wouldn't mind having a pen pal to write to.

I am looking for someone aged 12-13, who must like computers. Male or female.

**Joe
Axedale, VIC**

If anyone would like to take up Joe's kind and generous offer (more like the startled plea for help that a bovine creature bellows as it approaches the slaughterhouse gates), then send your letters to

**Joe 'Way to Go', Megazone Pen Pals,
PO Box 746, Darlinghurst, NSW 2010.**

And don't worry, we're far too jaded and world-weary to read them, so write whatever you wish about 'Half a Slab' Waring - he'll never know... Letters will be forwarded on to Joe as fast as our specially trained carnels can carry them.

Anyone else wishing to get in touch with a pen pal should write to the Pen Pals listing under the Op Shop address.

NOW TO GET LETTERS

SUITABLE FOR
ADULTS ONLY

Dear Megazone,

To Margot of Lorn (March issue) – if it's good enough for Walt Disney, you can be sure it's safe for youngsters. Oh, and Margot, I hope you liked the March cover which, by the way, is an animation of Sandra in a wig on weekends!

Please pass on to Sega – give us a few *real* games for our Mega-CD, before we realise we've wasted our money. Try releasing a decent game like *Wolfenstein 3D*. Although cartridges shovelled onto a CD may seem a waste, it will give us more games. Why are cartridge games like *Flashback* and *Mortal Kombat* only just coming out on CD when the sequels are already nearly here? Perhaps Sega needs to concentrate more on the Mega-CD, or it'll flop.

Finally, the UK already has ratings systems for games, and this will no doubt flow down here. My question is will we get games worthy of higher ratings, with lots of important things like sex and violence, etc?

So-called 'excessively violent' games seem to me rather tame. Take *Mortal Kombat* or *Night Trap*: *MK*'s violence consists of spoofy, red raindrops and splatterings, and the fatalities don't look too real either. Sure, it is tacky, but it's not really 'horror' stuff, and it's not really violent (well, no more than your average Road Runner cartoon!).

Perhaps I'm just desensitised after watching *Hellraiser* movies and *A Nightmare on Elm Street*. Parents may not like their kids exposed to it, but *MK* appeals to most teenagers. The Mega-CD should be out of most kids' price range, so it needs games for big kids like me. If Atari's Jaguar is low enough in price, the Mega-CD will be out in the cold.

KJ

Bombala, NSW

We'd agree: most of the games we have seen so far are pretty tame. However, by putting a classifications system into place now, any future releases that do have a dodgy content can be neatly pigeonholed without all the fuss that came with Night Trap.

On another positive note, Sega says that this year will be big for the Mega-CD, and if the games we've seen for it recently are anything to go by, they could well be right.

PHONECARD FRENZY

Dear Megazone,

I like collecting stamps and phonecards, but so far I don't have a big collection. To change this, I have decided to gather a load of Sega books and magazines, worth around \$130, to give away for free to one of your readers.

There are two cheats books for the Mega Drive, and two for the SNES. Also included in the prize are 10 Sega mags and some posters, stickers, etc.

All you have to do is send your unwanted stamps and/or used phonecards in an envelope to M.V.H. 239 Leach Hwy, Melville, WA 6156. Include your name and address. The winner will be selected randomly one month after the Megazone cover date.

Thanks for your help, Megazone.

M.V.H.

Melville, WA

Er, cheers, thanks.

WIDE-EYED AND INNOCENT

Dear Mega Minds,

I'm not one for giving credit in writing to a magazine, but yours is the one I've been waiting for – it's a feast for the eyes. I thought it was Christmas when, in my first issue, I turned to the Gamebuster of *Another World*. All I could say was "Yeahhhh!" So long *Flashback*, I'm doing it the easy way now!

In 1981, an arcade game called *Donkey Kong* arrived. At 13, I wagged school every second day after falling in love with it. Now, at 26, I've played *Dactyl Nightmare* and liked the taste of VR. I'm in total awe of this technology and its acceleration; and I will always have the innocence of a child, as long as I have my Mega Drive.

PS: Could you give me some information on a possible adaptation of CD32's *Rise of the Robots*, *Lawnmower Man* and *Microcosm*?

Craig

Well, it's always nice to have another happy customer, even if it is a bloke who seems a little bit – shall we say? – affected by having been born in the '60s. But we're always saying here at Megazone that 'some Sega a day keeps those wrinkles at bay'. And by golly, it's working, eh, Duane?

The three CD games you mention have all been previewed or reviewed in past issues. The first two should see the light of day before year's end, and Microcosm should be in the shops now.

MEGAZONE OP SHOP

Here we are in the Op Shop again, with more wall-to-wall bargains than a Saturday-ful of garage sales.

If you want your ad to appear in a future issue, whack details of your wares on paper (make it crystal clear or we won't bother deciphering the scrawl) and include your telephone number with area code. Make it as brief as possible – we will not print huge lists of games titles!

Send it all to:

Megazone Op Shop, PO Box 746,
Darlinghurst, NSW 2010.

Don't forget to keep it brief – if not, we will edit ruthlessly.

FOR SALE

MEGA DRIVE: World of Illusion \$55, Altered Beast \$10, or both for \$60.

Tel: (02) 958 4162

MEGA DRIVE: Gunship \$70, Turbo Outrun \$30, Alex Kidd in the Enchanted Castle \$60, Columns \$20, or the lot for \$150. Or will swap for various games. Call for details.

Tel: (053) 91 2165

MEGA DRIVE: Sonic 2 for \$40, or will swap for any good game.

Tel: (089) 32 4289

MEGA DRIVE: Out Run \$45, Bubsy \$50.

Tel: (02) 979 6192

MEGA DRIVE: seven games ranging in price from \$10 to \$70, or the lot for \$245.

Tel: (075) 30 4469

MEGA DRIVE: Captain America with Sonic for \$45, or Sonic alone for \$10, or will swap them for *Mortal Kombat*.

Tel: (075) 72 9303

MEGA DRIVE: Alex Kidd in the Enchanted Castle for \$15, or will swap for another game.

Tel: (02) 543 0204

MEGA DRIVE: Fatal Fury for \$65, X-Men \$75, or \$130 for both, or will swap for *Eternal Champions*.

Tel: (042) 26 1890

MEGA-CD with *Final Fight*, new in box for \$450.

Tel: (02) 892 2505

MASTER SYSTEM: Global Gladiators for \$50, or swap for *Mortal Kombat*.

Tel: (046) 31 1158

MASTER SYSTEM II with two pads, rapid fire unit and 13 games.

Tel: (069) 68 6210

MASTER SYSTEM II with five games plus pad, \$115 ono.

GAME BOY with hard carry case and three games, \$110.

Tel: (02) 724 5937

MASTER SYSTEM: six games ranging from \$10 to \$45, or the lot for \$120.

Tel: (02) 349 3534

COMPLEX PERSECUTION

Dear Megazone,
This is the third letter I have written to you. For some reason, I get the feeling that you don't like publishing my letters. Big question - why?!

If you don't publish this letter, I have the feeling that I might have to... suck up to you or something. Enough crapping on, let's get down to business.

1. Will there be any cheats for *Sonic 3* in the next edition?
2. Does sucking up effect where the letter will end up?
3. Would the *Lost Vikings* be worth buying?
4. Is there going to be a more grotesque game than *Ren and Stimpy: Stimpy's Invention*. If there is, then I'd like to buy it as soon as possible.

Egor
SA

OK, you've got what you wanted now. Happy?

1. No, but we hear that Greyhound Monthly has a great feature on training harnesses. Just as good for our money.

2. You mean like whether it goes in the bin or the paper shredder?

3. It's not a bad game at all.

4. Yes, Barbie Becomes a Supermodel.

CLOSER KOMBAT

Dear Gamebuster organisers,

Hi, it's Glenn from the April issue. I'm just giving you some friendly, advising-type corrections for your *Mortal Kombat* Gamebuster. There were just a few mistakes, but please don't take this the wrong way.

Firstly, the combination of Flags 1 and 2 on the 'DUI L L A R D' screen makes you vulnerable to die from one hit in the second round only. You also stated that you were unsure of what Flag 7 did - it makes it so you play at the Palace Gates all the time, except for the last endurance round and the last fight against Shang Tsung. Flag 4 also makes the Reptile appear, not just Flags 2 and 3.

If you want to get to the Reptile without fooling with flags, just go to '1st Map' on the bottom of the screen, and scroll through until you get to 'The Pit'. This makes the shadows appear over the moon, so play as normal to get the flawless victory, don't touch Block, and do your fatality (remember, you only score 10,000,000 points if you defeat the Reptile by performing your fatality on him).

Now to moves and fatalities. You have Sonya's Leg Toss written as Down, A, B and C together, but you do not need to press C at all. You can do Cage's Nut Punch as just C and Down; Raiden's Teleport as Down, Up; Raiden's Fatality as Towards, Towards, Away, Away, Away and A. And Sonya's fatality on Mega Drive should be the same as for MS/GG.

These corrections and tips apply to the Mega Drive, though I can't see why they won't work for the MS/GG. As I said before, I hope you guys don't take offence at me correcting you.

Thankyou for your time.

Glenn
St Marys, NSW

Hey, no offence taken, Glenn. Thanks for the info; although we don't have time to go over MK again (to tell you the truth, we're getting pretty sick of the thing), we thought we'd print your letter so others can try out your suggestions. Note, however, that the guide published in our April issue does work - Glenn's pointers are just alternatives.

WHAT GENERATION GAP?

Dear Megazone,

Recently, I was playing *Mortal Kombat 2* version 1.3 with blood at Toyworld when an elderly lady came and watched. I heard numerous "Tsk, tsk" from behind me, so I did a friendship move and all of a sudden she let out an almighty "Ahhh".

So that just goes to show that fighting games aren't all blood, and even senior citizens are alright by them. And all that claptrap about games making kids violent is such a joke. I mean, I play *MK2* all the time, and I don't go and rip people in half or bite people's heads off.

Enough said.

Stuart
Perth, WA

Well that's good to hear, Stuart. And we reckon that all you arcade bashers out there should do a good thing for videogaming - take the senior citizen of your choice to your nearest venue, then take 'em through MK2. By the end of it, they'll be clamouring for more.



ANYTHING KEEPING YOU AWAKE AT NIGHT?

Well, let it all out - it's much better, you know. Statistics show that talking about your problems/life decisions/relationships improves your wellbeing and overall quality of existence.

And what better way to relieve yourself than in front of thousands of fellow Megazone readers. Group therapy, or what? You're lucky we don't charge for it.

By the way, make sure your letters are Sega related. We don't really want to get into why you keep having that dream that a chicken is your big brother's illegitimate offspring, and your brother is really your sister or else how could he have given birth?

And don't send SAEs or ask for replies or we'll throw them in the bin, 'cos we're far too busy.

Address your musings, ramblings and bribes to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

...continued

INDIE POWER

Dear Megazone,

In your reply to Linda of Bayswater in the March issue of Megazone, you stated that department, toy or electrical stores have the biggest range of game titles.

I disagree. In the NSW/Newcastle area, the most titles you will ever find in these kind of stores would be about 40 Mega Drive, 20 Master System and 10 Game Gear titles – absolute maximum.

We currently have in stock 174 Mega Drive titles, 89 Master System and 55 Game Gear titles. Naturally, like most good games shops, we also offer a mail order service.

So, Linda, if you want a large range of titles and friendly service, find a good, dedicated, independent games shop and your problems are over – or phone us on (049) 42 2784.

**David, All FX Games,
Charlestown, NSW**

Point taken, David. For those Sega addicts who can't make it in person to a store such as yours, mail order is a good option. We hope that some of our readers take you up on it.

And there's your free ad, mate!

LUCKY, LUCKY, LUCKY

Dear Mega Mouth,

I recently won a Mega Drive and Mega-CD in a competition. I was going to sell it, but after reading your mag, I thought I might try some games.

There is one problem: being an adult, I have found all the games children-orientated. I just can't get into some shoot 'em up games, there's just no skill in them.

I ended up buying *Flashback*, and after three months of playing it on the hardest level, I conquered it. *Flashback* is the best game I have seen, but after playing such a great game, every other game seems so disappointing.

This brings me to my questions:

1. Are there any games out there that are just totally mind-blowing? I have *Mortal Kombat*, *Sonic 2* and *Jungle Strike*, but they have worn thin after hours of playing.
2. When is *Dragon's Lair* coming out in Australia? Is it as good as the arcade version?
3. Do all the carts/CDs that come out in the USA get released in Australia. If not, why?

Anyway, keep up the good work.

**Mike
Howrah, TAS**

We're glad you decided to keep hold of the system, Mike, and are sure that there are just the games to suit you...

1. A sequel to Flashback is on the way, so that should keep you going for another three months. Also the prequel Another World, while technically less accomplished, is just as engrossing. Lemmings is a good brain teaser, and if you've got a mate at hand, Dr Robotnik's Mean Bean Machine will keep you stuck to the screen for hours. We're surprised you got sick of Jungle Strike; we reckon it gives a pretty good mix of strategy and killing – maybe it's worth giving it another go?

2. Dragon's Lair is available for the Mega-CD and it's not very good. However, games like Dracula Unleashed could provide the mental challenge you're looking for.

3. No, they don't, though most of the big titles do. The main reasons for foreign games not coming out over here are:

- the software house doesn't have an Australian distributor;
- the games are in a foreign language (ie: Japanese) or of minority interest to anyone here;
- the games are so crap that distributors don't reckon it's worth their while.

IT'S HARD BEING HIDEOUS

Dear Megazone,

I think your mag is hideous, it rules, etc, etc. I own a Mega Drive and two games, but I have owned them for three months and can finish them already.

1. Would *Flashback* keep me going for more than three months?
 2. I am a bit sick of platform-style games, so which games would you recommend that aren't too expensive?
 3. In your reviews, what does TBA mean?
- That's all for now. Please publish this letter in your almighty mag.

**Daniel
Bunderim, QLD**

1. Not if you follow our Gamebuster that appeared in issue #35 of Megazone. Without it, though, it should keep you going for a while; it has lots of puzzles as well as platform action and is a pretty tough nut.

2. Hey, how about Flashback? Just kidding. Keep an eye on the Sega Classics range if you want to save money. Some non-platform titles coming up include sports sims like SuperRed Basketball, Olympic Gold and Super Monaco Grand Prix. There's also classic puzzlers like Lemmings to look forward to, retailing for just \$49.95.

3. TBA stands for 'To Be Announced', and generally refers to prices.

MASTER SYSTEM II with two pads and three games for \$210.

Write: 11 Richard St, Dinmore, QLD 4303

MASTER SYSTEM: range of games priced from \$15 to \$30, or will swap for Game Gear games or TV tuner.

Tel: (07) 288 2721

MASTER SYSTEM II with two pads and six games. Sell \$155 or swap for Phantasy Star 2 on MD.

Tel: (02) 436 0509

MASTER SYSTEM: Rescue Mission (need light phaser to play) for \$25.

Tel: (063) 62 0352

NES with two pads, 15 games, cables, zapper and turbo-pad for \$675.

Write: 9 Central Rd, Beverly Hills, NSW 2209.

SNES and **NES** games and a pad, from \$20.

GAME GEAR: Ax Battler \$30, or will swap; Streets of Rage \$55, or will swap for Wonderboy or Sonic 2. Will swap both for NBA Jam or Mortal Kombat.

Write: 25 Hablett Cres, Alice Springs, NT 0870.

TO SWAP

MEGA DRIVE: Alex Kidd for Sonic 2, or Columns for Bubsy.

Tel: (042) 72 1177

MEGA DRIVE: Bubsy for Micro Machines.

Tel: (02) 759 9618

MEGA DRIVE: James Pond for Toejam and Earl 1 or 2, or sell for \$55.

Tel: (068) 47 3329

MEGA DRIVE: Jewel Master and **MASTER SYSTEM** Bonanza Bros for Mortal Kombat on Game Gear.

Tel: (07) 286 2181

MASTER SYSTEM II with Sonic, Sonic 2 and an Atari 2600 with lots of games for any Mega Drive games, or will sell for mega-low prices.

Tel: (066) 45 3487

MASTER SYSTEM II with eight games to swap for Aladdin or NBA Jam on Mega Drive.

Tel: (03) 546 5172

MASTER SYSTEM II with two pads and two games for Mega Drive and one pad, or will sell for \$180. Four games for \$50 each, or will sell all for \$150, or swap for Mortal Kombat on Mega Drive. Arcade joystick \$50.

Tel: (074) 82 7212

SNES with pad and two games for Mega Drive with Mortal Kombat and other game/s. Or sell for \$290 ono.

Tel: (07) 350 3744

WANTED TO BUY

MEGA DRIVE with Aladdin, SF2 and Teenage Mutant Ninja Turtles Tournament Fighters.

Tel: (002) 48 7138

MEGA DRIVE: FIFA International Soccer, Rocket Night Adventures, SF2, Lost Vikings.

Tel: (02) 543 0204

MASTER SYSTEM: Mortal Kombat.

Tel: (07) 300 2987

SATURN'S SECRETS UNVEILED

Hold onto something solid, here is the news you've been waiting for. Direct from Japan, we have the hot gossip on Sega's forthcoming Saturn. And if these specs are anything to go by, the Saturn really is going to knock rival super-consoles out of the running.

The Saturn uses two 32-bit Hitachi SH2 RISC CPUs in tandem, with a total processing speed of 50 MIPS. A 68EC000, a derivative of the Mega Drive's 68000, is used for the lowly task of sound control.

Like the Mega Drive, it features custom graphics hardware, but more powerful than anything yet seen on a games console. A custom polygon generator can create up to 900,000 texture-mapped polygons per second. A glance at the screenshots on these pages will give you some idea of the detail. Saturn offers a huge improvement on the Mega Drive, but at the expense of incompatibility.

The Saturn has a double-speed CD-ROM as its primary interface. This is a good thing, as game size is no longer a problem and the low production cost of CDs should help to keep the price of games down.

This technology is a direct product of Sega's arcade research and development projects. Finally the gap between arcade machines and games consoles is being closed.

The Titan is the arcade version of the Saturn. They are not the same, but close enough so a game that is an arcade success

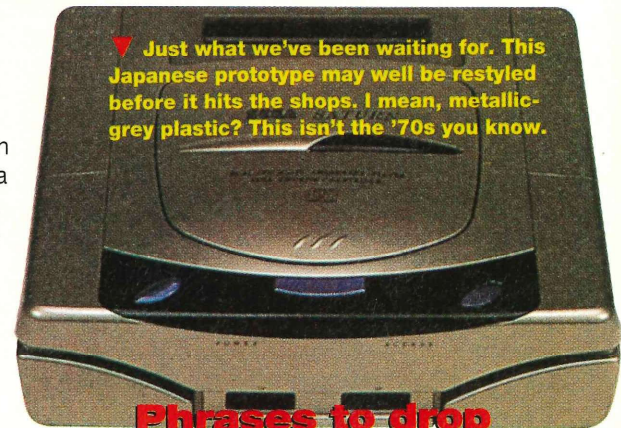
can be ported over to the Saturn very quickly. By doing this, Sega has effectively pooled its resources. We can expect a flood of high-quality, arcade-perfect games.

Sega has released only sketchy details about games being developed for the Saturn, but has plans to release its most popular arcade games - *Virtua Racer*, *Virtua Fighter* and *Daytona USA*.

Rumour control has it that the Saturn will be released in Japan in November/December '94, although it won't arrive in Australia until next year. A suggested price of 50,000 yen translates to about \$650, which, if true, is not so bad considering the combined price of a Mega Drive and Mega-CD.

Sega realises that it may take more than an advertising campaign for the public to dump their Mega Drives and shell out for a Saturn. To this end, the company plans to release a curious add-on called either Mars or Super 32X. This device plugs into a Mega Drive, and offers a dramatic boost to its performance. It contains one 32-bit SH2 CPU and other graphics hardware borrowed from the Saturn.

Details are still scarce, but it is *not* compatible with existing Mega Drive software and perhaps not with Saturn software either. It doesn't offer the same performance as the Saturn, but at a suggested retail price of around \$200, it may prove attractive to many people.



▼ Just what we've been waiting for. This Japanese prototype may well be restyled before it hits the shops. I mean, metallic-grey plastic? This isn't the '70s you know.

Phrases to drop

RISC: Reduced Instruction Set Computer. At the expense of programming ease, RISC processors forgo a large number of instructions for a smaller, faster and highly optimised instruction set.

MIPS: Millions of Instructions Per Second. A common, though controversial, way of measuring the speed of processors.

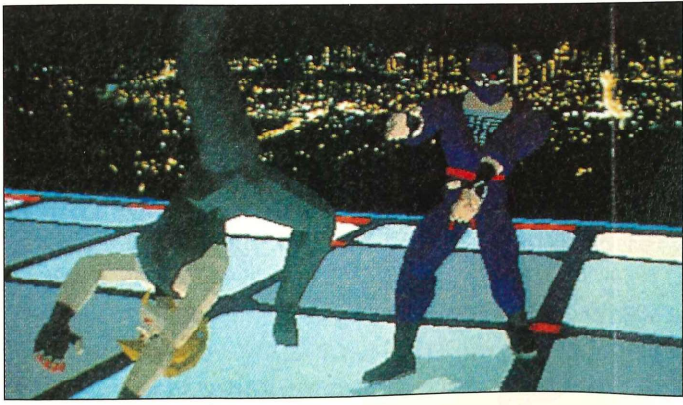
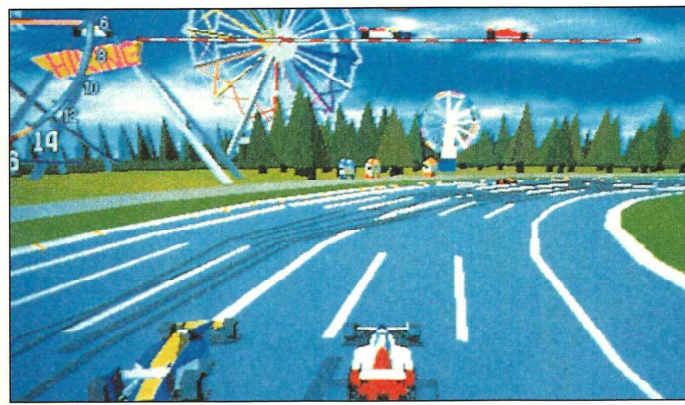
DSP: Digital Signal Processor. A fast co-processor that is just the thing for processing sound under computer control. Allows complicated effects and filtering to be done with hardware.

PCM: Pulse-Coded Modulation. This is a method of encoding information, in this case sound, into a single digital stream of data. Audio CDs use a type of PCM encoding.

Texture-mapping: Texture-mapping refers to the technique of rendering a pattern onto the surface of an object or polygon, resulting in a much higher level of realism.

Gouraud shading: Gouraud shading is a method of hidden-line removal and light-source shading designed to give objects a three-dimensional, more natural look.

▼ Currently in development are *Virtua Racing*, *Virtua Fighting* and *Daytona USA*.



NEWS BITS

Saturn Specs

Main CPU: Two Hitachi SH2 32-bit RISC processors running at 27MHz and with a combined processing power of 50MIPS.

Co-processors: Hitachi SH1 co-processor, 24-bit DSP, custom video processor and 68EC000 for controlling sound.

Memory: 36 megabits.

Graphics: Polygon generator that can generate 900,000 polygons per second with texture-mapping and Gouraud shading and smoothing effects.

▶ Custom sprite scaling and rotation hardware.

▶ True colour graphics from a palette of 16.7 million colours.

▶ Up to five graphics layers, each with scaling and rotation capabilities.

Format: Double-speed CD-ROM (300 kilobytes/sec) and cartridges.

Sound: 32-channel PCM, eight FM channels, 68EC000 controlled.

Industry Support—the big six

Industry support for the Saturn should be strong, with the news that the 'big six' Japanese software houses – Capcom, Namco, Taito, Konami, Bandai and Hudson – have come to the Saturn party and are working to port their most popular games to the console.



Sonic on the box

Three all-new Sonic videos join the series from Village Roadshow Entertainment. Each contains two cartoon episodes and includes such gems as *Sing It Again*, *Sonic and Momma Robotnik's Birthday*.

Check out department stores and video outlets from June 20. They'll retail for \$19.95.



The Multi Mega has been launched in the UK at a lower-than-expected price of £349 (around \$A750). The console combines a Mega Drive and Mega-CD in a smart Discman-style unit. As Australia follows the UK market closely, the good news is that the machine may well reach these shores too.



EA strikes back

Electronic Arts is developing a sequel to its *Desert Strike* and *Jungle Strike* games.

Urban Strike is the latest in what has become one of the most successful series of games ever.

The game is scheduled for release on the Mega Drive in November. And we, for three, can't wait. A Game Gear version will follow, but a Master System version is to be confirmed.



Nintendo has long been known for its wishy-washy stance when it comes to violent video games. Ironically, it's the introduction of worldwide legislation to categorise games that is prompting the company to 'go a little further'.

One of the first games for the forthcoming 32-bit Project Reality machine will be an arcade conversion of *Killer Instinct*. Previously, the word 'killer' would have been banned under Nintendo's guidelines. Not so goodie-two-shoes anymore...

Quiz

1. How many can play with Pete Sampras simultaneously?
2. What has your sister transmogrified into in *Mansion of Hidden Souls*?
3. How fast is Sega's Saturn?
4. Who's Alex's Dragonmaster hero?
5. How many zones are there to crack in *Sonic 3*?
6. Who's buggered off from Megazone to gawk at naked men?
7. How many kinds of cars can you race with Andretti?
8. How do you debug *Ecco* on the Mega-CD?
9. What makes *Virtua Racing* so expensive?
10. With whom do you Shut Up and Jam?
11. What does Daisy give Mickey in exchange for a missing shoe?
12. Where does the action take place in *Subterrania*?
13. Who's commenting on Rex's latest escapades?

the megazone lucky 13

Win



Fleer Basketball Cards!

Have you been paying attention? We certainly hope so, 'cos it gives you the opportunity to win a stack of cool basketball cards.

We have two big boxes of Fleer Basketball cards, supplied by the good people at Gymfit Australia, and we're giving them away to you.

Two lucky readers will walk away with (well, receive through the post) a box containing 36 packets of cards – each pack has six cards, so that's 216 all up. Should be enough to get your collection off to a good start (and probably finish it as well).

Answer the questions correctly, send them here, and the first couple plucked out of the hat on August 1 score the highly-desirable goods. The address is:

Megazone Lucky 13 (July),
PO Box 746, Darlinghurst,
NSW 2010.

RADIPAD

New on the market is a controller that's so packed with features, your games won't stand a chance. The Pro Control 6 arrives in Australia courtesy of Mega Blast and has a whole host of clever bits. Just look...

▶ It's compatible with Sega's six-button joystick, which allows it to be used more effectively with games such as *Street Fighter 2*.

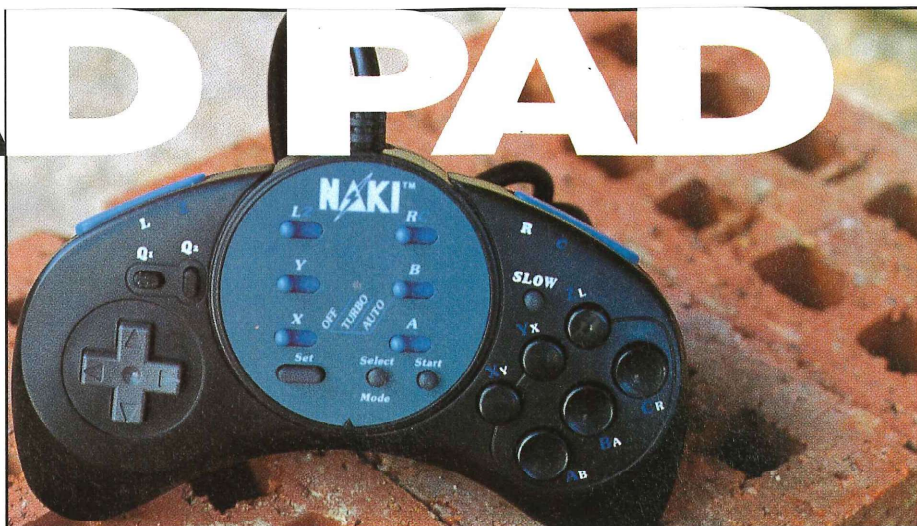
▶ A mode button turns it back to a three-button pad, so as to avoid compatibility problems with older games.

▶ It has built-in memory to store move combinations. Two sequences can be programmed into 'Q' buttons and recalled in an instant. This makes it ideal for fighting games where rapid combinations of moves are the key to winning.

▶ The joystick is compatible with the Mega Drive and Super NES, so those with access to both machines have two pads for the price of one.

▶ Any of its fire buttons can be set to turbo and autofire modes.

▶ A slow motion button reduces everything to a snail's pace for particularly difficult sections of games.



▲ It's got six buttons, it's programmable, and if you're gormless enough to own a Super NES, you can use it on that too.

The Pro Control 6 costs \$59.95 and is available from

Mega Blast, Unit 28-31, 90 George Street, Hornsby, NSW 2077. Tel (02) 477 5444.

But you could get your mitts on one of these fantastic joysticks for absolutely zilch. Our friends at Mega Blast have given us five to give away. And rather than take them home, we've decided to pass them on to you. To be in the running, simply answer this question.

What are the Pro Control 6's programmable buttons called?

- a) Q
- b) Z
- c) Ken

Answers on the back of a stuck-down envelope or postcard to:

I wouldn't half mind one of them joypads, Megazone, PO Box 746, Darlinghurst, NSW 2010.

One entry per reader, please, or we'll program Pud the Megazone mascot to come around and mess you up. And get 'em to us by August 1.

free comics

Fancy getting stuck into a thumping good read for free? You do? Well, it must be your lucky day, then.

We have 10 copies of *Kinetic Comics* issue one to give away. It stars our very own space-crusading hero Rex Vectar, plus there's heaps of other good stuff in there too.

The comic would normally set you back \$2.95. Check out issue two, available shortly from newsagents and comic shops.

To be in the running to score your copy, simply tell us who controls the Retrobot. Answers on the back of an envelope or postcard to arrive by August 1. The address:

**Rex, you're the pants,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.**

Street Fighter's BUTT KICKED

Capcom, producer of *Street Fighter 2*, has lost a court battle to protect the game's copyright. The company accused rival Data East of copyright infringement, on the basis that its game *Fighter's History* had copied the 'concept and feel' of the *Street Fighter* series.

But the judge in the Californian Federal District Court ruled that the similarities between the games resulted from "stereotypical fight characters and unoriginal fighting techniques derived from the martial arts", and that to grant an injunction would be "awarding Capcom a monopoly over a range of characters and moves it did not create".



▲ *Street Fighter 2* beaten. You can't copyright a game style, rules the judge.



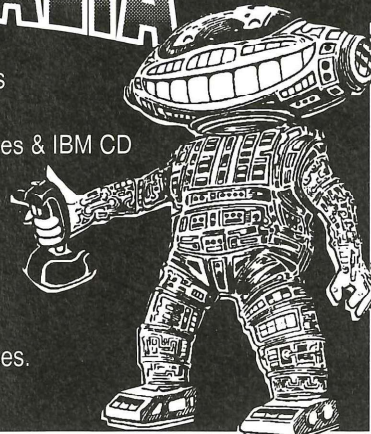
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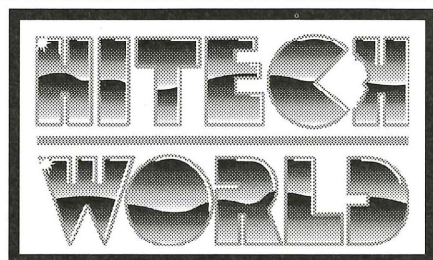
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gameSPY



▲ Be very careful, or your passengers may be joining those of the Titanic.

▼ Solve a series of problems in order to save the ship.

SINK OR SWIM

Solve 101 puzzle-packed levels or the good ship S.S. Lucifer will sink. Yes, this is a *Lemmings*-style brain-strainer in which you race against time, fighting fires, mending cracked pipes and funnelling passengers to their correct destinations.

To be successful, you must interact with objects in order to avoid disaster – blow up glaciers that block your path, turn switches and guide passengers along conveyor belts, keeping them away from deadly explosions.

Time is critical – one bad move and you may ruin everything. Most of the levels are spread over two or three screens and require only a few clever actions, but accomplishing them in the correct sequence is the real challenge.

Format: Mega Drive, Game Gear
Supplier: Codemasters

F15 STRIKE EAGLE 2

Another conversion (from Amiga and PC), this game offers four difficulty levels and gameplay that increases in challenge as you become more experienced.

Fly over six theatres of conflict, such as the Middle East, North Cape and the Gulf. Each mission generates different primary and secondary targets for you to destroy, and you can view your results from a number of external angles, including 'missile cam'.

It's promising good things at the moment, especially in the speed and graphics departments.

Format: Mega Drive
Supplier: Microprose



◀ War, destruction, the human cost of it all... why can't we all just get on?



◀ That sure is a mighty attractive fighter plane, or is it just happy to see me?



◀ It never looks as good when you're actually playing the game, does it?



◀ Check out the target on that one, eh, lads. Shoot and be damned.

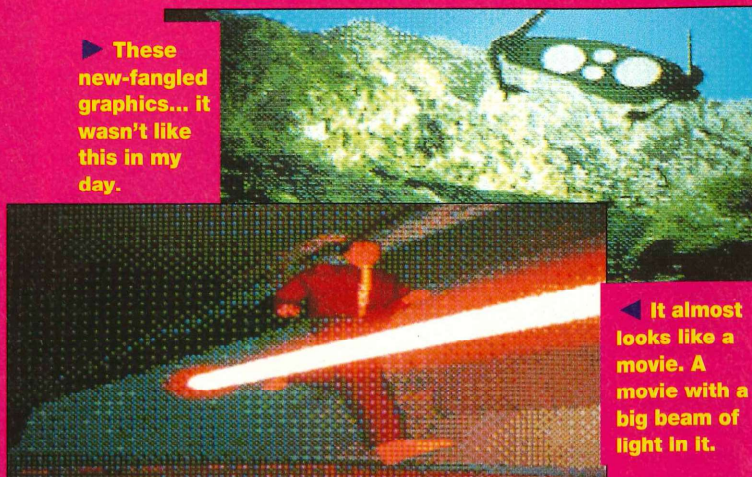
FLASHBACK CD

If you've never seen this game on Mega Drive, then you're in for a pleasant surprise. *Flashback* is a classic, involving an epic adventure set in three worlds and featuring some of the deadliest enemies around.

Although the plot remains the same as the cartridge version, the game has been dramatically enhanced in all areas. The animated sequences, intros and core graphics have been created with the state-of-the-art Silicon Graphics technique, so it should look hot.

Format: Mega-CD
Supplier: Sony

▶ These new-fangled graphics... it wasn't like this in my day.



◀ It almost looks like a movie. A movie with a big beam of light in it.

FUN 'N GAMES

One for the kiddies, this is a games, activities, art and music package designed to encourage creativity, without being boring.

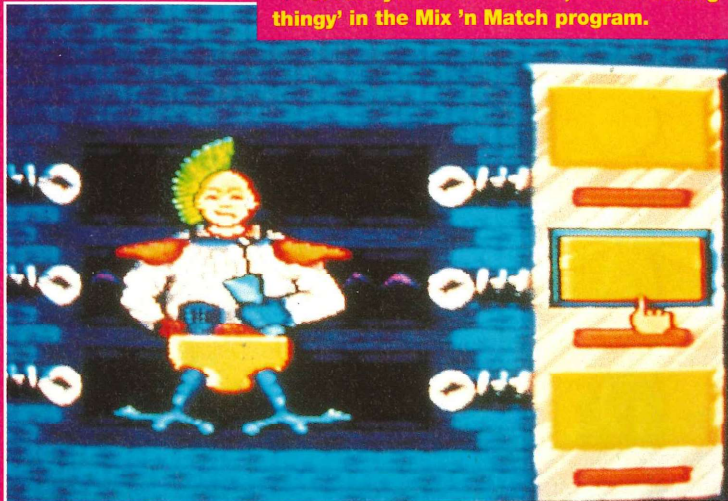
Arcade Avenue includes three games – *Space Laser*, *Whack a Clown* and *Mouse Maze*; *Mix 'n Match* lets users create all sorts of freaky permutations by rearranging the heads, bodies and legs of 15 weird creatures; *Styling Stuff* allows you to dress up mannequins; while *Magic Music Machine* offers the choice of 15 instruments and rhythms, as well as a range of sounds and tempos.

In addition, there's a drawing program and colouring book scenes. Sounds tricky, but the whole thing is simple to use and icon-based.

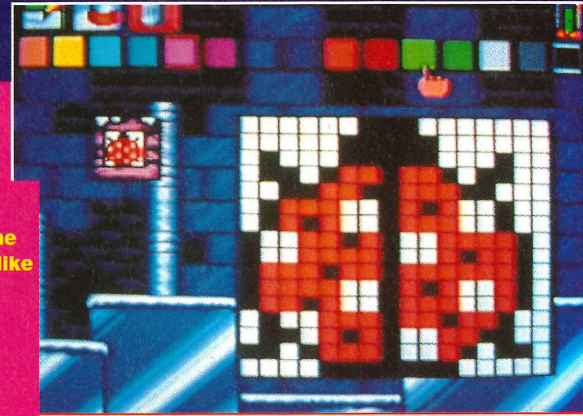
Format: Mega Drive

Supplier: Sony

▼ Create your own 'bizarre, weird-looking thingy' in the *Mix 'n Match* program.



► It's a puzzle game that looks like lots of fun, indeed.



► Draw and colour extinct animals, like this very uncool yellow and brown dinosaur.



▲ Our hero fires up what appears to be an alien barbecue. I love the smell of burning fur in the morning.

BUBSY 2

This is a very special preview as this game is unlikely to hit the shops until early next year – even the plot details have not yet been finalised.

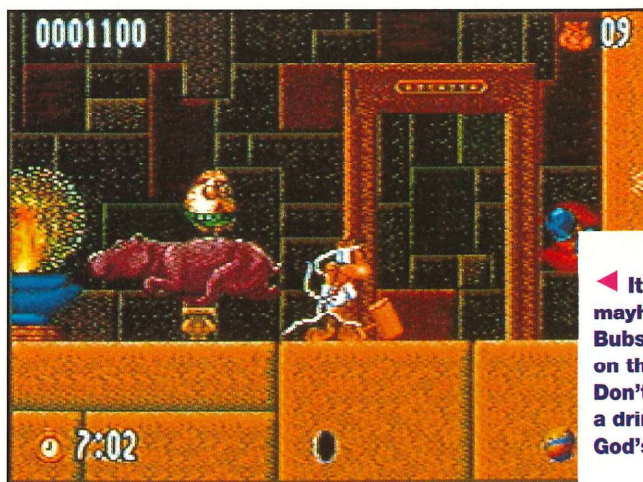
We all know who Bubsy is, and in this adventure he romps around another huge playing area, indulging in heaps of arcade fun.

Graphics look promising... it seems like we're in for another dose of a good thing. More details when they come to hand.

Format: Mega Drive

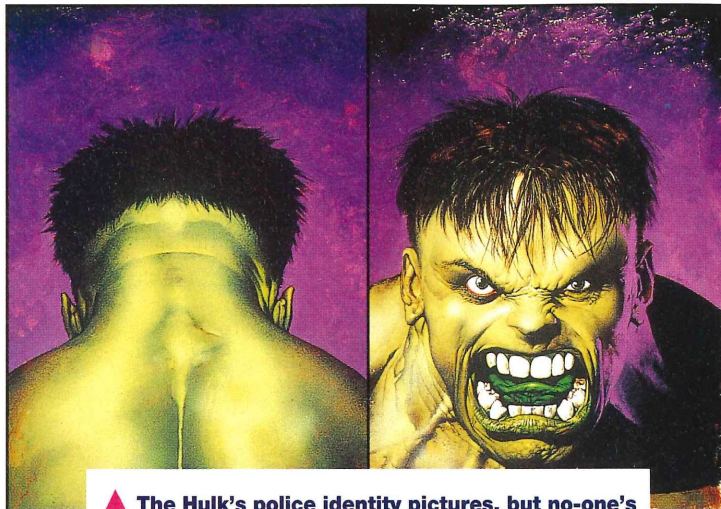
Supplier: Accolade

▼ Poor old Bubsy looks like he's in a spot of bother. Sorry, mate, seems like you're on your own with this one.



◀ It's bobcat mayhem when Bubsy's out on the town. Don't give him a drink, for God's sake!





▲ The Hulk's police identity pictures, but no-one's game enough to tell him they wanted a profile shot.

THE INCREDIBLE HULK

This game has been hyped so much, it better be good. You play the big, ugly monster, fighting your way through five action-packed scenes. Each level contains a whole bunch of baddies and an end-of-level boss. Standard stuff.

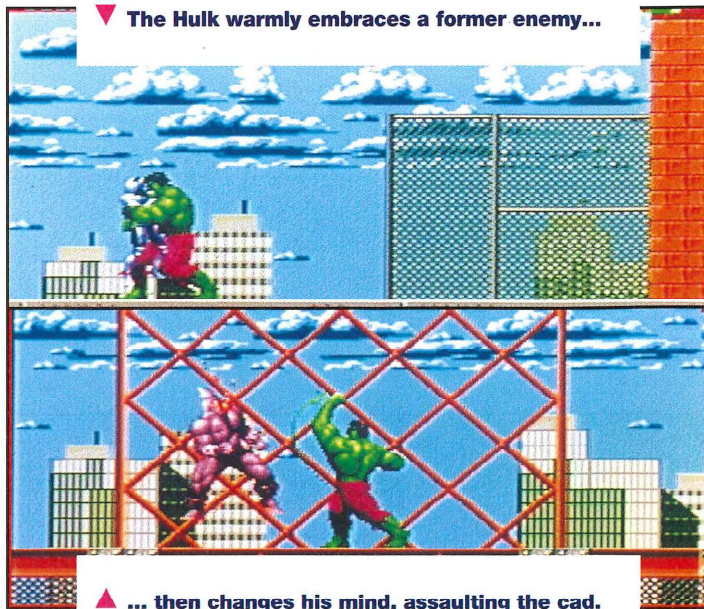
Part of the pleasure in playing the Hulk is his sheer strength – not only can he crush the patrolling troops and robots, but he can cause havoc with the backgrounds, demolishing buildings, walls and vehicles.

You play in one of two modes, as either the Hulk or Bruce Banner; you become Banner when your energy levels are low. Banner is designed to be vulnerable – his movements are slower, and he can only pick up objects if they are extremely light.

There are three levels of difficulty, and your choice will effect hit points. Not only that, but your big, green steroid abuser has nine lives and can earn more if he's a good boy.

Format: Mega Drive, Game Gear, Master System

Supplier: US Gold



▼ The Hulk warmly embraces a former enemy...

▲ ... then changes his mind, assaulting the cad.

MICRO MACHINES 2

The original *Micro Machines* spawned a rash of inter-office hostility, with 24 hour playing sessions not unheard of. This follow-up version boasts 54 new courses – enough to keep us going for at least a week.

Seriously, there is more of everything – vehicles, obstacles and deviously designed tracks which will catch you off-guard just when you thought you had it all under control.

Not only that, but Codemasters says the game has twice the speed of the original, as well as heaps of power-ups and a champions' league.

As a direct result of playing a demo of this game, our London correspondent found himself in hospital for a month after driving his Citroen 2CV backwards on the wrong side of Oxford St...

Format: Mega Drive

Supplier: Codemasters



▲ It's only a title screen, but you could safely bet your grandmother's life savings that this'll be a good one.

JIMMY WHITE'S SNOOKER

This was a top-seller on PC and Amiga for its silky-smooth responses and pixel-perfect accuracy, which has been mathematically calculated – in laymen's terms that means that the balls respond as they would in real life.

You can play against up to four tough computer opponents or challenge a friend to a duel over the green felt. There's a 3D perspective, zoom-in mode and the ability to take a shot from any angle.

Now you won't have to trot down to your local for a chance to down the brown.

Format: Mega Drive

Supplier: Virgin

▶ Clean up the red balls first. Ah, there's one...



◀ Even 'Half a Slab' Waring could pot this shot.

TINHEAD

Tinhead is a quirky, turbo-boosted morphing robot who has taken it upon himself to foil the plans of the evil Grim Squidge, a nasty character who is stealing all the stars from the sky (for some unknown reason).

If Squidge succeeds, a cosmic void will be created, threatening the existence of the universe. To battle him, Tinhead must work his way through four weird worlds, collecting various power-ups and releasing imprisoned stars.

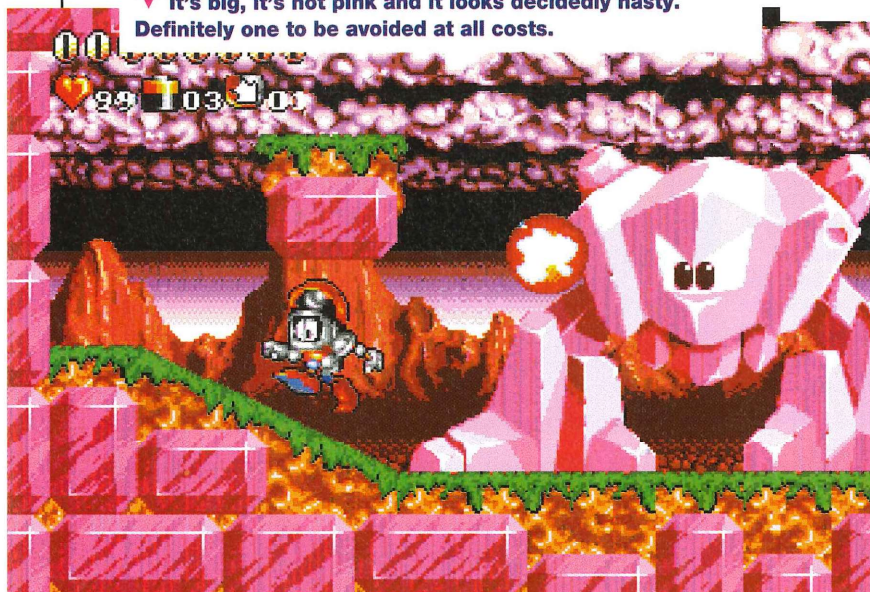
To escape from each area, you must locate a special yellow star, which teleports Tinhead to the next level. Finding these is a hassle, and a whole battalion of nasties will try and stop you.

Good luck, Metal Face!

Format: Mega Drive

Supplier: Microprose

▼ **It's big, it's hot pink and it looks decidedly nasty. Definitely one to be avoided at all costs.**



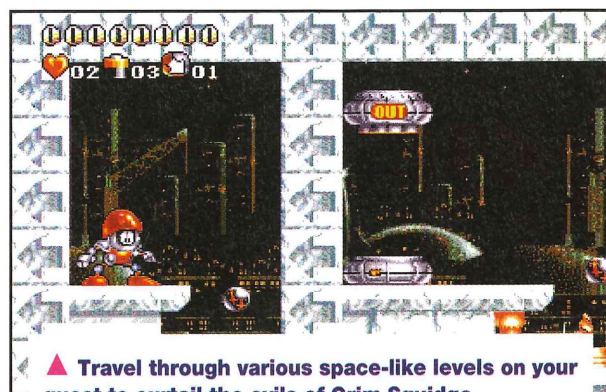
▶ **Tinhead leaps as if his life depends on it. And it does.**



▶ **He's having a rough time of it here, too.**



▶ **Travel through various space-like levels on your quest to curtail the evils of Grim Squidge.**



CAPTAIN DYNAMO

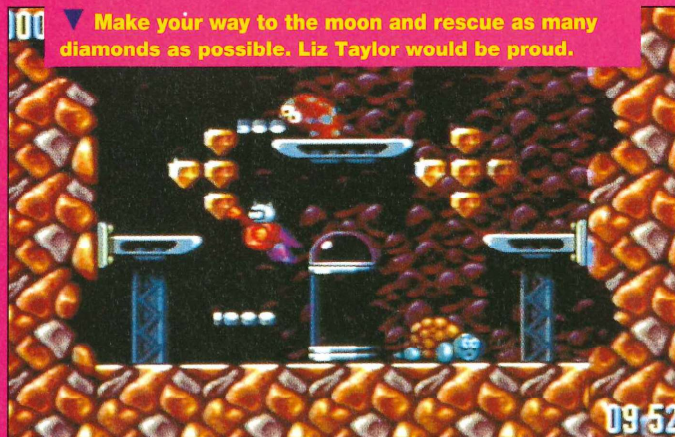
Professor Austin Von Flyswatter has stolen a cache of diamonds and taken off to the moon. Captain Dynamo couldn't just sit by and let this happen – he's in hot pursuit, dodging traps and hordes of nasties in order to win back the loot for Lady Phyllis Uppenhoofen.

Billed as a fun-filled platform puzzle game, play involves a lot of evasive action and scrambling to avoid conveyor belts, spiked wheels, water tanks and rope slides. Not bad for a bloke in a dodgy costume.

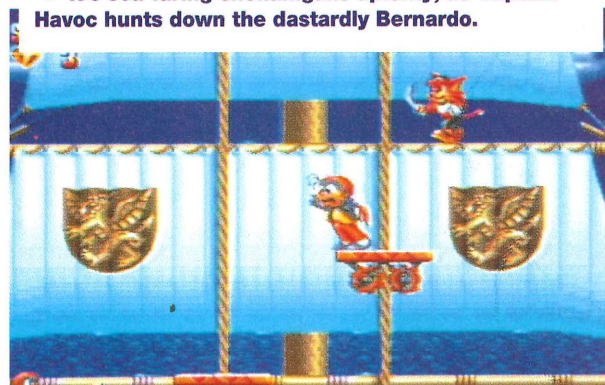
Format: Mega Drive, Game Gear

Supplier: Codemasters

▼ **Make your way to the moon and rescue as many diamonds as possible. Liz Taylor would be proud.**



▼ **It's sea-faring shenanigans aplenty, as Captain Havoc hunts down the dastardly Bernardo.**



CAPTAIN HAVOC

Begin on the top deck of a massive galleon and make your way through more than seven ocean-related stages in your quest to free your companion and an obligatory helpless girlie, Princess Josephine.

A cartoon platform adventure with plenty of arcade action, the plot seems reminiscent of *Hook* – slashing swords, hungry sharks and a band of sea-faring brutes to conquer.

Chief bad guy is Bernardo the Blackhearted, who you must face and defeat at the end of the game.

Format: Mega Drive

Supplier: Codemasters

gameSPY

SPEED RACERS

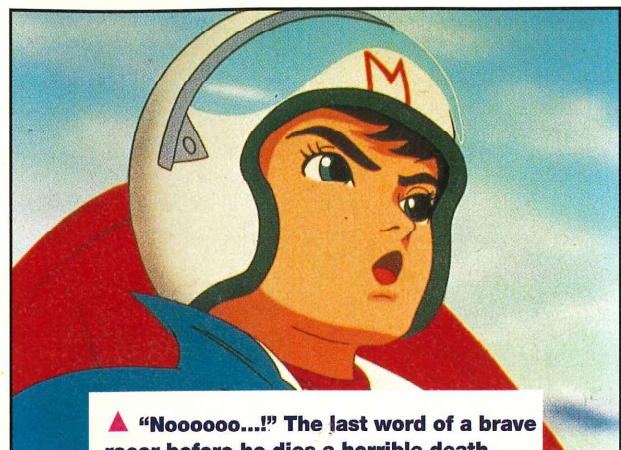
Based on an American TV cartoon series that none of you will have heard of, this is a racing game (obviously) with 3D graphics, texture mapping and rendering – yes, it's meant to look pretty special.

Choose between two vehicles and race along highways littered with obstacles, knocking other cars off the road. Your vehicle has special powers, and can jump in the air for a few seconds or travel at blistering speeds, saving you from a tricky situation.

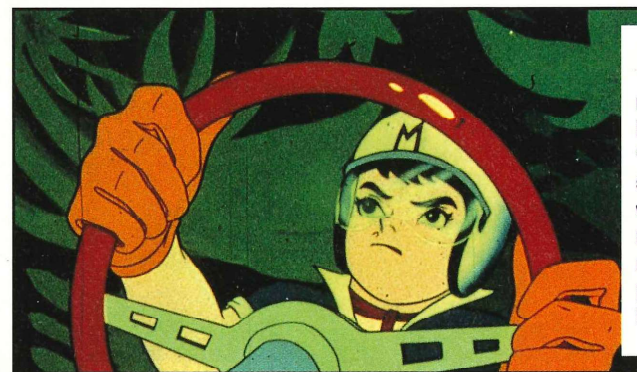
As you progress, you are rewarded with money, allowing you to purchase extra weapons and power add-ons for your car. On-screen speed meters, gears and dials allow you to monitor your progress, and animated faces appear from time to time to comment on the action.

It looks funny and fast, and you can be killed by road hogs, helicopters or a lethal last skid on an oil slick... great!

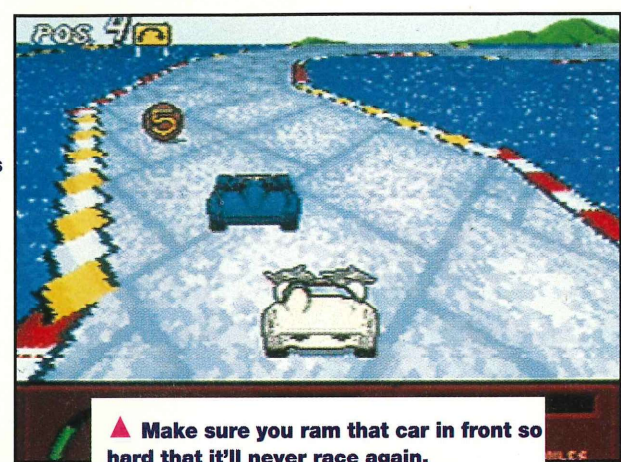
Format: Mega Drive
Supplier: Accolade



▲ "Noooooo...!" The last word of a brave racer before he dies a horrible death.



◀ There's nothing like an 'under the steering wheel and up the nose' perspective.



▲ Make sure you ram that car in front so hard that it'll never race again.

CHAOS ENGINE

Created by the famous Bitmap Brothers, this game is widely regarded as one of the best shoot 'em ups on IBM, so its Mega Drive conversion was inevitable.

This is a fast-paced game, relying on sharp responses and a good eye. Set in the Victorian era, it involves a power-crazy bloke named Baron Fortesque, who decides that he would quite like to rule the world.

The Baron invites a bunch of scientists and assorted wackos to his mansion to help him fulfil his dream. Obviously, this invokes mayhem.

You can choose to play one of six characters, each with their own attributes and weapons. The object is classic – shoot everything that moves, and that includes frogs and monsters. There are various items to pick up, and a two-player mode to pump up the action.

Format: Mega Drive
Supplier: Microprose

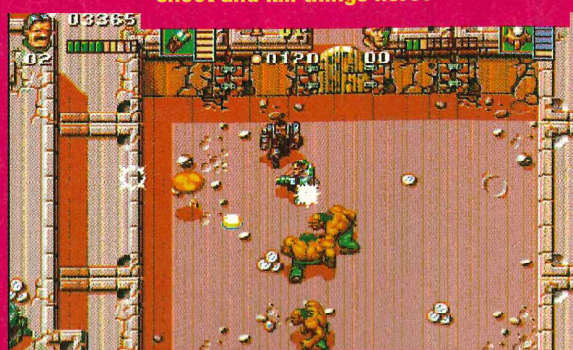


◀ It's time to shoot as many things in as little time as possible.



◀ Kill! Kill! Kill! Kill! Kill! Kill! Kill!

▼ What's the bet that you have to shoot and kill things here?



The Game Guide has expanded and contracted yet again, bringing you the most up to date information on future releases in the world of Sega games. Yep, we tell you what's just about to break, and if it's not here, it probably ain't gonna reach our fair shores. And even if it is here, it may not reach our shores either, but don't blame us - that's life, kids.

the megazone game guide

Any Moment Now

AV8B Harrier

CDDomark

It's a flight sim, it's on CD, and that's about all we know at this stage.

Cliffhanger

CDSony

Sly Stallone's action/adventure fest causes an avalanche on CD.

F-194

MDDomark

A flight sim, no less. Well, we need another one of them...

Flashback

CDSony

This famous Mega Drive classic finally makes its way onto CD.

Itchy and Scratchy

MD,GGAcclaim

A platformer starring those wacky Simpsons characters.

Jungle Book

MDVirgin

It was crap on MS, but looks promising on this format. Check out the graphics on that boy-raised-by-wolves.

Links

CDVirgin

When put together, they make up a chain; they've also got something to do with a game...

Marko's Magic Football

GGDomark

Marko and his ball fight environmental corruption on the hand-held.

NBA Jam

MSAcclaim

The best basketball sim slams dunks its way onto the small screen.

Sensible Soccer

CDSony

Just in time for the World Cup,

this is another conversion from Mega Drive.

Streets of Rage III

MDSega

The gang is angry enough to be out on the streets again, tougher than ever.

Taz-mania 2

MDSega

The old devil returns for a slice of the action.

Virtual Bart

MDAcclaim

It's Bart, virtually. Don't have a cow, man! Eat my shorts!

August '94

Caesar's Palace

MSVirgin

Dust off your toga for a rampaging romp with good old Caesar.

F1-GP

CDSega

It's all about driving, and driving's what it's all about.

Fun 'n Games

MDSony

An educational tool that's designed to help sprogs be creative. Good stuff.

Maximum Carnage

MDAcclaim

Shoot your heart out, and make sure you do it to the max.

Monster Trucks

MD,GGAcclaim

Something to do with big trucks? Or maybe monsters?

Mortal Kombat 2

MD,GGAcclaim

It's here! It's here! It's here! This one's gonna cause a few fights of its own...

Rock 'n Roll Racing

MDVirgin

Music and racing - what more

could you want? We don't know...

Shining Force 2

MDSega

If you're into adventure, RPG thingies, and you liked the first game, then you'll probably think this is cool.

Skeleton Krew

MDCore

A space-age shoot 'em up, but the crew's dead.

September '94

Daffy Duck Hollywood

MDSega

It's Daffy, and he's in Hollywood. Now what?

Demolition Man

MD,CDVirgin

Sly Stallone shot special scenes for this game, so it must be good, right?

Dragon

MD,MS,GGVirgin

Martial arts fans pay attention, for this game is for you (and it's about Bruce Lee).

Goal

MDVirgin

Don't tell me it's another soccer game? I asked you not to tell me that...

Snooker

MDVirgin

Coloured balls and smooth, green felt... when you've finished admiring them, you can hit 'em.

October '94

Bubsy 2

MDAccolade

Everybody's favourite furry thing sets off on another amazing adventure.

Hurricanes

MDUS Gold

They're strong and potentially dangerous, but there's nothing

wrong with a bit of wind...

Juggernauts: The New Breed

MDAccolade

To be honest, we have absolutely no idea of what this one is about.

Kawasaki Superbikes

MD,MS,GGAcclaim

The title can mean only one thing - fast, hard and very dangerous motorbike thrills.

Megaswiv

MDTengen

It's a shooter, and that's about all the info we have on this one.

Sonic Chaos 2

GGSega

Dear old Sonic can't keep still, can he? Start getting excited now if you're an 8-bit owner.

WWF RAW

MD,GGAcclaim

Seems to me that this is a boxing game played in the raw. Maybe.

November '94

Cannon Fodder

MD,CDVirgin

Things to shoot with cannons, we guess. But we don't really know...

Evolution

MDVirgin

Well, first there were a whole lot of amoebae, then things crawled out of the water, and then...

Fire Team Rogue

MDAccolade

There's no use pretending that we know what this game is about.

PGA Tour Golf 2

GGTengen

One of the best golf sims ever putts its way onto Game Gear.

The Lion King

MD,MS,GGVirgin

From the makers of *Aladdin*, this is set in the African jungles and stars Simba the lion. Can't wait!



THE PRICE IS



Games are
**GREAT,
groovy
and
fun,**

but there's a price to pay: they certainly ain't cheap. Adam Waring puts on his Hinch hat and demands to know why...

RIGHT?

Buying wisely

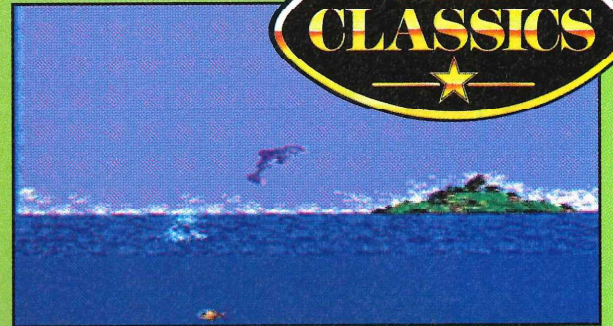
It pays to try before you buy. Here is Megazone's guide to spending those cents wisely. Follow these rules and you won't go far wrong.

- Read the reviews of games in Megazone: we see more games than you've had hot dinners. We aim to give you our honest, unbiased opinion. When we say a game is good, it's because we genuinely reckon it is. And if we tell you it stinks, steer well clear. Simple.

- Shop around. Stores may sell games for less than the recommended retail price. Sony describes its pricing policy as "aggressive" (which means cheaper) and EA doesn't actually set a price, but leaves it to the stores' discretion. Mail order suppliers have lower overheads and often discount – check adverts in Megazone.

- Rent the game first. Games are widely available from rental outlets such as video libraries and computer stores. If it's a turkey, you'll only have wasted a few bucks. And if you like it, you can rush out and buy it later.

- Check out older titles. You may be able to pick up a second-hand bargain, or find them discounted heavily. Re-released titles, such as those in Sega's Classics range, can be real gems.



▲ Great games like Ecco are available for a fraction of their original price. It pays to shop around.

Fact: games are expensive. In a recent survey conducted by Megazone, more than 71% of you thought that the price of games was way too high. Only a quarter of buyers thought they were paying a fair price, and a tiny two and a half percent considered that games were good value for money.

Unlike most 'toys', consoles are adaptable. Plug in a new cartridge and you have a whole new game to play. And unlike most other products you'll find on the shelves of Toys R Us, the base unit is the least important component; software is what really counts. It's the games that sell the system. Most newcomers to gaming will have heard of *Sonic* before they hear of Sega.

But games prices have been creeping steadily upwards over the past few years, and nowadays you'd be lucky to pick up a new Mega Drive title for less than 100 bucks. In the words of one humble (and dead) professor, why is this so?

Cheap as chips?

Unlike computer software, which comes mostly on magnetic floppy disk, cartridges are expensive to produce. A disk costs well under a dollar to manufacture and duplicate a program onto. In comparison, the cost of producing a cartridge is much higher. It's a physical, manufactured unit; inside the plastic casing is a circuit board containing ROM chips and other electronic components. The cost of putting a typical cart together is between \$US8 and \$US15 (\$A10-\$A20).

Why is Sonic 3 so expensive?
I've played it and it's not much better than Sonic 2, which must be the easiest game there is. My local store sells Sonic 3 for \$139.95, which is about \$50 too much.

JASON, SA

A games cartridge represents not only the physical components buried inside it, but months and months – even years – of hard yakka. It's the fruits of a large team of designers, programmers and artists' labours. Those people need to pay rent, eat food and perhaps even go out for the occasional beer. And that means selling a lot of carts before costs are recovered.

The pie has to be divided into many slices. As well as paying the people who wrote the

thing in the first place, and for the cost of the cartridge, the software house which markets the game takes a slice for producing it. A distributor has to truck it around the country and the retailer needs to make a profit too.

Then there's the cost of packaging, advertising and promotion. Sega takes a royalty for every cartridge sold (remember, for each Mega Drive sold, many more carts will be bought: software is where the money is). And what about licensing fees? A game that borrows its name from a big movie, arcade game or sporting personality will have to pay royalties to the copyright holders.

As you can see, costs escalate frighteningly quickly.

The names behind the games

Let's visit Waring's Software Emporium, a small development house producing Sega games. It's developing a game called *Roger the Echidna*, which is going to take one year to develop. There is a team consisting of a designer, two programmers, two graphic artists and playtesters – pretty small compared to many other development teams.

Wages for the year are going to be in the region of \$250,000 (talent doesn't come cheap). Then there's rent, phone bills to Sega in Japan, and enough petty cash to keep the team up to their eyeballs in tea and coffee – and the cost of buying all the development kit in the first place. We're getting on for half a million dollars in development costs alone.

One year later, the project's finished bang on deadline (note: in reality this never happens). It gets the Sega Seal of Approval, and a well-known Software House signs up the game. This company has its costs to think of too: it places adverts in Megazone, prints packaging and instruction booklets, and manufactures the cartridge at \$20 a shot.

The distributor takes so many thousand units and pays someone to drive a fork lift truck around the warehouse. Finally, Honest Ron of Honest Ron's Software Shack, based in Gnowangerup, places an order. Ron needs

to rent his space at the shopping centre, pay Sheila to operate the till, and make enough profit to keep his dog Chopper in Pedigree Chum.

By the time everyone's had their cut, Waring's Software Emporium is left with five dollars for every cartridge sold. 100,000 cartridges need to be bought just to cover development costs.

The only way is up

Fair enough, everyone has to make a crust, but prices really are getting beyond a joke. *Street Fighter 2* at \$170? *Virtua Racing* an outrageous \$200?

What you're paying for here is new technology. Not long ago, eight megabits was the largest cartridge you'd get. *SF2* has 24. In bits-per-dollar terms, it's relatively cheap.

Virtua Racing comes complete with a custom graphics chip to speed things up to a blisteringly fast pace. The DSP chip is a dedicated co-processor which pumps out 3D graphics in the blink of an eye. And it doesn't do a bad job. But these hi-tech chips cost money to develop, and there are additional manufacturing costs involved in placing these chips into every cartridge.

In the know?

Kevin Bermeister is boss of Sega Ozisoft, the Australian arm of Sega and distributor of much of the console software available in this country.



Why are games so expensive?

I think that games are more sophisticated now, whether that's generated by consumer demand or by the industry. There's a constant demand for bigger games, better graphics – it's a vicious cycle.

This all adds to the cost. Not so long ago, we were producing cartridges that were two megabits in size. Now we're seeing 24 megabit cartridges. What you have to understand is that new technology costs more. The longer these devices are in the marketplace, the cheaper they get, but for the moment the cost of these chips increases the cartridge cost substantially.

Secondly, bigger cartridges mean more work. A 24 meg game is 12 times as big as a two meg game. It takes more time, it needs a longer storyline, bigger specifications, more people, more animation, more programming, more features, bigger teams.

Why aren't CD games cheaper when they cost less to manufacture?

It's the same story. In the case of CD manufacturing, costs are much lower, but the capacity of CD means more animation, video, live actors and lots of code. This costs more money, requires more resources to put out a title, and it will sell less because there are fewer machines out there.

The price factors in CD switch to the cost of development: more sophisticated technology and more time needed to put the games together.

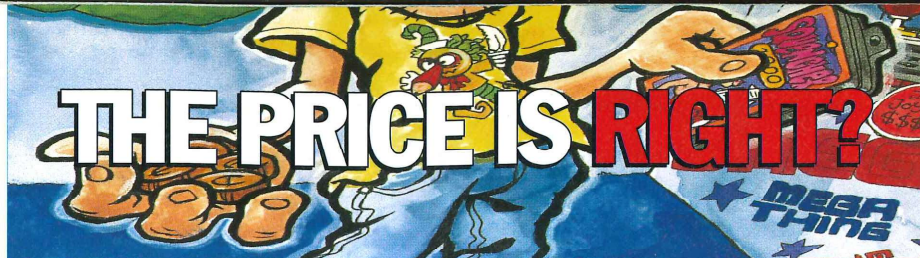
What will happen to games prices in the future – are they going to rise or fall?

We have very strong views on that. Prices aren't going to come down; if anything, they will maintain their current level. Rental will play a much bigger part.

However, second release games will come out at a lower price. We see the games market becoming very similar to the home video rental market. After six to nine months, games will be re-released at a much lower price when the costs of producing the game in the first place have been recovered.

A game can cost anything between \$US500,000 and \$US1,000,000 (\$A660,000 – \$A1,300,000) to develop. A few years ago, development of a cart would be under \$US50,000 (\$A65,000). A publisher takes a big risk when developing a new title.

It'll be even worse when 32-bit technology comes out because of the limited number of games available. It's a bigger risk for publishers to develop games for new hardware, and so only very popular titles will be available at first.



But still, a game is a game is a game. And does it really matter whether it has a million megabits and 17 co-processors working in parallel? It's only as good as the fun you have out of it. And if it's no better than the original four megabit *Sonic*, is it really worth shelling out damn-near what the console cost in the first place? Only you can decide that...

The CD revolution

The big problem with carts is that they are carts. Expensive to produce, the costs spiral upwards after that. What's needed is a cheaper base medium. Enter the compact disc.

CDs may be more commonly found next to your hi fi, but they're simply data storage devices and are just as capable of storing graphics and game code as they are music. And CDs cram a lot of data into a small space: 650 megabytes – that's the equivalent of 5200 megabits. Enough space to store every single Sega game cart ever released on *one single disc*.

They're dead cheap to make, too. A CD costs less than a dollar to press. Problem solved – that should cut the cost by at least

a few bucks...

But, hold on for just one minute: CD games are *no cheaper* than their cartridge counterparts, despite obviously costing much less to produce. What's going on?

The software houses will tell you that while it's actually *cheaper* to manufacture a CD game, development costs are through the roof. Costs shift from manufacturing to development. The advantages that the CD format offers in terms of storage space actually end up working against it, in a way.

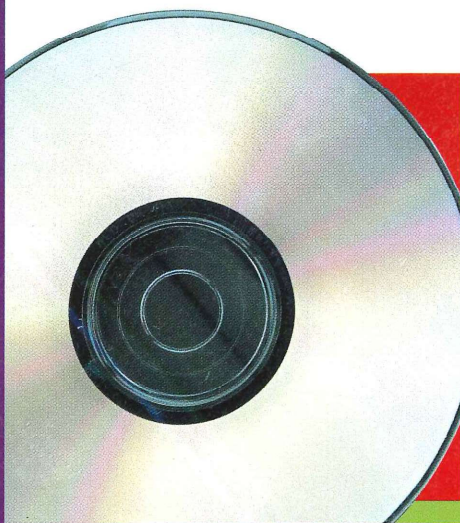
Because of the huge amount of space available on CD, we expect so much more of

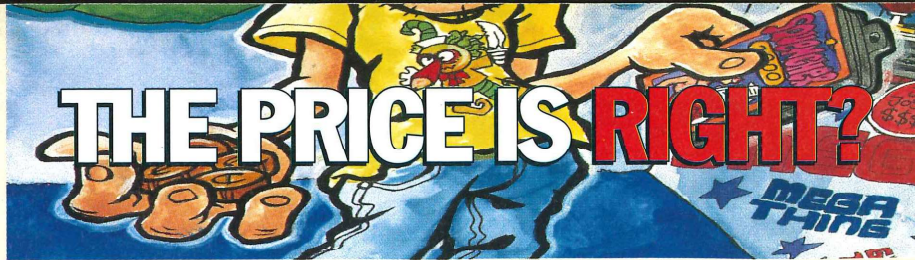
It's about flipping time SF2 came out, but major shame on Sega's part for putting a \$169.95 price tag on it... why does Sega keep insisting on putting up the price of everything?

CLIF, QLD

CD games: more graphics, bigger levels, full-motion video. All this eats time and money. Suddenly actors and a film crew have to be paid, CD soundtracks need writing. A whole new set of costs are involved. *Ground Zero, Texas* had a \$US3 million budget. Be wary though; there has been more than one example of a CD game being virtually identical to its Mega Drive counterpart, bar the inclusion of a tacked-on tune to fill the extra space...

But is there scope for a reduction in the price of CD software? At the moment, the base of Mega-CD owners is relatively small, but it's growing. The more people to own these machines and buy the software, the more viable it will be for software manufacturers to reduce prices. We'll just have to wait and see whether they'll do right by us...





The grass is greener?

How do prices of games compare to those overseas? Generally, Australia is expensive compared with other nations, but not outrageously so. Japan, the US and Europe all offer games for less.

Japan comes out the cheapest, but with a massive, console-mad population, it's not really surprising. The United States and United Kingdom are more expensive, but cartridges will still set you back less than over here.

What you must take into account, though, is that the games are all developed and manufactured in these countries, then imported into Australia. Also, Australia's population is relatively tiny at 17 million, whereas the UK, Japan and the US weigh in at 60, 120 and 280 million respectively.

Prices are all subject to exchange rates, but here's a guide to the cost of games elsewhere around the globe.

London Calling

Games are *huge* in the UK (must be something to do with all the rain and cold weather), and the country has a very strong software industry. Despite this, game prices are relatively high; just a little cheaper than here.

Your average Master System title costs about £30 (\$A65), and around £50 (roughly \$A110) for the Mega Drive. Some games are more expensive; 24 megabit carts go for around £60 (\$A130).

Back in the USA

Surprisingly perhaps, our American cousins aren't much better off than we are. A shopping excursion to Babbage's (the leading US video games chain) in Tampa Mall, Florida uncovered *NBA Jam* for \$US85 (about \$A120), *Desert Speedtrap* for Game Gear at \$US50 (\$A75) and, *Lethal*

Enforcers CD at \$US90 (\$A135). Marginally cheaper, but hardly worth buying a trans-Pacific flight for.

Big in Japan

There seems little relation in Japan between list prices and what games actually sell for. Heavy discounting often sees new games' prices slashed and costing 20-30% less than the advertised price. For example, *Virtua Racing* is listed at ¥9800 (\$A130), but can be picked up for

I am really sick of paying incredible prices for Mega Drive games.

JAKE, NSW

Games are bloody expensive!

MATTHEW, NSW

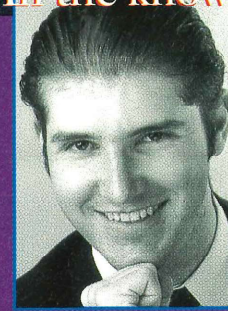
¥7380 (\$A95) with no bargaining required.

Japanese culture plays a large part: they have an obsession for new products. Apart from encouraging buying frenzies, this kind of marketing creates mounds of unwanted goods. Games are not exempt from this madness, and it's here that the thrifty can pick up some real bargains.

When it was new, *Sonic 2* would have cost around ¥6800 (\$A90). Now, with subsequent *Sonics* having been released, you can find it for as little as ¥1900 (about \$A25). At the most extreme is *Toejam and Earl* going out with a soft thud at ¥480. That's right: just \$A6.40.

The Land of the Rising Sun may seem like the gamers' dream, but the cost of living is exorbitant. Just try getting change from \$10 when buying a cup of coffee...

In the know?



Mark Bruton is managing director of Mega Blast, a video game mail order specialist and retailer based in Hornsby, in the northern outskirts of Sydney.

Do you think you'd sell more games if prices were lower?

Definitely. One of the reasons why consumers are happy buying used games is because we can sell them at reasonable prices. Therefore, it is obvious that those decisions are made on the basis of price alone.

Do your customers complain about prices, or do they just accept them?

People buying games as presents for their kids will think that prices are high, but will also understand their need to satisfy a demanding child; whereas the teenaged to adult gamers who consistently buy games find their investment is becoming very expensive and often say so.

How well will ranges like Classics do?

Previous experience has shown us that these ranges have proven to be extremely popular, especially if titles like *Ecco* are included, as this was a widely received title and has sold well at full price.

Conversely, how many copies of *Virtua Racing* will you sell?

Die-hard game fans will pay any price, hence Sega's seemingly insatiable desire for price creep. The \$200 mark certainly is no barrier to those keen enough to own this game, however this in no way justifies such a high price point.

The DSP chip is inherently expensive, however, and an alternative such as a modular DSP chip cartridge adaptor seems a far more beneficial concept. Clearly, this will eliminate the need for a DSP chip to be included in every game produced, which will allow more third-party developers the opportunity to provide the public with enhanced DSP games for relatively little cost.

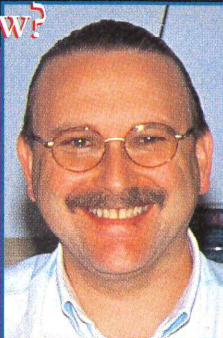
It would also cost the consumer less per game, and would ensure Sega continuous sales of DSP converters – the demand for better Mega Drive games is increasing at a rapid rate.



◀ With expensive production budgets, high development costs and heavy investment in the latest technology, is it any wonder that games cost so much?

In the know?

Adam Lancman is
joint managing
director at Beam
Software, based in
Melbourne. His
company develops
games for software
houses, which then
market them
worldwide.



How much of the cost of a cartridge goes to the developer?

We're treading in a very sensitive area, so I'll talk in general terms.

A cartridge is made up of a printed circuit board and has computer chips, so it's expensive to make; it's not a floppy disk that costs 25 cents or so to manufacture. These carts have to be *built*.

It's a very costly process to get a cartridge put together – over \$30 in Australian dollar terms. That's just raw cost; it doesn't include software development, distribution cost, packaging, overheads or the wholesaler margin.

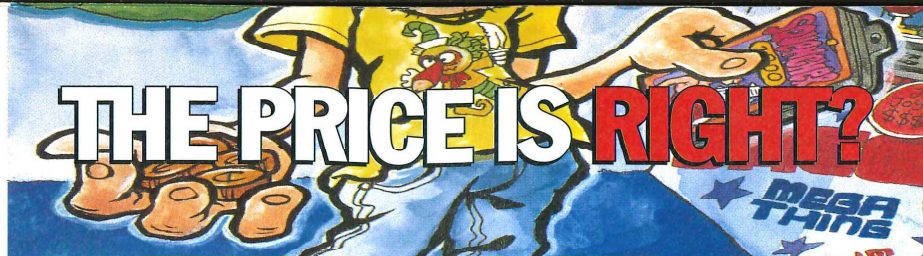
Add all that together and you can see why you have to pay \$90 and more for a game. The retail price of cartridges in Australia does not translate into superprofits for the people involved. Easily more than half of it is spent just getting the cart onto the shelf. People might complain about it, but it's physically not possible to price it lower.

Will CD bring the price of games down?

The difference between cartridge and CD is that with a cartridge, the value is the physical component because it's so expensive; on the CD side, the cost is shifted to the developer.

The inventory cost is lower, but the software component is much higher, because a CD product is much more expensive to develop than a cartridge. Where a cartridge has one or two megabytes of data, a CD has half a gigabyte of data – and you can only fill up so much of it with music. You need a lot more artwork, a lot more database work.

The size of the game is so much bigger, and that translates into time and higher cost. At the moment, CD budgets are twice as much as development costs of a cartridge, and it's going to get worse. We're going to be looking at mini movies – and mini movie budgets – in the not-too-distant future.



Slices of Pie

So where, exactly, does all the money go? It depends very much on the individual cartridge: *Virtua Racing*, for example, will have a much higher manufacturing cost because of the expensive component that makes up the cart. But here's a rough guide to how your cash is divvied up...

Retailer 35-40%

The retailer's cut may seem high, but don't forget that they will turn over far less volume per title and will need to sell a lot of product to stay in business.

Distributor/Marketer 30%

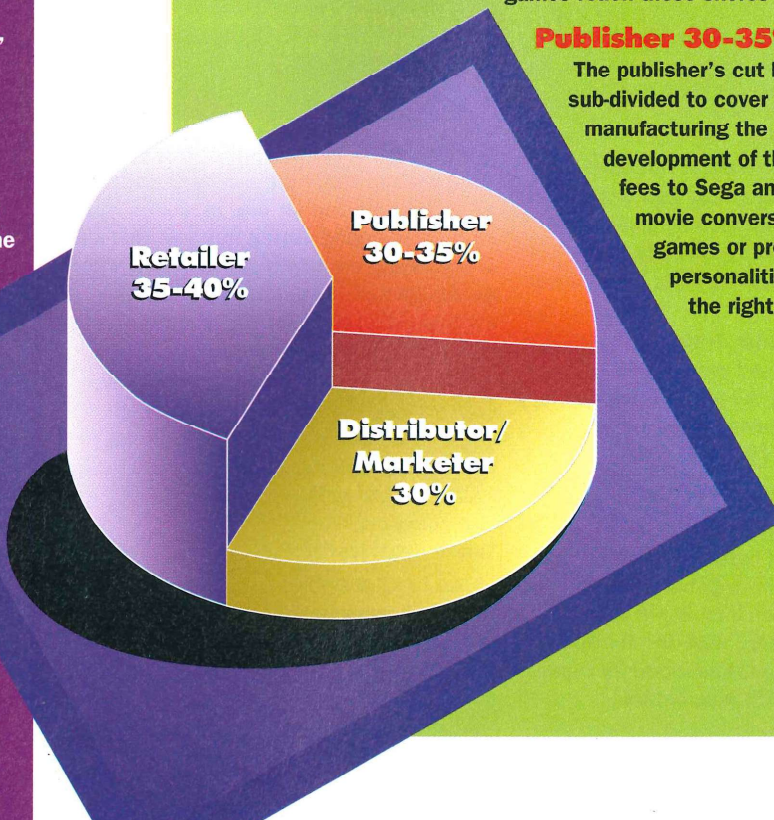
In Australia especially, the distributor plays a very important role. The video games industry is concentrated overseas, and it's the distributor who's responsible for ensuring those games reach these shores in the first place.

Publisher 30-35%

The publisher's cut has to be further sub-divided to cover the cost of manufacturing the cart, the development of the game, licensing fees to Sega and – in the case of movie conversions, arcade games or prominent personalities – payment for the rights to use the name.

Games consoles and their games are priced too high. I know it costs the companies thousands of dollars and time to make the games, but if the products were cheaper then they'd sell a lot more.

GREGORY, VIC



Cheaper Alternatives

Sega has a range of software called Sega Classics. The games are not new, but re-releases of strong titles that have already seen their sales peak. These have sold enough copies to recoup development costs, so can be put out at a lower price point.

Hi-tech games, such as *Virtua Racing*, have been released with cripplingly high price tags – \$200 for a single title, no matter how good it may be, is a frightening price to pay. But a new device on the horizon, codenamed Mars, could be the answer.

The principal reason why *Virtua Racing* is so pricey is because extra hardware has been built into the cartridge in order to provide the technological grunt necessary to run such a sophisticated game. Every game that uses such technology has to have a DSP chip. The Mars is an interface that contains such a processor – plus a couple of other goodies to boot. A one-off payment can be made for the Mars hardware, but after that, these super games will be closer to the cost of a regular cart.

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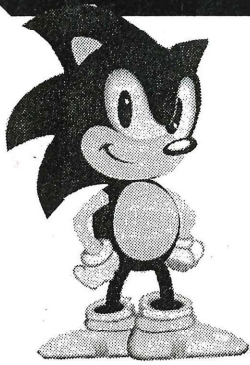
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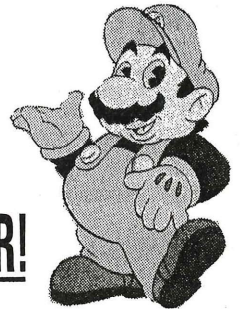
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VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Electronic Arts

PRICE: Around \$100

SIZE: 16 megabits

Mario Andretti Racing



The smell of burning rubber, the roar of high-powered engines and the taste of cold hot dogs are what Peter Burney lives for.

Then again, he's a bloke, and that's what all blokes are into, aren't they?

With the name Andretti plastered all over it, you could be forgiven for thinking this is an F1 cart. Actually, it has nothing to do with Formula 1, and is in fact one race car with some variety.

Yes, you can strap into the driver's seat of a beastly stock car, speedy Indy car, or spray-mud-in-their-face sprint car. Each has its own different handling capabilities, tracks, and top speeds, so if you're zipping around the circuit in one, you may well be eating fumes when handling another.

In all, there are 15 tracks to choose from (five for each car type), so whether you're into driving around in a circle or love the thrill of twisting and turning through high speed chicanes, this sim has something for all race fans.

Starting in last place on the grid may not be your thing, so a qualifying option has been added to give you a chance to move up in the world. Three frantic, but lonely laps (yes, you're all alone out there when qualifying) are timed to one-

hundredth of a second, with the fastest lap being your qualifying time. Beat the computer qualifiers and you may even take pole position.

Still not easy enough? Well, then the Andretti Tips option may help. Imagine unlimited laps around the circuit with wonderful backseat-driver advice from the man himself. Unfortunately, simultaneously reading the tips and watching the road at 200 km/h through tight corners without crashing is about as difficult as bungy jumping from a helicopter which is flying upside down. But it *is* only practice...

Then once you're confident enough, it's off a-racing you will go. All races begin with a rolling start and nine other would-be winners. Weaving in and out of a mass of cars is great fun, and this is finally a cart where the computer-controlled cars actually manoeuvre around the track as you do, even cutting you off when passing (especially in the stock cars).

Crashing into cars, walls, signs, or other obstacles will not blow your car into a billion fiery pieces, or damage it beyond repair; in fact, you won't even scratch the duco. However, you will be slowed down, and if you're moving fast enough the car will spin-out,

▲ Pull into the pits for a quick top up on petrol and a new set of tyres.

costing you valuable seconds.

Unlike other race sims, avoiding other cars at all costs is not the name of the game. Stock cars are designed to do a bit of push and shove, so throwing your weight around is a nice change, and slamming other opponents into the concrete barriers is all part of the action.

The controls are straightforward and easy to use, with A being the brake and B the accelerator. The D-pad controls steering (Left and Right), and the gears (if you choose the manual option) are Up and Down. The C button splits the screen in half, giving you the choice of five different viewpoints (check out the screen shots).

If going round and round the track countless times doesn't take your fancy, then the laps of each race can be customised to suit your skill or concentration level. These range anywhere from one to an unthinkable 96 laps.

The longer the event the more fuel a car will use, and the more wear and tear on the tyres. So keeping one eye on the tyre and fuel gauges is essential. When these are in need of attention, a full crew is eagerly awaiting your arrival in the pit lane. Entering the pits is simple; just steer the car into the designated lane and let the computer do the rest.

The graphics and sound in *Mario*

▼ What do ya mean fluffy dice are for wimps! Crashing your opponents out of the way is part of the game.

▲ Qualifying in last place makes for a hectic start... hold onto your helmets, we're coming through!



RACE CAM

There are five viewpoints which the driver can access while in the thick of the action. These appear in the top half of the split screen and can be alternated at any time by hitting the C button.

For that real 'being there' feeling. Lots of sky included.

1. Full screen view.



Shows the position of your car in relation to other drivers.

2. Map of the track.



A bit spooky this... rather like an out-of-body experience.

3. Above and behind.



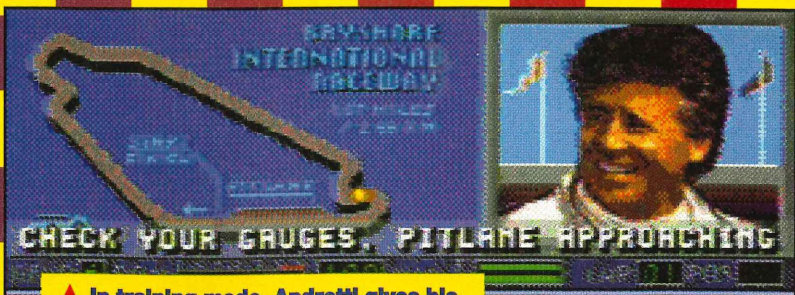
Cut off those drivers who are hell bent on passing you.

4. Rear view.

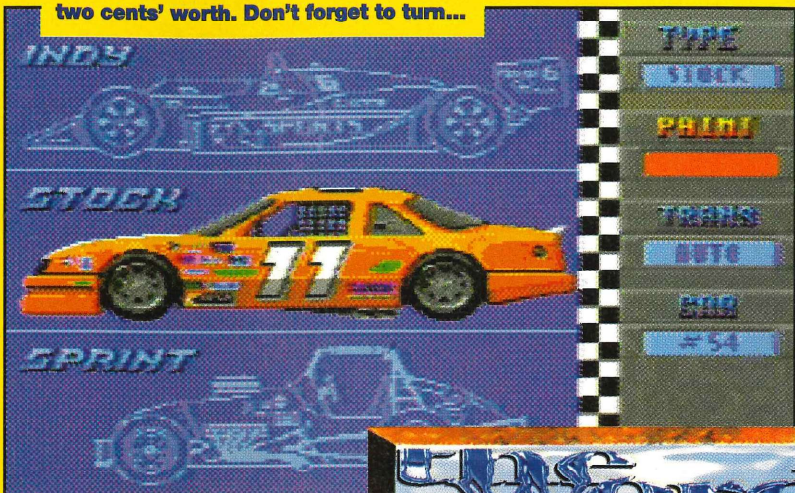


See what your opponent sees... hopefully your exhaust pipe.

5. Competitor's view.



▲ In training mode, Andretti gives his two cents' worth. Don't forget to turn...



▲ There are three types of car to choose from, which adds to the variety of it all.

Andretti Racing won't put it in pole position – they're clear and scrolling is smooth, but *Virtua Racing* it is not. There are some glimpses of good animation, with digitised sequences popping up in the pits and the starter waving his flags. The car sounds are rather disappointing, with a low droning noise supposedly representing a V12 engine. The speech interspersed throughout the game peps things up though, with encouraging comments like "You're in third" and "One lap to go".

Two players can grind it out in the split screen mode (with eight computer cars messing up your strategy plan), which is open to all the options mentioned, except the different viewpoints. One gripe I had with the two-player game was that you have no idea how far in front or behind your opponent is, unless you are within viewing distance of them. It's still great fun, though.

The game is also equipped with a password save, so recording your career or trucking around the circuit racing each of the courses can be accelerated over weeks. Collecting the prize money and building a faster roadster with new engine, tyres,

The Word

GRAPHICS
Nothing too exciting, but digitised sequences and stills look great and the split screen is well defined.

7

SONICS
No in-race music and car engines are dull. The digitised speech helps to clear the smoke... a little.

7

PLAYABILITY
Easy to control and fun to play. Two-motorhead option heats up the action.

9

STAYING POWER
A trailer-load of options and password save should keep this one out of the pits for a while.

9

OVERALL
EA has given racing a grease and oil change, producing slick gameplay but not-quite-perfect graphics. Well worth a good spin.

87

PER CENT

steering, etc, is just one of the rewards.

Mario Andretti Racing isn't the prettiest racer, but with a bootful of options, three different car types and gameplay which slams it into fifth gear, this is one race cart worth checking out. **M**

LUNAR

THE SILVER STAR



With dragon's head casually tipped and rubber sword held aloft, Steve Bough took up with a bunch of kids and went out into the big, bad land of Lunar. And my, did he have a good time...

▲ The main man, the big cheese, the supreme ruler, a pretty cool dragon.

▼ In the temple, donate money or rest. It will ensure your health is restored to full.



VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: TBA

SIZE: CD

Mention RPGs, and games such as *Landstalker* and *Phantasy Star 2* spring to mind. I'm old enough to remember the early days of role-playing when *Dungeons and Dragons* was all the rage. This was *real* role-playing – one person I know even went to the extent of wearing a dragon's head and wielding a sword, such was the power of the game (plus the fact that he was a little 'challenged' in the brain department).

But things change, and with the dawning of the video games age, RPGs were transferred onto the small screen. No longer would you have to sit around a cramped table in a darkened room; you could now lounge back in your armchair, crack open some Coke and cashews, and settle down for a mammoth games playing session.

All fans of the genre know that by

tradition these games are *huge*. There's no exception with *Lunar – The Silver Star*. Unlike other games that can be completed in a matter of hours, you can be guaranteed days of total frustration as you contemplate how to collect the axe from the weird woods, or what the hell you should do with the large diamond in your possession.

The land of Lunar was threatened many years ago by an evil force, but four heroes saved it. These heroes, known as the Dragonmaster Dyne, have become an inspiration to the youngsters of Lunar. Alex and his three friends – Ramus the dreamer, Nall the dragon-like creature and Luna, the orphan taken in by Alex's parents – all share a strong lust for adventure, and hope that one day they will embark on an equally exciting journey. As we all know, this happens sooner than they think.

The game starts with Alex standing at the memorial of Dyne and, to cut a long story short, he and his mates decide to take off on a journey identical with Dyne's. Along the way Alex, Nall, Ramus

▼ Throughout the game you'll have to battle various monsters. Winning means you'll increase power and magic.

▼ Losing destroys your health points. You do have an option to run, but it's better to stand your ground and fight.



WHO'S WHO



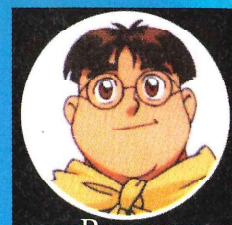
Alex



Luna



Nall



Ramus



▲ **LUNA:** Orphaned as a child, Luna was taken in by Alex's family. She's skilled as a magical songstress, and she can heal and protect others.

▲ **Alex,** the main star of the show, appears here in full combat fatigues. His dreams of being like Dyne will be realised sooner than he thinks.

▲ **Alex** enjoying a quieter moment with his friend, Nall. The critter was given to Alex as a child, but often gets him into trouble.

and Luna will face a range of perils. Each character has different strengths which need to be used when confrontation arises. A number of these involve magic; for instance, Luna can sing magical songs which protect her and her friends.

Items to assist these intrepid adventurers can be bought *en route*, but you need money, and to earn money you have to win battles against the numerous mutant creatures. For each battle won you'll win silver, which can then be used in shops to purchase armour, weapons, holy water – basically anything that will make your expedition easier.

Besides the options of magic or use of items, the game features the novel concept of artificial intelligence. This simply means the computer chooses whether to use items or magic in combat. When in combat mode, you will be given options. You can attack, use the artificial intelligence, use magic or items. If your power is running low it's normally advisable to run away.

The combat section of the game is relatively small compared with the huge amount of talking and walking you'll have to undertake throughout Lunar.

Obstacles block every passage, and it's

up to you to use your brain and locate or solve the solution. You'll spend the majority of your time talking to people – talk to everyone, as you'll gain useful information from the most unlikely of characters. But again, often you'll find yourself completely stuck. What do you do? Where do you go? That part is up to you!

Various lands lie ahead, but things have to be done in sequence; it's no use trying to skip through this game, as you'll undoubtedly miss heaps of essential information.

The magic used in the game is

MegaCD Review

▼ Here the friends discuss the loss of the bridge.



▼ I suggest you get out of there, and pretty sharpish.



▼ In the Dragon's lair, don't upset this fire-breather.



▼ To fix the bridge you need wood and a carpenter.



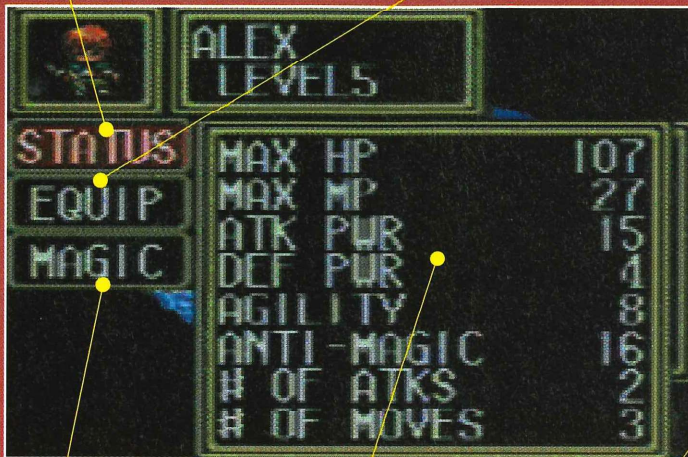
WHAT'S WHAT

1. This shows which character you have brought to the screen. In this case it's Alex, change by moving.

2. The equip logo shows how well you are equipped with items which you'll need.

3. AI stands for artificial intelligence. The computer decides your best options.

4. This button will make you flee; not leave the screen, but stand in the corner.



5. Magic, when you have it, has a variety of effects depending on the spells available.

6. It's worth checking this regularly as it indicates your present health.

7. Attack means literally that. Your chosen character will attack one of the weird beasts.

8. Items such as weapons or armour should be used in combat to protect you.

9. If you are low on health or have no desire to fight, simply run away. It's often wise.

important to master, as it can normally save your bacon. Magical abilities increase when higher levels are obtained, but each person's magical style is different. For instance, Alex's magic is mainly offensive, while Luna's is used for healing, so obviously select the correct magic at the appropriate time.

Lunar is very much a hands-on game. When you start to play you'll realise what I mean – as with most RPGs, it's purely a case of doing a lot of walking and talking in order to reach your required destinations. Even if you aren't a fan of this genre, it's hard not to be impressed by the sheer depth of the game.

It's absolutely massive and will appeal to fans and newcomers. It's also on CD, making it one of the more desirable purchases for that format. If nothing else, take a look at *Lunar*... I've a feeling you'll be pleasantly surprised.



▲ Whomever you meet, take the time for a chat... it's worth it.



▲ Sometimes chests will be open, sometimes you need a key.



▲ Whenever you're in a house, you won't be able to save your position.

Word

GRAPHICS

Sprites are quite small, and the overall standard is not amazing, but it's sufficient.



SONICS

Average music, but the game is enhanced by some excellent sound fx and good incidental music.



PLAYABILITY

Totally playable – once you've begun it'll be hard to pull yourself away.



STAYING POWER

The game has so much depth that you'll keep coming back again and again.

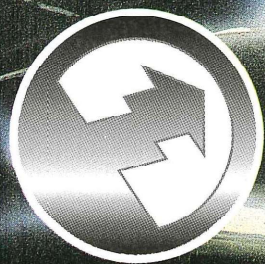


OVERALL

One of the best CD titles available, it has everything a great game requires – depth, addictiveness and value for money.

87
PER CENT

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within
the
almighty
Sega Sanctum,
a new force has
arisen.
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Adrenalin SG0060/MZ

MICKEY'S

Ultimate Challenge

It's got Mickey and Minnie Mouse, it's got castles, giants and not a lot else. Adam Waring reckons it's time to call in the exterminator.

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Hi Tech Expressions
PRICE: \$109.95
SIZE: 4 megabits

▲ Mickey helps out with the housework. Dust off pairs of pictures to win.

▲ Give the right object to the right character and you get a magic bean. Gee, thanks.

MegaDrive Review

Mickey Mouse (or Minnie, depending on who you choose to play) is off on his adventures again. Our cheese-chomping chum was reading one night and (surprise, surprise) dozed off, only to find himself in a Magical Land. Again. It's a troubled place, where earthquakes keep rocking the kingdom, making the inhabitants miserable. Mickey, being Mickey, is determined to get to the bottom of all this.

If you were expecting something along the lines of *Castle of Illusion* or *World of Illusion*, then you're going to be sorely disappointed. Rather than a fiendish platformer, what we have here is a series of extremely simplistic puzzle games that even a child could master.

That's who this game is designed for: children... very young children. It's vaguely educational, with puzzles such as sorting letters into alphabetical order or matching up pictures. It really is simple stuff, and a normal player will have it

licked in a matter of moments.

There are five puzzles to solve, each presented by a Disney character. When you solve the puzzle (there are no 'ifs', they're *that* easy), Mickey's given a special object. Once all five puzzles have been solved, he can swap these objects for magic beans. Chuck the magic beans into a wishing well, a beanstalk sprouts up and Mickey is confronted with a sleeping giant (who's snoring is causing all the commotion down below). Solve one final puzzle (of the slide-the-tiles-to-form-the-picture variety), and it's job done and game over.

There are further difficulty settings for intermediate players and adults, but while these make it slightly harder, the games are still boring and about as challenging as finding a special in Woolworth's.

It might hold the teeniest tot's interest for a while, but even they're bound to get bored of it eventually, and want a stab at *Mortal Kombat* instead. **M**

▼ The final puzzle involves this slidey square thing. Make the picture to wake the giant.

▼ Mickey's been shrunk to the size of a... well, a mouse actually. Push the potions to revert back.

▼ Mickey plays Goofy at Mastermind in yet another brain-bending challenge.

Word

GRAPHICS

Mickey looks like Mickey (ditto for Minnie), all characters are recognizable, but nothing special.



SONICS

Sound effects are OK, but they hardly make up for the lack of everything else.



PLAYABILITY

Easy to pick up – too easy. The puzzles are vaguely interesting first time, but you'll solve them effortlessly.



STAYING POWER

Complete lack of challenge will see this back in the box in no time.



OVERALL

And only because it might keep your youngest relatives amused. But serious gamers, steer well clear.

55
PER CENT

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PEPE SAMPRAS

TENNIS

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MELBOURNE
RASS COURT

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Codemasters

PRICE: TBA

SIZE: 8 megabits

After three straight World Championship tennis seasons, David Thompson had endured an attack from a rampaging fan, spawned a successful clothing empire and been fined a million for racquet abuse. Unfortunately, now it's "David who?"

I'm not normally what you'd call a fan of sports simulations, but every now and then something special comes along; a game that is so much fun to play that it simply can't be relegated to the second-hand jock-straps scrap heap.

Pete Sampras Tennis is definitely such a game. Codemasters has gone to great lengths to make the gameplay feel as close to the real thing as possible. The controls have been simplified to lob, normal shot, dive and direction. This leaves only the positioning of your player and the timing of your shots.

The whole experience is enhanced tremendously by the perfectly timed and remarkably detailed sound effects. The tennis balls make different sounds when you hit them in different ways; some of the players grunt when they serve, or put extra effort into slamming a ball back at you; the crowd roars when a player makes a killer shot, and sighs when they don't. Just for variety, every now and then the crowd becomes quite unruly, requiring intervention from the umpire. Sometimes even the players get into the act, berating the line judges for suspect calls.

Considering how user-friendly the controls are, there is a remarkable number of moves available. The way your

player hits the ball is dependent on where he is in relation to it, and his position on the court. For example, if you run up to the net and hit a ball travelling fairly high, the player will automatically smash it into the ground, just as you would have liked to.

To add further variety, the computer's collection of players all have different playing styles, and each has a special tactical move which you can utilise if you choose to play as that character.

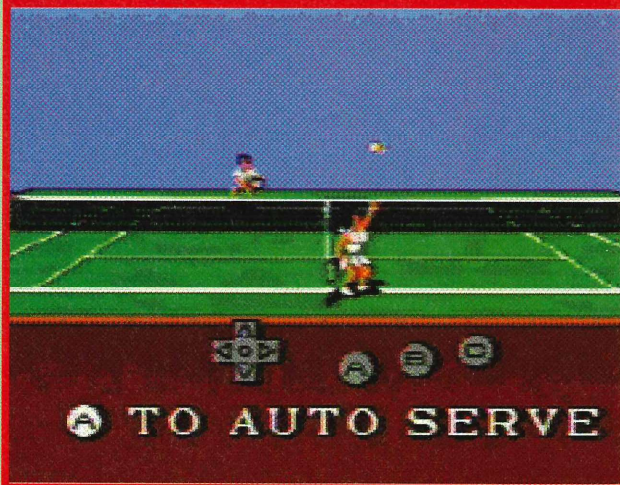
The game has a simple set of play modes. You can play one-off games with any of the computer's collection of tennis stars, or with up to three friends. In addition, you can play in tournament mode with up to eight players, human or otherwise. Last is the World Championship mode, in which you travel the world and endure numerous playoffs.

We reckon that playing with other human players is the most fun, particularly in doubles matches, which can be absolutely chaotic. Regardless of playing mode, you choose the venue from any location on the world

circuit. The playing surfaces include clay, grass and asphalt, each with their own properties.

Best of all is that it's relatively simple to pick up, but doesn't become boring when you've mastered the controls, making for great longevity. Codemasters claims that *Pete Sampras Tennis* is by far the most entertaining and playable tennis sim ever seen on the Mega Drive. This just may be right. **M**

▼ A nice and friendly training mode teaches you the rudiments of joypad control. Now all you need to do is learn how to hit the ball...



ANYONE FOR TENNIS?



▲ A four-player game of doubles, with four real human beings on the joypads, thanks to the J-Cart. To celebrate, I decided to physically tackle the ball. Luckily, I quickly realised my error and managed to hit it over the net, which is what tennis is all about.

THE CODEMASTERS J-CART

Until now, all games which offered four-player participation required extra adaptors. These adaptors plug into the normal ports and enable up to four joypads to be connected. Electronic Arts has its 4-Way Play adaptor and Sega produces a similar (but not compatible) device called the MultiTap.

In a remarkable display of lateral thinking, Codemasters - the creator of the Game Genie - has produced

the J-Cart, a modified cartridge which has two built-in joypad ports. Having the extra ports on the cartridge itself greatly simplifies the problem of compatibility between adaptors, and comes as a great relief to owners of non-standard Mega Drives.

Codemasters claims that the addition of the joypad ports will not affect the prices of the games involved. All in all, a good thing.



▲ A gaggle of stunt hands pose for an intimate J-Cart shot. Next time, plug it in...

World

GRAPHICS

Some background variety and decent-sized, well-animated players.



SONICS

Excellent sound effects, great crowd ambience and some clear vocal commentary.



PLAYABILITY

Great fun with any number of players and bedlam with four. Easy to pick up, but harder to master.



STAYING POWER

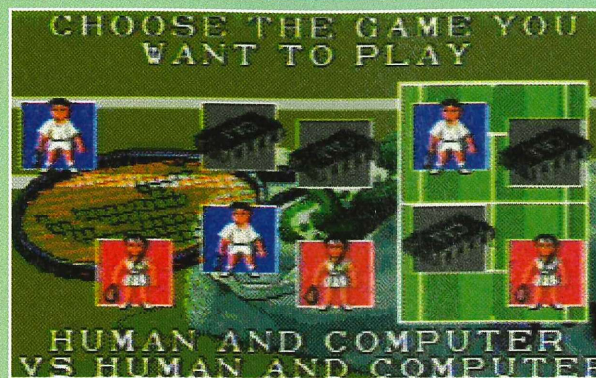
Outside of one-on-one challenges, there is the world circuit to try. You'll be up late for weeks.



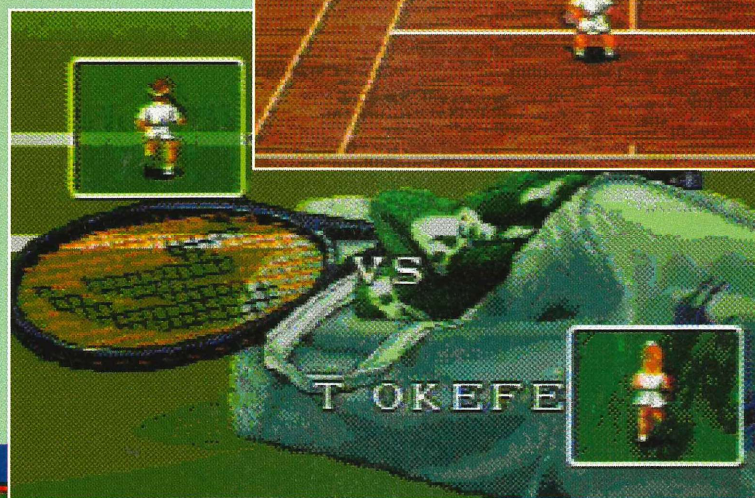
OVERALL

A surprisingly fun game to play. A lot of thought has gone into the playability and realism, resulting in an excellent sports sim.

85
PER CENT



▶ Two versus one - it's not fair! Actually, that's a ball boy attempting to retrieve a ball I just skilfully smashed into the net.



◀ What an attractive sports bag you have, and that must be the famous 'instrument of death' protruding.

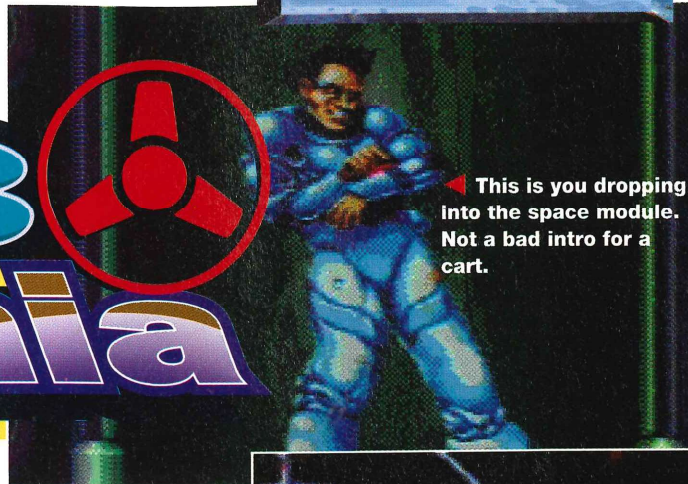
▲ More tennis-type action in these shots. Look, they're hitting the ball from one side of the court to the other. It isn't easy, you know, coming up with a hundred different captions for the same game. I mean, tennis is tennis, isn't it? Sod it, I'm going home.

enter the realm of **Subterrania**, a vast, gravity-free asteroid peopled with fierce aliens. Steve Bough takes the pills and goes looking for Major Tom.

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Sega
PRICE: \$119.95
SIZE: 16 megabits

SUB terrانيا



◀ This is you dropping into the space module. Not a bad intro for a cart.



▲ This monstrous, multi-faced thing stands between you and level three.

MegaDrive Review

Subterrania, for those of you old enough to remember, is like a combination of those old arcade classics *Lunar Landing* and *Space Invaders*. The same principles apply: with the absence of gravity, you must land your ship using thrust, but thrust burns fuel, so special tactics are required. And of course there's the endless supply of pesky aliens just begging to be destroyed along the way.

Unfortunately, the story behind it all is pretty thin – but then we've come to expect dreadful plots. This one features the usual unbelievable shenanigans: hostile aliens have invaded the subterranean mining colony, leaving a bunch of miners stranded. It's up to you (and your experimental attack fighter) to repel the alien fiends and rescue the workers.


Effectively, it's a plain old space shoot 'em up, but you'll need to use the grey matter to survive a number of sections, and that's always a good sign. Initially, it's hard to get to grips with the movement of the ship. Forward is back, and thrust is

forward, with left and right acting as normal.

Fuel and weapons are supplied, but fuel is limited, and refuelling can be done within levels. Standard weapons are infinite, although missiles and lasers are limited, and both are essential. Often the main way you'll die is by running out of fuel. It's best to take advantage of the zero gravity and free-fall as much as possible, conserving your fuel supplies.

Once you've mastered the controls, the game starts off relatively well, but soon starts to tax your brain. You'll waste a lot of fuel learning where to go and what to pick up, but at least it's not all just boring shooting.

As you become more involved in the game, you'll realise that *Subterrania* is actually quite good. The third mission especially enhances the puzzle element, which is explored further later in the game. At the beginning of each new mission, you'll receive your objectives for that level; as each area resembles a massive maze, you'll need a memory like Einstein to complete a level first time around.

Subterrania's appeal will probably be limited to hard-core shoot 'em up fans, but it's definitely worth a look. Probably the most attractive feature of the game is the puzzle-solving and tactical play you'll have to master. The shoot 'em up genre will never change, but chuck in some tricky moves, zero gravity and taxing puzzles and *Subterrania* is at least a step in the right direction. 



▲ The mission report instructs you of the operations you will have to undertake, as well as preset enemy locations.



▲ Ah ha, this is what you want to see. After completing your mission, this screen appears. Crack out the champers.



▲ The rail tracks from level two are a great help. They not only save fuel, but also keep you steady for accurate shooting.



▲ Sometimes these huge constructions are worth blowing up as they contain hidden items. Sometimes they don't.



▲ Drop the deflector shield onto the truck while avoiding laser fire. Tricky.

the items

Where would you be without power-ups to assist you? They're scattered few and far between, so don't blow 'em up, whatever you do...



DEFLECTOR SHIELD

This appears on level three and is needed to destroy an alien laser-spitting machine.



EXTRA LIFE

They don't appear on every level and don't reappear once you've been killed. Tough.



FUEL CELLS

There are around four cells per level. Use fuel sparingly; thrusting really burns it up.



MISSILES

Missiles enhance fire-power, but don't waste them. They come in tens and are limited.



SHIELD RESTORER

Again, not found in abundance, but very welcome. Restores your shield to full power.

Word

GRAPHICS

Dull background graphics, but the foreground makes up for the lack of colour.



SONICS

Probably the worst aspect of the game. The music is depressing and does nothing to assist the feel.



PLAYABILITY

Difficult to control at first, but once you get the hang of it, the game becomes quite fun.



STAYING POWER

Surprisingly addictive, you'll be going back for more; but no continues means starting all over again.



OVERALL

Highly enjoyable and hard to master, but it lacks mass appeal, which lowers its score. If you like the genre, you'll like this game.

75
PER CENT



▲ Once the shield's in place, it sends the beam back to the machine. Boom!



▲ The spider from Mars makes an appearance. And it's big. Very big.

MARKO'S MAGIC FOOTBALL

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Domark

PRICE: \$139.95

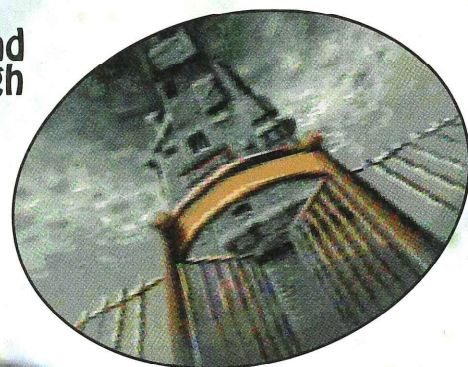
SIZE: 16 megabits



After hearing so much about this fellow and his magic ball, Steve Bough decided enough was enough. Riled with jealousy and blinded by rage, he set out to teach the young goody-goody a thing or two.

◀ **The evil Colonel Brown.** Owner of Sterling Toys, and part-time madman!

▶ **Sterlington toy factory** where, beneath the grey exterior, dastardly deeds are afoot.



Surely somebody at Domark has been under the influence of hallucinogenic drugs. A magic football, slime creatures and dinosaurs... what's going on?

Firstly, let's get one thing straight. As the game was programmed and developed in England, the word football refers to what we sensibly call a soccer ball, so don't expect to see a *real* football. Right, with that out of the way, let me explain the usual, completely idiotic storyline.

Sterlington was a peaceful suburb but, as is the case with most supposedly peaceful suburbs, there was a blot on the landscape. This came in the form of Sterling Toys Towers. From the outside this appeared like any other toy factory, producing great toys for all the happy children in Sterlington. Unfortunately, it was owned and aggressively run by an evil dictator, Colonel Brown. He, like most mad fools, held his own personal dream of world domination.

With the collaboration of an equally wacky scientist, they developed a nasty,

genetically disfiguring slime that had the potential to change all life-forms into mutant slime creatures.

But thankfully, Marko was strolling along the street when he saw workers from the factory pouring the lethal slime into the Sterlington sewer system. Miraculously, Marko also stumbled across a magic soccer ball that could destroy the slime creatures – lucky find. Only Marko, with the aid of the ball, can save the townsfolk from being transformed into green mutants; but hurry, there isn't much time.

There are nine levels included in *Marko's Magic Football*, ranging from suburbia to the circus. As Marko, you'll hunt all areas of Sterlington, searching for the slime monsters, before facing a final confrontation with the evil Colonel Brown.

The only way to stop the nasty green zombies is to kick the magic ball, which will rid the town of these filthy pests. Turning life-forms into slime hasn't been enough for Brown – he's also deposited toxic waste and cans all over the town, so

not only do you have to kill the enemy, you're also required to collect tin cans and stop the town from becoming an environmental disaster area.

From the opening credits to the final battle, what you'll notice most about this game is the superbly animated sprites, the great use of graphics and colours, and the fluidity with which the characters move. Also included is a touch of humour. For example, kick the ball at certain loiterers, and you'll see the suckers swallow it! For once it's not just a case of great-looking game, useless gameplay – it actually plays (much to my surprise) very well.

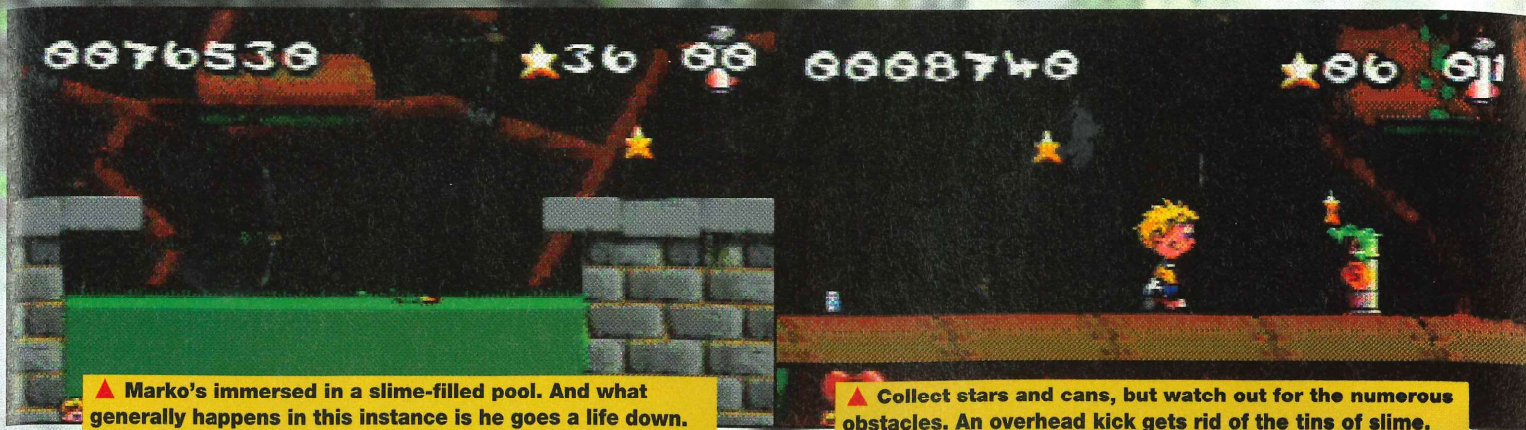
The initial levels start off with some minor problem solving. The main tasks are to pick up the cans and collect the stars. Like in *Sonic*, you'll need to collect 100 stars to gain an extra life, which is tricky but possible.

Further into the game, you'll start to discover that there has been some thought put into how the levels play. You'll not only need to find the exit, but will be required to switch levers, locate doors and get rid of the slime creatures.



▲ Isn't life fun on the streets of Sterlington? There are cans to be collected, spacehoppers to be avoided... that huge yawning gob makes a good target for a bit of soccer practice, and the recycling machine zips you out of the third level.





▲ Marko's immersed in a slime-filled pool. And what generally happens in this instance is he goes a life down.

▲ Collect stars and cans, but watch out for the numerous obstacles. An overhead kick gets rid of the tins of slime.

Marko's remarkable ball-handling abilities



◀ The standard kick gets rid of any pests that get in your way.



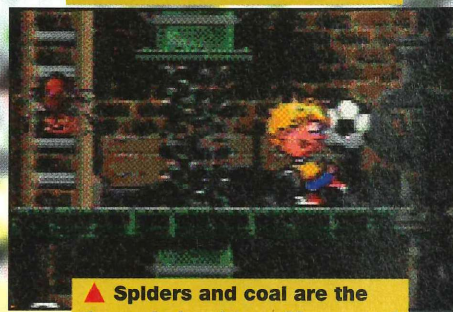
◀ The overhead kick is the best one to use for taking out the slime creatures.



◀ Heading the ball is useful for getting rid of enemies up above you.



▲ This ghoul won't hassle you too much; a kick and it's gone.



▲ Spiders and coal are the theme in level two. Mmm, coal.

Word

GRAPHICS

Great graphics that really enhance the look and feel of the game. The sprites, in particular, are excellent.



SONICS

The music is the usual annoying tinny synthesiser dross. The sound fx are no better.



PLAYABILITY

Fun to play. Although it does get frustrating at times, the challenge and interest remains.



STAYING POWER

It will take a while, but once finished, I doubt you'll play it too often.



OVERALL

Its strengths are originality, humour and looks; its faults are similar to most platformers' – will you pick it up again after you've completed it?

80
PER CENT

Mastering the art of kicking takes a small amount of practice. It's worth spending the first few minutes in the training level, boning up on your ball skills. The overhead kick is the most useful, as it will finish the enemy in one swift move – but you have to be sharp, as you'll constantly be under attack.

It's refreshing to see an innovative concept in a computer game, and for me this is the most appealing factor. Yes, everyone's seen a linear platform game, but so far nobody has used a magic ball to enhance how a game plays.

In essence, *Marko's Magic Football* works as Domark has found a good combination of humour, challenging gameplay, and imaginative use of graphics and colour. The music is (of course) dreadful, but I'm slowly giving up hope of ever hearing a good soundtrack, although some companies are drifting in the right direction (*Microcosm* and *Dracula Unleashed* spring to mind).

It's good to see an original concept, and as far as that goes, I can't complain. With a few extra touches, it could have been brilliant (*a bit like this review...*). **M**



▲ The main map of Sterlington. The sleepy town is soon to be overrun by green sludge monsters.



▲ Say, "Cheese!" The photographer to the left acts as a restart point. The hunters on the right aren't as friendly.



MANSION of HIDDEN SOULS

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: TBA

SIZE: CD

With bug catcher in hand and small net at the ready, the young man slowly approached the foreboding mansion. Yep, Steven Miller sure knows how to enjoy himself...

The warning was clear: anyone who looks at a glowing butterfly will turn into a lepidopterous insect themselves. Is this the plot of a new Stephen King novel? No, it's the premise behind a new adventure game called *Mansion of Hidden Souls*.

The opening of this game is a little silly – two kids watch a butterfly fluttering around a posy of flowers. The girl says she'd love to be a butterfly. A mansion appears. Girl enters mansion. Girl turns into butterfly. Brother goes in to save her. Come on! Yet, despite how ridiculous this idea seems, the game is really worth a look.

Your job is to explore the rooms of the mansion and save your sister from the sinister, diabolical fate of being turned into a butterfly by some evil creep known as The Hunter. Everyone else you meet has already been turned into a butterfly. Pretty? Yes. Scary? Hardly.

From a first-person viewpoint, you move around the interior of an old mansion. As you pass through each room, you'll come across a range of objects which must be collected in order to finish the game. These items must be found in a

specific order, which adds greatly to the challenge.

Along the way you'll encounter talking butterflies, all of whom were once people. Some of them are friendly, some of them are nasty, and few of them are very helpful. The layout of the house seems straightforward, but as you progress, you will uncover a series of secret passageways leading to hidden rooms.

You are not entirely without help. A black, framed screen hanging from the wall in one of the rooms offers hints on the next item you need to collect. These clues are somewhat cryptic – you are shown glimpses of a room to find, or a painting to inspect, and you must work things out from there.

One of the few drawbacks of this game is the lack of interactivity. You cannot progress until you've worked out the last puzzle or located a specific item. Subsequently, all your movements are dictated to a precise pattern and this tends to leave you feeling like Pavlov's dog – do what you're told, or you can't continue.

This restrictiveness is also evident in the

movement. When you press forward, you move to the next designated spot. You'd like to stop halfway and take a look at that bookcase or check under that rug, but you can't. If you were able to interact with every object, this game would be excellent – challenging, intriguing, and probably 10 disks longer.

As it stands, there are a lot of good points to the game. The graphics aren't bad and the access time is OK. Remember, this is a CD-based adventure game, so don't expect lightning speed. Rather than the screen blacking out as you enter another room, it moves into the room, which adds a pleasant continuity.

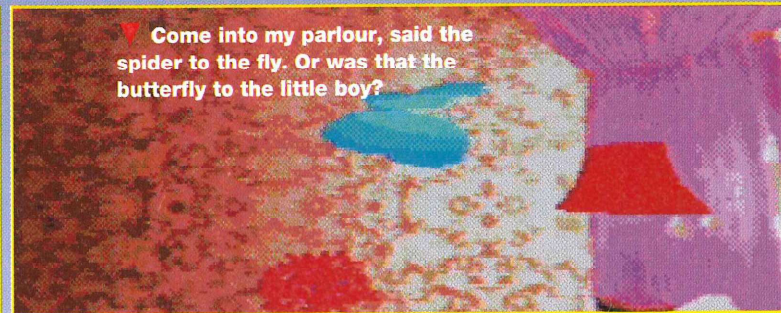
Eerie music flows gently through the background. It is spooky and atmospheric and shouldn't be listened to while playing the game alone, late at night, in the dark... OK, maybe it's not *that* scary, but it *is* well-done. It's surprising how good music really does make a difference to a game.

Mansion of Hidden Souls is also one of the first games to support the new Mega Mouse (which we haven't seen here yet, and it's still not certain when we will). Not having used this, I can't say whether it

▼ Don't expect Scarlett O'Hara to come running down these stairs. In this place, no one gives a damn.



▼ Come into my parlour, said the spider to the fly. Or was that the butterfly to the little boy?



The Word

GRAPHICS

Nicely drawn, interesting and colourful, but slightly grainy.



SONICS

Ecric music and a great 'bump' when you walk into a locked door or leap over the banister.



PLAYABILITY

The controls are slightly annoying, mostly because you can't move quite where you want to.



STAYING POWER

How can you walk away from a game when your sister has been turned into a butterfly?



OVERALL

This game offers something different and does it well, but I predict that someone will do it better very soon.

78
PER CENT

would make the game any easier to play.

The game has a save facility, allowing three adventures to be stored. You can save at any place in the game, and as often as you like.

An above average offering, *Mansion of Hidden Souls* is intriguing and promising. Hopefully, the ideas presented in this game will be expanded upon – the market certainly needs something with a different style of gameplay, and this game has something special to offer.

My only qualm is this butterfly thing. It's supposed to be a spooky game – so why butterflies? Why not big, ugly, hairy black spiders with long fangs and a billion eyes? Perhaps the premise is to offer some Zen to video games: Yesterday I was a man playing a video game in which I was a butterfly. Today, am I not a butterfly playing a video game in which I am a man? Deep, huh? **M**

▶ It doesn't take a genius to work out it's a book. But what it all means is another thing altogether.



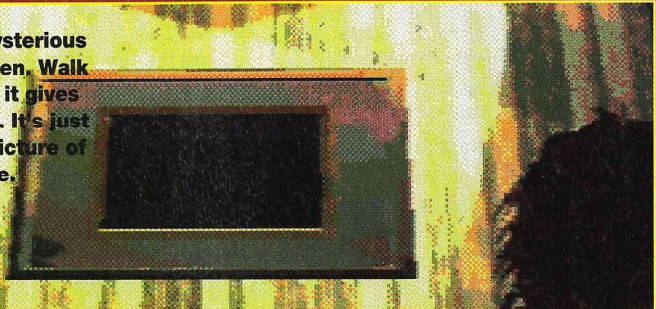
▶ Here, we can play snooker, cards, darts, or staple the butterfly wings together. Hee! Hee! Hee!



THE BLACK SCREEN

Before you can do anything, you need to find this ominous, black screen. Here's how. Go upstairs and turn right. Walk along the corridor to the last door and enter. You'll see a snooker/games room. When you move forward to the dart board, the exit is to your left. Behind you, to the right, is the black screen. Walk into it for help.

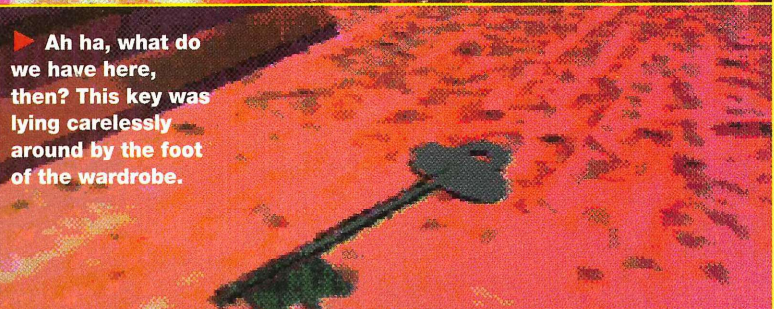
▶ The mysterious black screen. Walk into it and it gives you a clue. It's just shown a picture of a wardrobe.



▶ Which looks remarkably like this. A quick snoop around the area should reveal something useful.



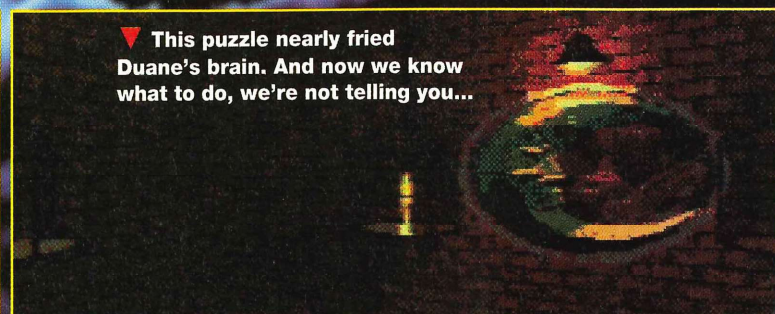
▶ Ah ha, what do we have here, then? This key was lying carelessly around by the foot of the wardrobe.



▼ A diary – let's look and see what it says about me. Actually, it's only used to save the game.



▼ This puzzle nearly fried Duane's brain. And now we know what to do, we're not telling you...



Revenge of the Ninja



VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: TBA

SIZE: CD

Are interactive cartoons the way forward, or are they just another excuse to cultivate the great god Money? Steve Bough went in search of the lost tribe of ninjas to find out what all the fuss is about.

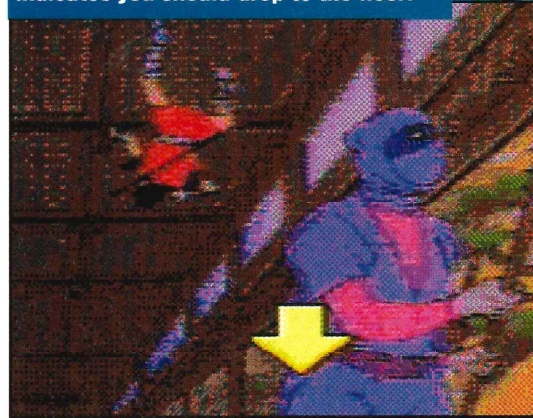


▼ That's you on the ceiling. The arrow indicates you should drop to the floor.

Revenge of the Ninja follows exactly the same pattern as *Dragon's Lair*. For those of you who are wondering what the hell I'm on about, I'll tell you. *Dragon's Lair* was an interactive cartoon adventure that had you play the part of a valiant knight trying desperately to save the princess. *Revenge of the Ninja* is an interactive cartoon adventure which has you as a ninja desperate to avenge his father's death and win the princess's hand. Pretty similar, huh.

that? Sorry, there isn't. Throughout 18 stages (which at least change at random), you'll have to take on various enemies and guardians until you reach the final grand master, Lougi.

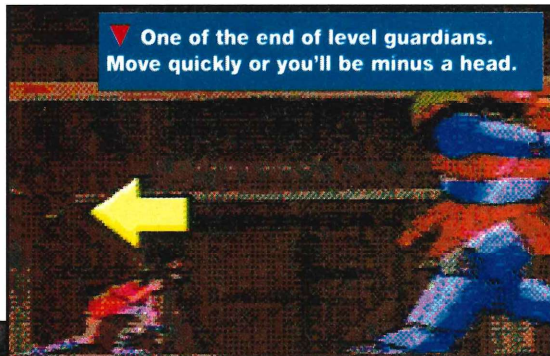
Often you can remember certain sections and what to do, but as the game has random access, the levels never follow set patterns. However, even with a difficulty setting (you get no assistance on hard) and only two continues, you'll be able to finish this game quickly. Within half an hour, I had reached level 10, so it



MegaCD Review

Hayate is the son of a ninja warrior, away from home studying when he hears that his father is gravely ill. Returning to his home town just in time to watch him die, Hayate learns that the evil Lougi has kidnapped the princess and trapped her in the Castle of Evil (original). Lougi is a very powerful wizard, and it seems that the only person who

▼ One of the end of level guardians. Move quickly or you'll be minus a head.



won't take you too long.

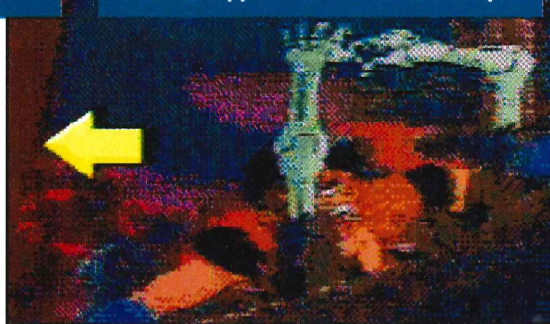
It's a great shame though, because this game looks brilliant and is fun to play, but there's just no depth. Even to complete, it will soon take you only about 20 minutes – after paying over one hundred dollars, I wouldn't expect you to be very happy. M

▲ Dropping down this well, you have to hit Left and Right rapidly to survive.

can save the town and the princess is Hayate. Not surprisingly, this is where the fun starts.

Revenge of the Ninja is purely a test of reflexes. There is hardly any skill to the game, it's simply a case of being quick on the buttons. If you're not fast enough you die, simple. But surely there's more to the game than

▼ Change to the 'Hard' setting and the arrows disappear. We're not that stupid...



Word

GRAPHICS

The finest aspect of the game, the graphics are absolutely brilliant.



SONICS

There's not much music, just sound fx; but they're effective and enhance the realism.



PLAYABILITY

So much fun to play, but so little depth. At least 10 more (bigger) levels would help.



STAYING POWER

Once you've completed this game, I doubt you'd bother to play it again.



OVERALL

With a few modifications this could be a superb game. The challenge needs to be improved, as does stage size. One saving grace is that it looks brilliant.

63
PER CENT

BARKLEY shut up and JAM!

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Accolade

PRICE: \$129.95

SIZE: 16 megabits

Playing for Orlando Magic may be Steve Bough's dream, but *Shut Up and Jam!* is the poor man's path to power-dunk heaven.

Barkley - *Shut Up and Jam!* is yet another in the line of basketball simulations currently being thrust at an eager public. We have, of course, had our appetites whetted by the now-legendary *NBA Jam*; can Accolade possibly top that, even with the assistance of the great man himself, 'Sir' Charles Barkley?


On the positive side, Barkley has not simply lent his name to this game in the hope of reaping massive royalties; he has actually had a major input in its design, so you can at least be assured of accurate gameplay.

Unlike most of the other basketball simulations available for the Mega Drive (*NBA Jam*, *NBA Show-down*, *Hyper-dunk* and *Bulls vs Lakers*), *Shut Up and Jam!* is not played on an indoor official court. Rather, the game has been designed to emphasise the street feel of basketball.

(Barkley himself having learned his court skills on the streets of Phoenix), so don't expect to see any referees or flashing cameras.

The action follows the two-on-two matchplay style, with the obligatory four quarters deciding the eventual winner. This can be changed on the options screen, as can the format of play. You can battle friends or the computer in straight matches, a series, or a tournament mode where the eventual winner will meet a super team in the final (held, of course, in Phoenix).

All the expected features are here. There's limited turbo to increase your player's speed; the essential passing, blocking and stealing; and, for all you glamour fans, the fancy dunks. You choose the players, all of whom possess 'street' nicknames, and the location of your match. These range from the inside of a warehouse to a more pleasurable beach setting.

But Accolade should have sized up the opposition before releasing *Shut Up and Jam!*. Stacked beside *NBA Jam*, there is only one essential purchase, and this isn't it. The game provides a reasonable level of enjoyment, but for a few dollars more, you may as well buy the best. 

▲ Going for three-pointers makes the difference between winning and losing.

▲ "Where's my defence?" Learn to block and steal, or you're a loser.

GRAPHICS

Bland graphics that don't really offer much detail or player characteristics.



SONICS

Starts off well during the intro, but rapidly slips into the usual synthesised plink-plink.



PLAYABILITY

It is quite playable, and will ensure fun gameplay for at least two hours.



STAYING POWER

This is where the game falters - the tournament and series modes are far too short.



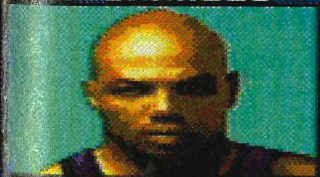
OVERALL

If you haven't seen *NBA Jam*, then this appears initially to be a good game, but a bit of a play reveals its lack of depth.

65
PER CENT

▼ Each player has different attributes.

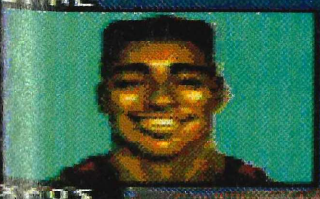
PHOENIX
SIR CHARLES



CHILLY



CHICAGO
DANE



SPICE



▲ Possession means points, so don't lose it.

▲ It's not quite *NBA Jam*, but you still get two points.

▲ Choose where you want to play from eight locations.

STELLAR-FIRE

A guy can take only a certain number of disappointments in life, and poor old Steven Miller has just crossed the line with this one...

VITAL STATISTICS

FORMAT: Mega-CD
SUPPLIER: Dynamix
PRICE: TBA
SIZE: CD

ADVANCED POLYGON HUMOUR

Teacher: Johnny, use the word polygon in a sentence.
Johnny: We had a parrot in a cage, but someone left the door open and the parrot flew away. I wonder where polygon?



▲ The best parts are the opening and between-stage sequences.

Older games players (anyone over 20) will probably remember *Battlezone*, in which you took charge of a tank and shot other tanks crawling past your screen. This was a simple game, but playable enough, considering *PacMan* was all the rage at the time. But then we evolved from the video game stone age... didn't we?

Stellar-Fire is so reminiscent of the old *Battlezone* game, it's scary. Your task is to man a spacecraft – called 'The Raven' – and glide along the landscape of distant moons, shooting various collections of nasty alien monsters. Your crew has been killed (of course), and it's up to you to save the entire human race (isn't it always?).

If it sounds as though I'm unimpressed, it's because I am. The gameplay is, in a word, dull.

Although not great to play, *Stellar-Fire* is very pretty to look at. The video sequences before the game and between stages are just gorgeous – beautifully drawn and vibrantly coloured. The opening cinema, which runs a good five minutes, looks like an episode of *Star Trek*. Pity it had to end there. Even the

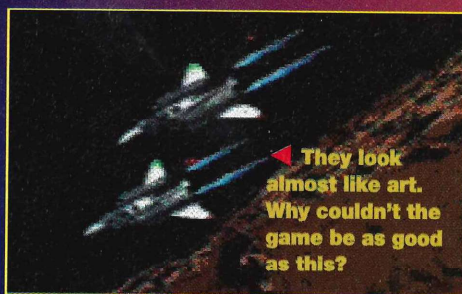
backgrounds are quite good – somewhat spooky and atmospheric – but they don't help to save the game.

Prior to each stage in *Stellar-Fire*, you're given a rundown on the enemies and what they will look like. Some of these include spiders, centipedes, and winged beasts. They appear quite nasty – certainly worthy of your efforts to make them extinct. But when you begin playing, you very soon realise that they're almost indistinguishable from each other. You seem to be fighting against badly-drawn geometric waste products rather than aliens. This, above everything else, is the ruin of the game.

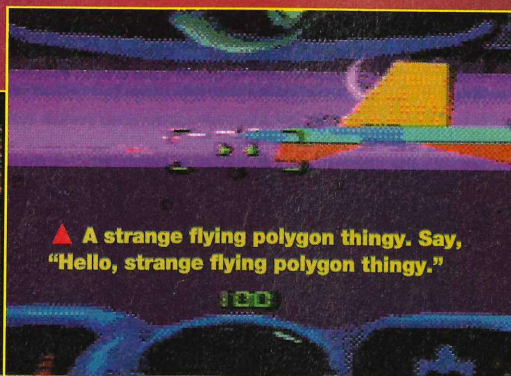
The background music and sound effects are quite good, and the voices are some of the best I've heard on the CD so far. The music is pleasant, with enough variation to allay boredom. This, however, should now be par for the course when playing CD games. After spending \$700 on the equipment, you deserve some benefits.

The game ends with another cinema sequence that is great to watch, but if you make it that far, you might not think it worth the effort. After this comes the credits. Black and white mugshots of the programmers appear, and the faces melt into each other as they scroll through everyone responsible. This is one of the nicer features, but seems a little bit self-indulgent. If only they had spent more time and energy on the game!

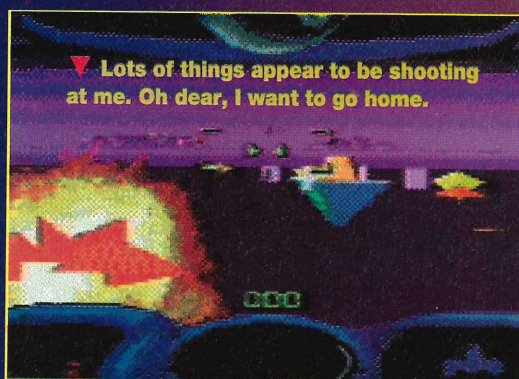
Stellar-Fire does not have the makings of a good game. Although it boasts decent cinemas and sound, this is simply not enough. Perhaps most aggravating is that I can't help but think that with nicely drawn aliens rather than polygons, this might have been decent. **M**



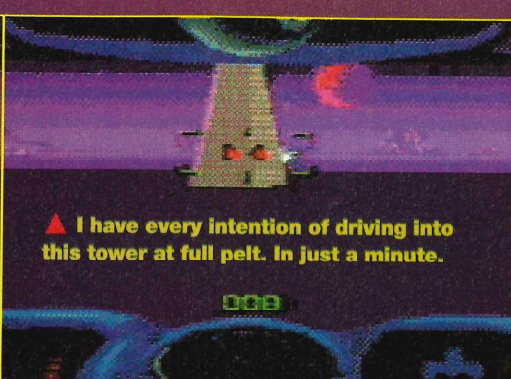
▲ They look almost like art. Why couldn't the game be as good as this?



▲ A strange flying polygon thingy. Say, "Hello, strange flying polygon thingy."



▼ Lots of things appear to be shooting at me. Oh dear, I want to go home.



▲ I have every intention of driving into this tower at full pelt. In just a minute.

Word

GRAPHICS

Top marks for cinemas, 0 out of 5 for the polygons.



SONICS

Good backgrounds and nice voices that help the game, but don't save it.



PLAYABILITY

Limited movement and simplistic controls make this game too linear to be challenging.



STAYING POWER

You'll probably be bored before the end of the first stage...



OVERALL

Stellar-Fire is a disappointment, offering nothing unique, and little that's challenging.

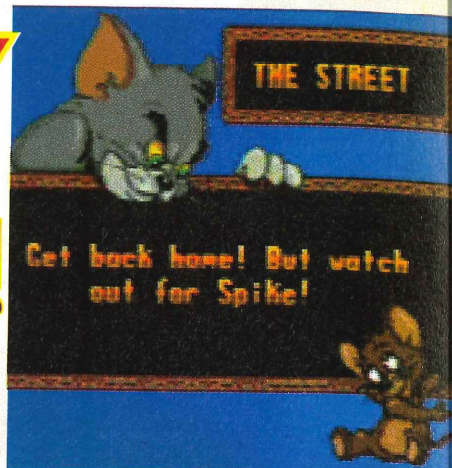
56
PER CENT

TOM and JERRY

A game of cat and mouse may sound like fun, but Adam

Frantic Antics!

Waring would rather be mauled to death by a large, ferocious dog than play this for a moment longer.



Tom and Jerry has been entertaining a square-eyed nation for generations. If you don't know already, it's the cartoon that made violence funny. Poor old Tom's forever meeting with all manner of hideous ends: a mallet in the face shatters him into a million pieces, or a TNT sandwich leaves nothing but a smouldering skeleton. You can't keep a good cat down, though, and he's always back for more (having made a full recovery by the next frame).

Plenty of scope here for a graphically extravagant game of cat and mouse, you might think. Sadly, this is a dull, unimaginative platformer following the same worn-out formula. And it doesn't even do it very well.

Guide Tom or Jerry – the characters are used in different stages – through a mainly-horizontal scrolling level, avoiding nasties and collecting various items along the way.

The animation is jerky and the characters bear only a vague resemblance to their celluloid alter-egos. The joystick controls are fiddly to use, and you can't see far enough ahead, so often get killed falling into an otherwise-unseen pit.

Two players can bash away at once, but instead of doubling the amount of fun, it halves it! Should one player lag behind, the other has to go back to a point where both can be seen on screen before continuing. This is dumb, and especially annoying when one tumbles off a high

ledge and the other has no choice but to deliberately do the same.

Play is virtually independent, despite both players being on the same screen. You can't damage one another, and have different objects to collect, so you can't even be nasty by nicking bits that the other player wants.

Both characters are unarmed at the outset, but can do a spin move to kill nasties. Pick-ups give projectile weapons, and by collecting 100 fish or pieces of cheese, Tom or Jerry can accrue an extra life. Don't bother: it only serves to prolong the tedium. Besides, the more goodies you attempt to collect, the more likely it is that you'll get killed. You make your way through levels far more quickly and easily if you ignore all pick-ups and just concentrate on getting from one end to the other.

Tom and Jerry: Frantic Antics! fails completely to capture the atmosphere of the cartoon. The gameplay is seriously flawed, the graphics unconvincing and the whole thing is an extremely frustrating experience. Frankly, I'd rather sit through the full-length *My Little Pony* movie. **M**

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Hi Tech Expressions
PRICE: \$104.95
SIZE: 8 megabits

Word

GRAPHICS

The sprites are only just recognisable, and badly animated. Backgrounds suck, too.



SONICS

Pretty poor, but at least they're consistent with the rest of the game.



PLAYABILITY

Awkward control system and ill-thought-out layouts make this not much fun at all.



STAYING POWER

Simply too dull to keep your interest for long.

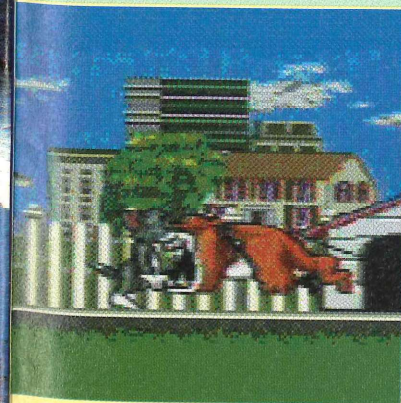


OVERALL

A complete waste of what could have been a great licence. Very little to recommend it.

51
PER CENT

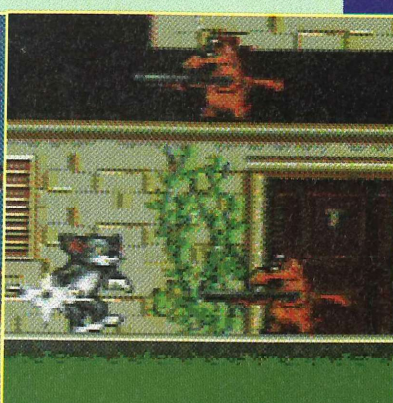
MegaDrive Review



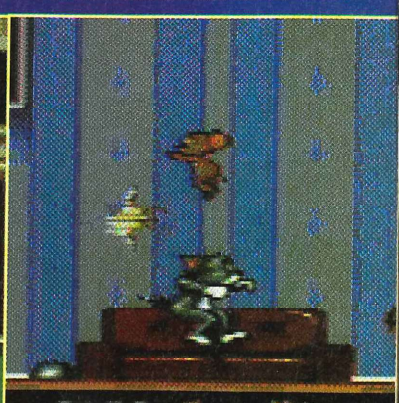
▲ Oh no, it's Spike, and he'd like nothing better than a feline hors d'oeuvre.



▲ When tackling two-player mode, stick together for a less stressful time.



▲ These rats with rifles can end up making your day a real drag. Be careful!



▲ Vertical folk-dancing on the couch will help you reach a higher level.



World Cup USA 94™



World Cup USA 94™



Official
Licensed
Product

AVAILABLE NOW



win!
win!
win!

win!

anyone for tennis?

Yes? Well forget all that tedious running up and down a tennis court - you'll only wear yourself out. Codemasters has a far better idea; play at home on your Sega. You're much less likely to do yourself a mischief.

We have five copies of *Pete Sampras Tennis* to give away, and it's all thanks to our buddies at Sega Ozisoft.

The game is the first J-Cart - a new type of cartridge from Codemasters that actually has two additional joystick ports built in, enabling four players to take part simultaneously *without* the need for additional adaptors.

And to celebrate that, the absolute winner will also receive four joypads, as well as a copy of the game. Four runners up will receive a copy of the game. How can this be yours? Simply answer the following tennis-related questions:

1. What's the meaning of 'love' (in tennis)?

- a) no score
- b) a feeling of warm affection towards your opponent
- c) a hand covering made from wool or leather

▲ It's J-Cart madness this month, and to celebrate, we're giving you the chance to win one of these little beauties.

2. Who's the current number one seeded tennis player?

- a) Dizzy
- b) Pete Sampras
- c) Björn Borg

3. What do you use to hit the ball in tennis?

- a) a bat
- b) a racquet
- c) a laser-guided nuclear missile

Easy. Now scribble those answers on a postcard or stuck-down envelope and send your entries to:

**Four can play at that game,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.**

It's best to include your name and address, just in case you win or something. And play fair: one entry per reader please or you'll be 'Out'. We'll be deciding who 'Nets' these 'Smashing' prizes on August 1, 1994, so 'Serve' us your entry by then. And make sure you watch your 'Backhand Slice'.



A Bluffer's Guide

Posters

Fast making wallpaper a thing of the past!

Title

A handy aid for shoppers! This familiar robust typeface ensures one does not unintentionally purchase an inferior brand (e.g. *Rolf Harris's Didgeridoo Monthly* or even *Improve Your Jack Hammer Skills Weekly*) from your local newsvendor or "super" market.

Date

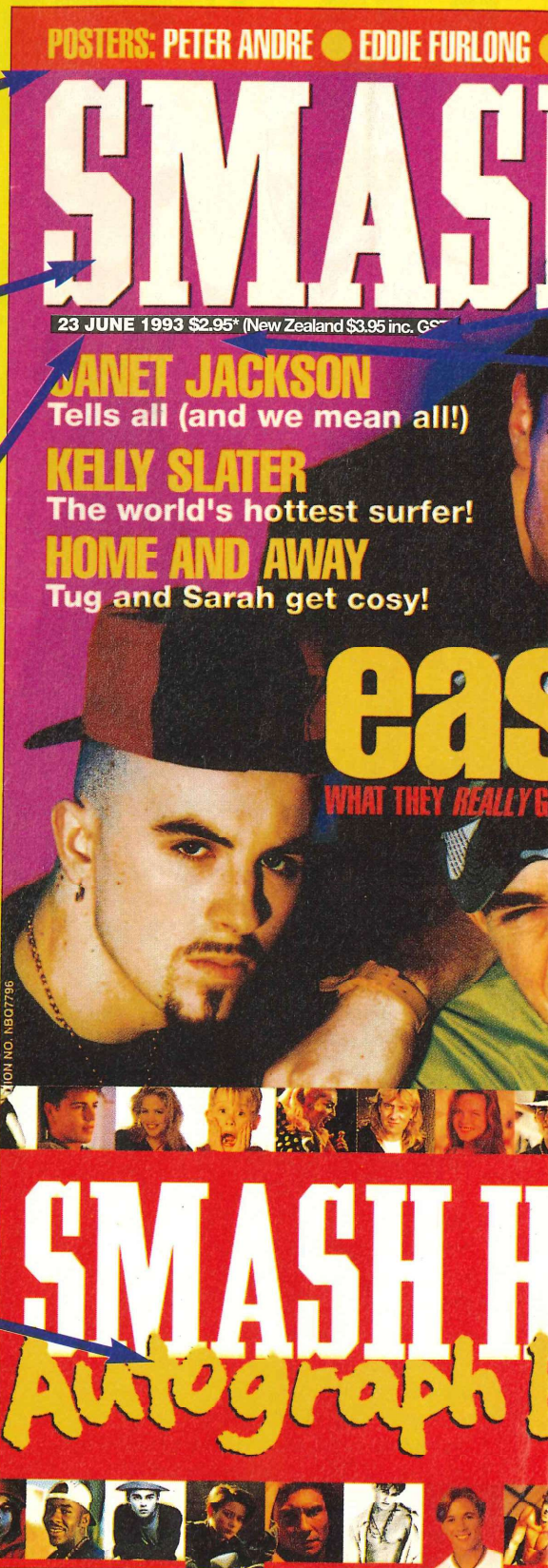
Indicates fortnightly frequency!

Staple

Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - free!! - with every issue!

Free Gifts

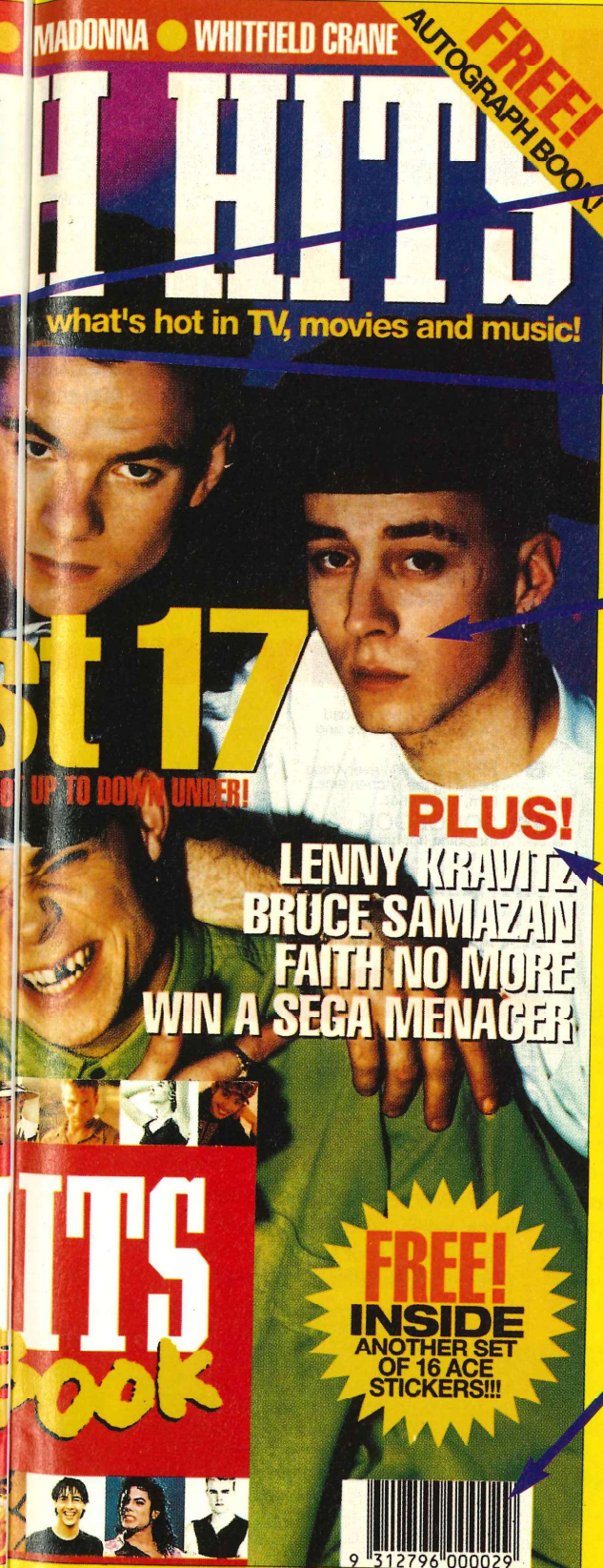
Inside! Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!



SMASH HITS

Get with

le to *Smash Hits*



Funny Price

A snip at \$3.95 in New Zealand. Including GST! Even Dr. Hewson would approve!

Real Price

\$2.95 (in "new" money)

Famous Personalities

In this instance a group of lads with wispy beard, odd hats, a gold tooth and mean "dispositions". Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Plus

Plus a bonus plus.

Barcode

Great news for little kids in Japan. A complete mystery to everyone else!

it every fortnight!

HINTS & TIPS

CHEAT OF THE MONTH

This month's big winner is **Jim Lewis of Carindale, QLD**. Jim submitted this cool tip and scored himself a year's subscription to Megazone. If you want to throw your hat in the ring and be in the running for a future prize, send us your original cheat and make sure you include your name and address.

MORTAL KOMBAT

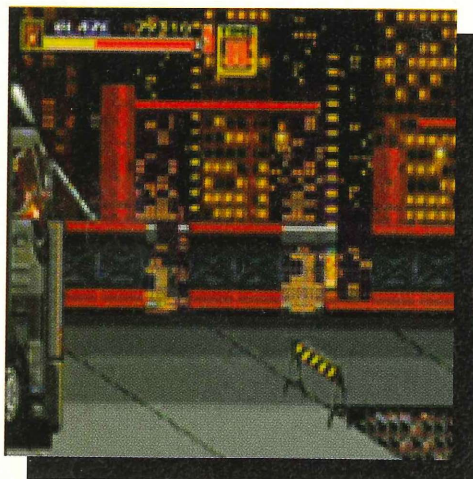
MEGA DRIVE

First enter the DULLARD code (Down, Up, Left, Left, A, Right, Down) and turn on Flag 2. Score a double flawless and fatality on the pit stage and kill the Reptile. Keep playing as normal, on to the next pit stage (endurance). If you score a double flawless then fatality here you get to fight the Reptile again. When you kill him, a second person



jumps in – this character is Sonya, but she looks green and as if made of liquid. She is twice as fast, and some of her moves are the

leg grab, ice blast, shadow punch and two different throws. Also, you can't perform a fatality on her.



STREETS OF RAGE 2

MEGA DRIVE

Graham of NSW has a tip to find the spare life located in Level 2. When you come out of the truck, go right up into the top left corner so you can see your head in the window, then press B.

THE NINJA

MASTER SYSTEM

Press buttons 1 and 2 together for invincibility, says **L** from **QLD**.

TAZ-MANIA

MEGA DRIVE

Nat of NSW says plug in two pads, wait for the title screen and press A, B and C on both of them simultaneously. Pause the game, press B and then unpause for invincibility.

STREETS OF RAGE

MEGA DRIVE

NSW Nat has a lives and level select: Plug in two joypads and move to the options screen. On the second pad, press and hold Right; then hold A, B, C. Now just press Start on pad one.

GOLDEN AXE

MEGA DRIVE

This double-barrelled tip was sent in by **Nat of NSW**. Select one-player arcade game and hold Down/Left with A and C. Let go to score nine continues. Then hold B, Start and Left for a level select.

INDIANA JONES

MEGA DRIVE

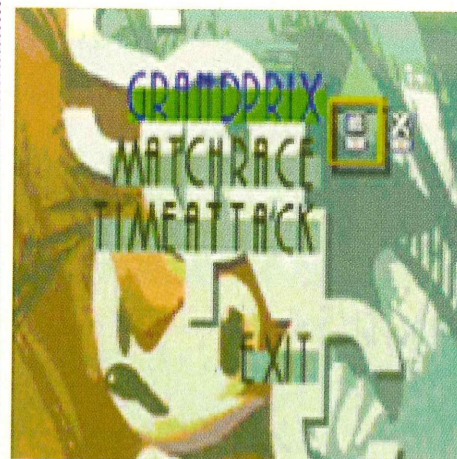
For a level select, **Nat of NSW** says when the Sega logo disappears and LucasFilm appears, press A, B, C, B, C, A, C, A.

SONIC 3

MEGA DRIVE

David of WA has been messing around with Sonic again, and has a word of advice for readers who wish to pick up special items. There are two items that circle around at different spots in each zone. These items change, and include Speed Shoes, Banana Peel and Torpedo Badnik.

To make sure your game contains these items, select the items option (next to the Grand Prix mode or Match-Race mode), and they will appear after a couple of laps.



Send your hot tips to: Hints & Tips, Megazone, PO Box 746, Darlinghurst, NSW 2010.

ACTION REPLAY CODES

MORTAL KOMBAT

MEGA DRIVE

Here's an Action Replay code for infinite energy from **Glenn** of **NSW**: FFCAB90078.

PUGGSY

MEGA DRIVE

FF08660002 infinite lives

Take a note where things are, says **Cameron** of **NSW**. If you can't get across something, some stages start with your boots near you – just hit Start and A, B and C together, move back, collect your boots, hit Start, A, B and C again and return.



SHINING FORCE

MEGA DRIVE

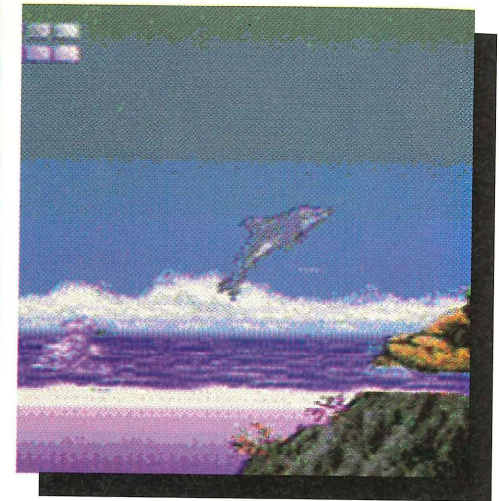
This bank of codes was submitted by **Ron** of **QLD**.

Attack Value Modifiers, with each XX being the value to add to current value.

Leader	FF9C9E00XX
Mae	FF9CC600XX
Ken	FF9D1600XX
Gort	FF9DB600XX
Luke	FF9DDE00XX
Tao	FF9E7E00XX
Gong	FF9F4600XX
Lowe	FF9ECE00XX
Khris	FF9EF600XX
Hans	FF9E2E00XX
Andri	FF9E2E00XX
Arthur	FF9D8E00XX
Zylo	FFA0AE00XX

Hit Points Value Modifiers, with XX being the value to add to current value.

Leader	FF9CA500XX
Mae	FF9CCD00XX
Ken	FF9D1D00XX
Gort	FF9DBD00XX
Luke	FF9DE500XX
Tao	FF9E8500XX
Gong	FF9F4D00XX
Lowe	FF9ED500XX
Khris	FF9EFD00XX
Hans	FF9F9D00XX
Andri	FF9E3500XX
Arthur	FF9D9500XX
Zylo	FFA0B500XX



ECCO THE DOLPHIN

MEGA DRIVE

Peter says that once you've entered a password and the name of a level appears, hold down button A and Start until the game begins. Release the buttons and unpause the game. You should now have unlimited air and life.

ALADDIN

MEGA DRIVE

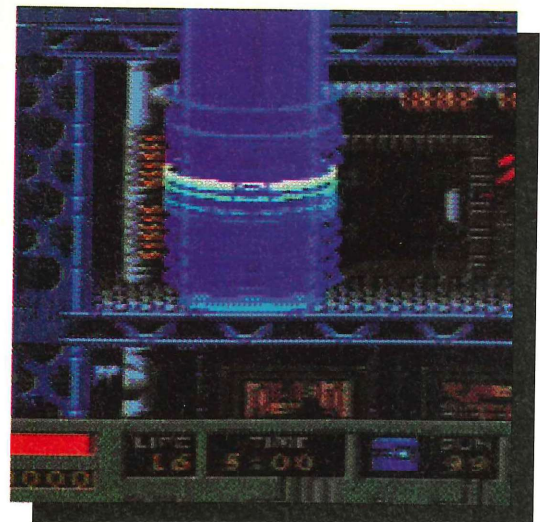
Peter has kindly submitted a few handy hints to help you struggle through *Aladdin*. You may already have come across these, but a novice will find some help.

On the Desert level, you will encounter a clothes line with a Mickey Mouse hat on it. Position Aladdin so that when he leans forward, his head will be under it. This will give you an extra life.

Also on this level, there is a pillar that has a picture of Goofy on it. Stand behind this and jump to find the pedlar.

On the Agrabah Rooftops, you will find a bag with smoke coming out of it hanging from a wall. Throw an apple at it and a bit of ground will fall away, revealing the way to the pedlar.

On the Rug Ride level, the rocks come in this order: up, down, down, down, up, down, both, up, both, down, up, both, down, both, up, up, up, both, down, down, both, down, both, up, down, up, up, down.



B.O.B.

MEGA DRIVE

Tim of **VIC** says plug in two control pads and when the 'Foley' logo appears, hold down A, B and C on both control pads until the main title screen appears. You will now have full remotes and guns.



ECCO THE DOLPHIN

MEGA-CD

To access a de-bug menu, start with Ecco's snout pointing down, then press Right, B, C, B, C, Down, C and Up, says **David of QLD**.

WONDER BOY

MASTER SYSTEM

From **Ben of QLD**: When the screen is showing your score and you see a red heart, press 1, 1, 2, 2, then both buttons together. Keep holding on and press Up and Down to change the area, and Left and Right to change

the round. It really is wonderful, eh?

SHINOBI

MASTER SYSTEM

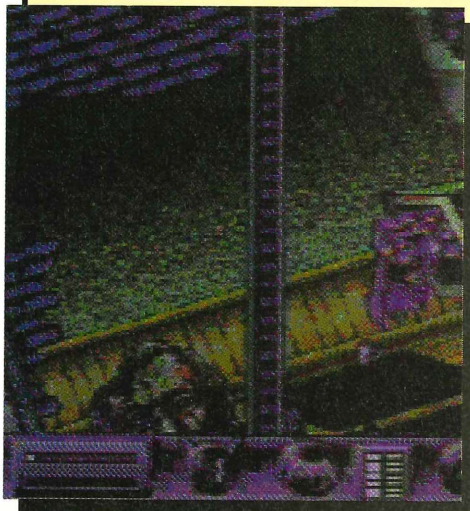
Listen to **Brad of NSW** for a level select: Wait until the ninja comes on, then press Down, Down, Left, Right, Right, Up, Up and then button 1.

MONSTER WORLD 2

GAME GEAR

Heath says that if you want to be Hawkman with heaps of extras, use the password Y30V DAV VYEU T91.

HOT SEGA READER TIPS



3 for the MS. I have already become Mouse Man, but can you tell me how to become the next character, Piranha Man?

Adam, NSW

Use the code CL5M554B3BA731.

GENERATION X

Are there any level select codes for X-Men on Mega Drive?

Cozmocods, QLD

You'll need two pads for this one: before the title screen appears, hold down A and C on pad one. Release them and press Start when the title comes up. Plug the joystick into port two and press Start, then plug your other controller into port one and press Start as well.

If the cheat has worked, the different panels in the X-Men's control room correspond to the levels, so go to the far left for level one, the next one for level two, and so on.

SONIC MANIA

Could you please give me a few tips for Sonic 1, 2 and 3?

Chris, WA

Sonic level select: On the title screen, press Up, Down, Left, Right. When you hear a chime, press A and Start together for the level select screen.

Invincibility and character select: Press Up, C, Down, C, Down, C, Down, C, Left, C and



Right on the title screen. Hold A and press Start. If the score looks strange, the cheat has worked. Change Sonic into another character by pressing B; pressing C makes the change permanent. Pausing the game then pressing B or C puts you in slow-motion mode.

Sonic 2 level select: At the title screen, press Down twice then Start. At the options screen, go down to the sound test and play 19, 65, 09 and 17, pressing the B button after each. When you've pressed B for the final time, press Reset, wait for the title screen, hold down A and press Start.

As for Sonic 3, we have nothing new.

GOING BATTY

Could you please help me with Batman Returns? Is there a way to be invincible or to get unlimited super-seeking Batarangs?

Steven, VIC

Here's a way to score mega weapons in Act 1, Section 2, The Abandoned Building. Find where the weapons are hidden, then when you reach the second head, instead of kicking it to block up the suckers, allow yourself to be sucked in and blown out again at the beginning of the level. Complete this as many times as you wish, building up a sizable cache of powerful weapons.

THE OTHER GUY

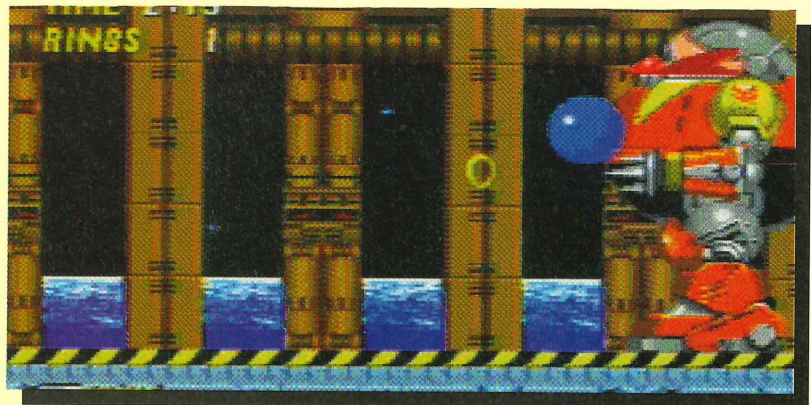
At the end of Sonic 2 on the Mega Drive, after you've killed the other Sonic, how do you kill the other guy?

Sam, QLD

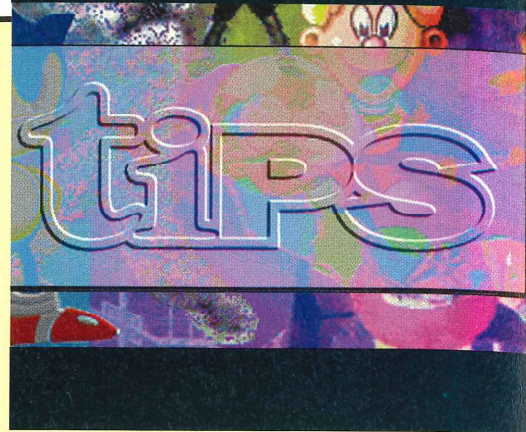
Just hit Dr Robotnik in the stomach when his arms are retracted. You have to hit him 16 times, and it normally takes six to seven minutes to kill him.

IT'S A WONDER

I am having heaps of trouble with Wonderboy



If a game is sending you around the bend, don't suffer in silence. Megazone and the guys 'n gals at the Sega Hotline are here to help! Drop a line to: 'I Must Be Useless', Megazone, PO Box 746, Darlinghurst 2010.



JUST KIDDING

Are there any cheats for *Alex Kidd in Miracle World* or *Sonic 2* on Master System?

Lance, QLD

Alex Kidd: If you have a score over 4000 when you die, you can continue by pressing 2 and Up eight times. For a bonus level, when the octopus appears, kill it and sit on its bowl. Keep pressing Down and you'll get there.

Sonic 2: For a level select, when you switch the machine on, hold both buttons and Left on joystick two. When Sonic is chasing Robotnik, let go and press button 1 on control pad one.

MORE SONIC

Could you please tell me how to get to a level select or gold Sonic cheat in *Sonic 3*? Are there any *Sonic Chaos* cheats?

Eugene, NSW

For gold (super) Sonic, collect seven Chaos Emeralds and 50 rings, then jump and push Down while in the air.

No.

UNLIMITED ECCO

I own a Mega Drive and would like to know all the codes for *Ecco the Dolphin*.

Alan, ACT

1. Undercaves	RNAAIINNCN
2. The Vents	VKQIDUAA
3. The Lagoon	IRTCPPHX
4. Ridge Water	CCXEEWWBMO
5. Open Ocean	MZCQWWBMM
6. Ice Zone	NGVMRQLS
7. Hard Water	VNCJRQQLL
8. Cold Water	OKKFRQLF
9. Jurassic Beach	IIIXXXX
10. Island Zone	CIXIQLE
11. Deep Water	NVKQOQLX
12. Marble Sea	AFJUQQLZ
13. The Library	WYCYQQLL
14. Deep City	DSWPQQQLX
15. City of Forever	NSCBRQLA
16. Pterandon Pond	HXYEUNLY
17. Origin Beach	XXRRJUNLM
18. Trilobite Beach	SXLNUNLF
19. Dark Water	BLGRUNLB
20. The Tube	YXZEKMLF
21. City of Forever	XXLRRIGPLN
22. The Last Fight	LLLLLEEEE
23. Welcome to the Machine	NNNNNNNNN
Infinite Air	SHARKFIN

NINJA MASTER

Any cheats for *Shinobi* on Master System?

Graham, WA

Shinobi level select: While the complete ninja face is showing on the screen, press button 2 and Down.

SPACED OUT

Are there any cheats for *Space Harrier* and *Dragon Crystal* on Game Gear?

Jonno, TAS

Well, we have a couple of goodies on *Space Harrier* for you. To play the game in Easy mode, hold down button 2 while turning on the Game Gear. To play in Hard mode, hold down button 1 when turning it on.

And here are some passwords for the game:

Stage 2	EAGF
Stage 3	CHFA
Stage 5	DGBC
Stage 6	HBGA
Stage 7	FBHE
Stage 9	BFCH
Stage 10	HGDA
Stage 11	AGEC

EXTERMINATE

Do you know how to finish level three in *T2: Judgment Day*?

Matthew

Aim at the hunter-killers above the truck, and don't worry about the other terminators.

DESPERATELY FURIOUS

Please print all the moves for *Fatal Fury* on Mega Drive. I'm desperate!

Garth, WA

Geese Howard

Dragon throw: As the opponent jumps towards you, press C and Away.

Richard Meyer

Back hand spring: Tap Back twice.

Hand stand kick: Quarter rotation, Down, Down-Back, Back and button B.

Tung Fu Rue

Hurricane punch: Down, Down /Forward, Forward, A.

Hurricane kick: Down, Down/Back, Back, B.

Ralden

Cobra clench: Stand next to your opponent and press Down, Down/Back, Back, C.

Michael Max

Super skip: Tap Forwards or Backwards twice.

HEAVENLY CHEAT

I have two cheats for *Thunderhawk CD* which

come from UK magazines, but for some reason don't work. The cheats are supposed to give you unlimited weapons and armour. Please help.

Graham, SA

Here is the correct version of this cheat: Start playing the game, pause and press Up, Right, Left, Down and Start on joystick one.

IDENTITY CRISIS

Do you know of a special cheat in *Fatal Fury* that allows player one to be any character in championship mode?

Sims, NSW

Sorry, but it's not possible.

SIX OR BUST

In *SF2*, can you do Vega's air suplex without a six-button control pad?

Brad, NSW

No way!

GIVE US A RING

I'm stuck in *Rings of Power* - I know you find that woman who turns into that Ring of Mutation (upstairs in an inn in Mesna) if you show her a picture of a ring. I can't find the picture! Please help.

Melanie, NSW

To find the picture, find the character *Obliki* in the tavern outside the city of blood. Bite the enchantress on the bottom floor and you will receive the picture.



HINTS & TIPS

NO SCENE CHANGE

I was wondering if you could tell me if there was only one background for *Mortal Kombat* on MS.

Nathan, TAS

Yes.

FATAL ATTRACTION

On Master System, what are the moves for Sonya's and Liu Kang's fatalities in *Mortal Kombat*?

Luke, QLD

Sonya: Press Towards, Towards, Away, Away and Start.

Liu Kang: Away, Away, Down.

ALL GEARED UP

Do you have any cheats for *Sonic, Global*

NO BALLS

Could you tell me any cheats for *The Ninja* on Master System, and could you tell me the cheat to do fireballs in the air in *SF2*?

Daniel, NSW

You can't do fireballs in the air in *SF2*, and there are no cheats for *The Ninja*, but a hit ratio of 100% will give you 50,000 bonus points.

CARNIVAL CHAOS

On Act 2 of the Carnival Night Zone in *Sonic 3*, playing Tails, I have a problem passing the section where there is a rotating cylinder on the right and a block that drops down on the left.

Grant, QLD

It sounds pretty simplistic, but we hope this is the answer: when it goes down, push Down;

Kano: Hold Start and press Away, Away then button A.

Liu Kang: Hold Start and repeatedly rotate the D-pad towards your opponent.

LEVEL IT OUT

Could you tell me how to get a level select or invincibility on *Golden Axe* or *Gain Ground*?

Joshua, WA

Golden Axe: For a level select, on the player select screen, hold Right and Down diagonally together with B and Start.

Gain Ground: For a level select, go to the options screen and press A, C, B and C.

SKIPPING CHAPTERS

Could you tell me the cheats for *Terminator* on the Mega Drive, as well as codes for *Bubsy* chapter 13 and how to get to level nine on *Talespin*?

Nicole, SA

There are no codes for *Terminator*, but the following codes should help you work out a few problems in *Bubsy*:

Chapter 13 TGRJUN

Chapter 14 CCLDSL

Chapter 15 BTCLMB

Chapter 16 STCJDH

To pass volcanoes in *Talespin*, wait until one fireball is fired, then fly over it all the way to the right.

NO HANGING ON

Is there any way to get infinite time in *Hang On* on the Master System?

Peter, NSW

No.

ECCO ESCAPE

Could you tell me how to finish Dark Water zone in *Ecco* on Mega-CD? I can't get past either the giant seahorse or the asterite.

Daniel, NSW

Here's a tip to help you get past the asterite, use your B attack to hit all the balls of the same colour only.

LOG IN

How do you pick up the speed logs on the train level in *Back to the Future 3* on Master System?

Chris, NSW

Press Down and button 1.



Gladiators, Jurassic Park or *Super Monaco GP* on Game Gear?

Linco, NSW

We can help you on two: For a *Global Gladiators* level select, access the options screen, go to the second option, then press Left, Right, Left, Right, Left, Left, Right, Right, Left and Right.

In *Super Monaco GP*, make your life a whole lot casier on those difficult corners by rapidly pressing button 1 instead of holding it down. You'll stay on the track but still maintain your speed - what a bonus, speedfreaks. If you want to see the final sequences, select World Championship mode on the password input screen. Inputting CHAMPION on the same screen will do it too.

when it goes up, push Up.

DANGER UXB

Could you please tell me how to defuse the bomb on *Spiderman* on the Master System?

Joseph, NSW

The colour which the dome stops flashing on is the colour you have to use.

BLOCKED OFF

Is there any way of doing Liu Kang's, Sonya's, Kano's and Scorpion's fatalities without using blocks?

Cliff, NSW

Scorpion: Hold Start and press Up, Up.

Sonya: Towards, Away, Towards, Away and Start (but you must be away from your victim).

Washing blood, mulga ants, ancient toilets, and poisonous green slime. What more could you want ?

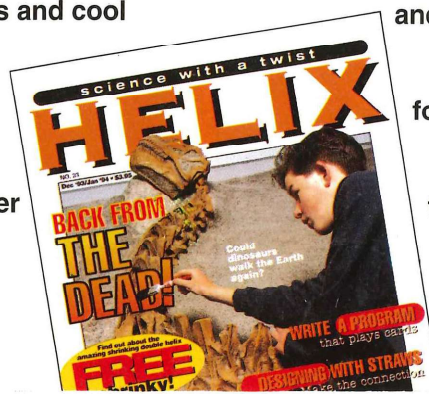
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SONIC 3


Everybody's favourite blue friend may not be too popular all the time, so Steve Bough sat down and devised a guide that's guaranteed to improve human/hedgehog relations.

ANGEL ISLAND ZONE


The first zone you'll encounter in *Sonic 3* is not overly difficult – it's more of an example of what to expect within the game. However, there are still numerous dangers which need to be avoided, such as coconut-throwing monkeys and the frightful 'bloominators'. The monkeys can easily be dispatched with a quick blow to the head, but the 'bloominators' require more patience as they spit mutant flowers in your direction.

Don't forget that there are many hidden passages in *Sonic 3*, so try accessing every conceivable area. Where the graphics look slightly different (for example, on walls), smash through them, as more than likely you'll find a hidden special stage entrance or power-ups.


Don't bother touching the lamp posts unless you have 50 rings or more and, as always, make sure you possess at least one ring. The first guardian poses no problems – let Tails do all the dirty work. The guardian at the end of Act Two requires you to stay on the green platform and jump the lasers. Simple enough.




▲ This looks far harder than it actually is. Simply keep running as fast as you can in order to avoid being hit by these bombs.




▲ Pushing this rock to one side will leave the passage clear so you can access a hidden entrance to the special stage.




▲ One of the three extra lives in the second act. When you see this log drop into the water and drift to the left... one more life.



▲ The first guardian is a real piece of cake. He'll shoot at you, but simply duck this and repeatedly jump at the ship.



▲ Don't stay on the bridge at the start. Move straight onto the green platform and jump the fire, then hit the ship eight times.



▲ When you see the first bridge in Act Two, walk to the middle and wait for the bridge to collapse. You'll immediately locate this.

HYDRO CITY ZONE

With only two acts per zone in *Sonic 3*, you might think it would be easier. Both these acts are large and feature a great deal of time underwater. Unless you have acquired the new water shield, you'll have to collect the large air bubbles at regular intervals of 25 seconds.

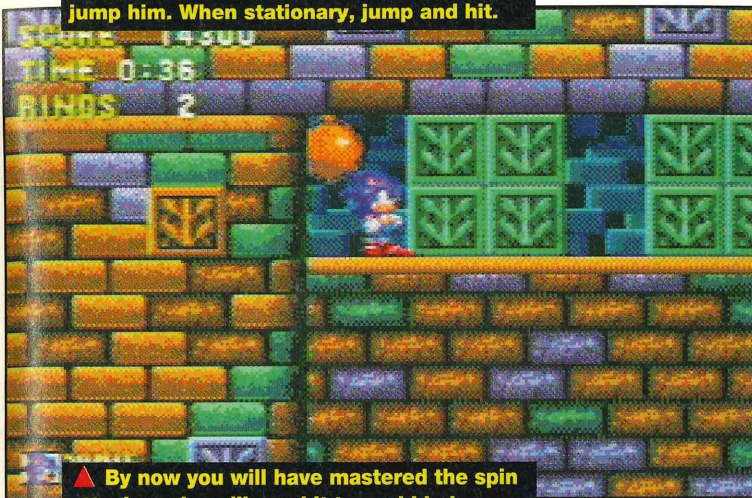
Scattered all over both acts are fans which assist your quest for the exit. But they can also push you towards danger. As far as the enemies go, you'll find they're plentiful. Only jump at the spike fish when their spikes are withdrawn. Similar caution is needed with the star pointers – only attack when the clusters are released.

The basic process, especially where the water slides are concerned, is to go with the flow. Not only will you collect loads of rings, but you'll also reach your destination. Once on the water slides, it's very hard to get off; but when the opportunity arises, do some exploring.

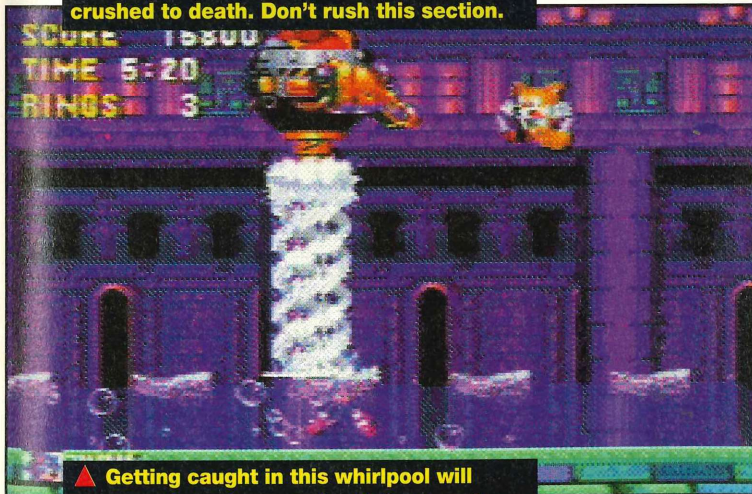
When facing the guardians in both acts, be careful to position Sonic away from the current created by Robotnik's ship. It may seem tough at first, but once you've mastered the technique, it's easy.



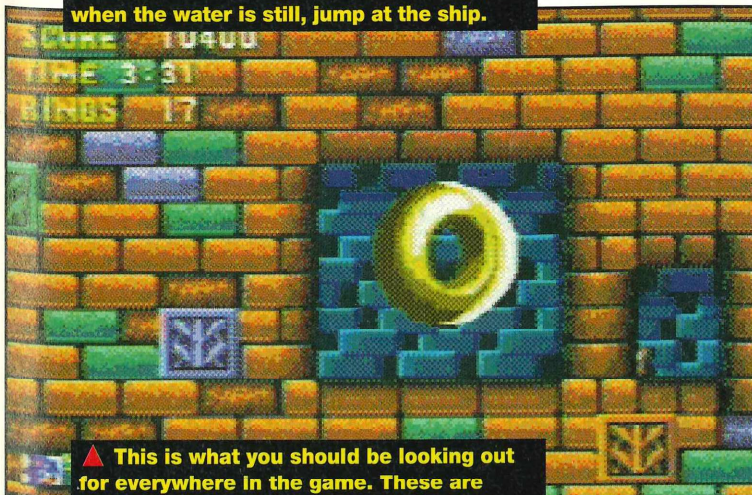
▲ Robotnik's ship attacks you by whizzing through the water. Stay in one place and jump him. When stationary, jump and hit.



▲ By now you will have mastered the spin attack, and you'll need it to avoid being crushed to death. Don't rush this section.



▲ Getting caught in this whirlpool will cause serious damage. Avoid these and, when the water is still, jump at the ship.



▲ This is what you should be looking out for everywhere in the game. These are hidden on each act, and require finding.

▼ The helping hand. You do have an option to be propelled by the hand, but it's wiser to just use it for increased speed.



▼ They seem innocent enough, but these skating missile launchers are a pain. Just when you reach top speed they'll hit you.



SONIC 3

MARBLE GARDEN ZONE

Not dissimilar to the Green Hill Zone in the original *Sonic*, this area is massive. You'll start off by tumbling downhill for what seems like an eternity. Where you end up is your decision, but whether it's the top section or the bottom, you're in for one hell of a trek.

Throughout the two acts in this zone, you'll frequently feel like you're going around in circles. You won't be, it just appears that way. Don't always follow the given directions, because if you explore the other routes, you'll often stumble across hidden TVs and special stage loops. Many dangers await you, but none more deadly than the elusive grasshoppers, which spring from nowhere to ruin your ring collection.

Your other major obstacle is the springing weights. They can not only force you to lose rings, but also a life. The spinning tops are worth a mention – controlling them is difficult, but the secret is to be ultra-sensitive on the controls.

The first guardian is simple; just bounce at the ship, avoiding the pointed falling rocks. The second requires patience – attack just once when you're on the ground; when in the air, time your attacks carefully to avoid being caught by Robotnik.

▼ Another problem you'll encounter is these mechanical grasshoppers. They hide underground, and spring out of nowhere.



▼ Avoid the pointed rocks that fall from above, and then jump at the ship, taking care to avoid the spikes.



▲ Hide behind the pillar, and when Robotnik's ship descends to the ground, jump and hit it. Only once though.



▲ These spring-loaded spiked balls are a constant threat to Sonic on this zone. If you can't see ahead, approach slowly.



▲ You must avoid the spike protruding from the ship. Time your jump, and don't jump when the spike is pointing upwards.



▲ Affectionately known as the 'spiny thing', this can be a problem to control. The trick is to be very light on the controls.

CARNIVAL NIGHT ZONE

The idea for this level was undoubtedly taken from the Casino level in *Sonic 2*, and the refinements here have made this zone much more complex. As usual, there's a massive number of options on the routes you can take, but again have a look around. Jumping off balloons or pinball bumpers is the way to otherwise inaccessible areas.

The floating boxes are probably the main problem within the two acts. Don't get caught underneath one, as it will result in death. Where you come to the section where it appears, you can't go any further. Time your jumps correctly on the box and eventually you'll manage to squeeze into the gap below.

If you thought the first act was large, you'll find the second absolutely huge. It even involves travelling underwater – balloons turn into air bubbles, so there's your oxygen. Spend most of your time spinning to avoid the enemies and spikes. The guardians are relatively simple. Tails will take care of the problems on the first, but the second requires patience. Follow the pattern and it's plain sailing.



▲ This magnetic field will try to draw you in. Make sure you stay at the opposite side of the screen and attack when it drops.



▲ When you see this cannon, fire yourself into the wall. In here you'll find rings, bonuses and a special stage hoop.

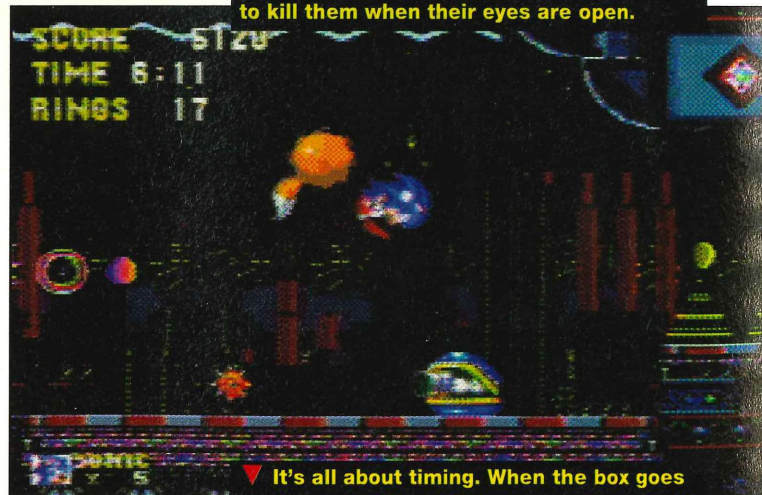


▲ Locating the TV sets can often be difficult, but rest assured they are scattered all over the place, all for you.



▲ When the top is spinning madly across the screen, move to the right and jump at the green ship, or let Tails do it.

▼ These spy lookouts can cause Sonic to lose his rings, or a life. Use the spin attack to kill them when their eyes are open.



▼ It's all about timing. When the box goes up, jump up. When the box goes down, hold the D-pad Down and the gap will appear.



SONIC 3

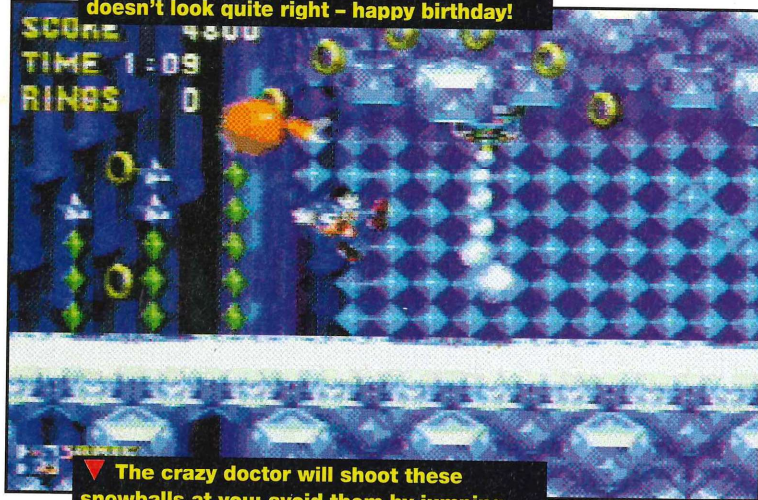
ICE CAP ZONE

Entering the Ice Cap Zone comes as a welcome relief after the hassles you will just have encountered. It's not that this is easy, it's just more of a process of linear gameplaying. On the long ice-laden routes, go into a roll – not only to defeat enemies, but also to increase speed.

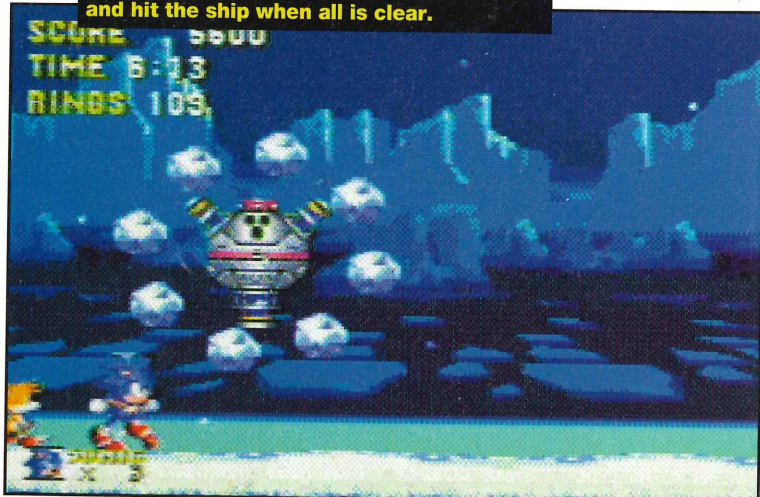
There are three sections in both acts. Overground, underground and in the skies, so you'll find loads of rings, TV sets and special stages – it's usually a matter of smashing through the walls that don't look quite right. The spring lifts just need a good burst of speed to help Sonic reach other areas, and fast reflexes also help.

The second act appears large and difficult, but it isn't. Take some time out to check all the various routes – you'll find it rewarding. The guardians pose a few problems, but nothing you won't be able to handle. Avoid the snow on the first, and bounce at the ship when appropriate. On the second, avoid being caught in the freezer as you lose rings and could lose a life. Patience is a virtue, kids.

▼ Bursting through walls of ice often reveals hidden extras. Try every wall that doesn't look quite right – happy birthday!



▼ The crazy doctor will shoot these snowballs at you; avoid them by jumping, and hit the ship when all is clear.



▲ Push the ice block in front of Sonic carefully forward. As it starts to move, jump on it and slide down the hill.



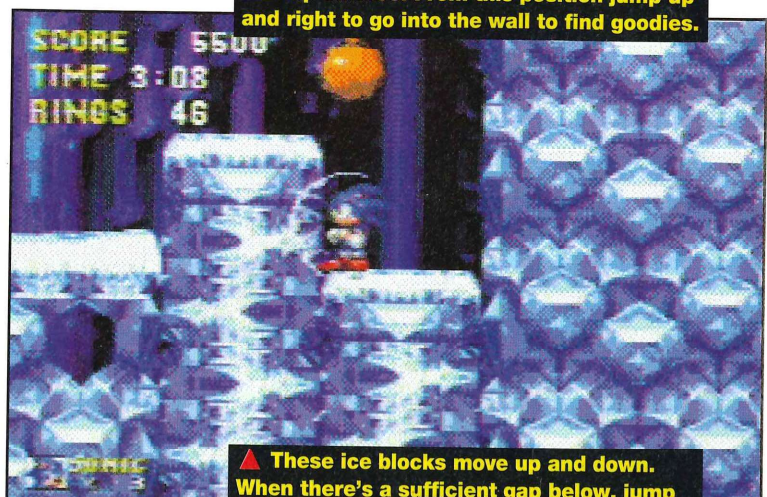
▲ You must avoid the ice that Robotnik shoots from his ship. When all is clear, stand underneath and jump upwards.



▲ These springs are located just below the top surface. From this position jump up and right to go into the wall to find goodies.



▲ These ice blocks move up and down. When there's a sufficient gap below, jump to the left and try to avoid being squashed.



LAUNCH BASE ZONE

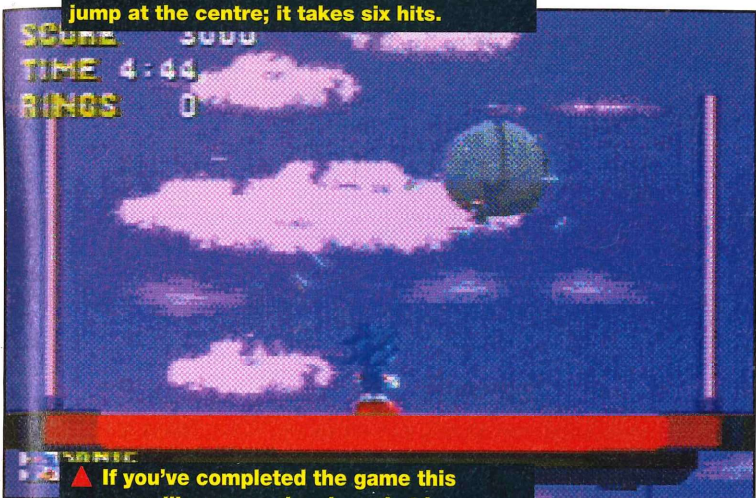
As you're so close to finishing the game, you might not bother exploring. Fine, if you have all the Chaos Emeralds and 28 lives, but this is a difficult final stage and therefore requires caution. The steel pipes will hold you, but drop off them, especially at the start of the first act, as you'll find the special stage.

The final bombardment from the robot creatures won't seem too disturbing, but you can easily lose a life. Follow your instincts and you'll find that when you reach your destination, it appears harder than it actually is. A certain degree of logic is required; bridges need to be dropped, so locate the switch and (as always) jump quickly.

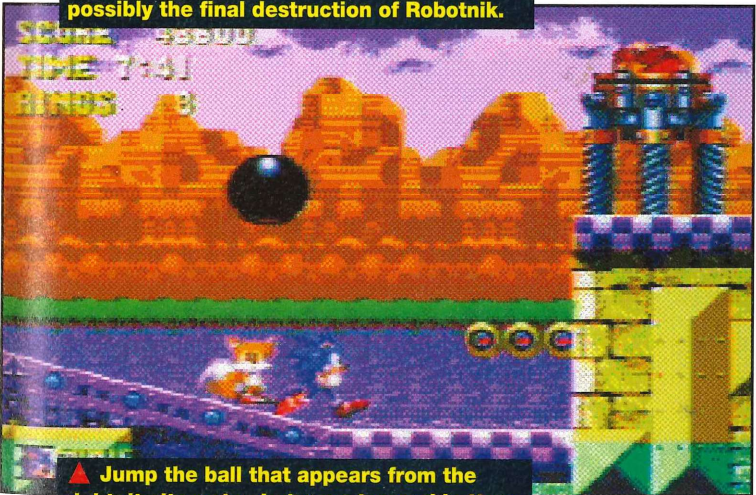
The guardians are not too hellish. The first is relatively easy, and simply requires ducking and bouncing. The second and final guardian, as you would expect, is far more difficult, but defeat him and you'll have done it!



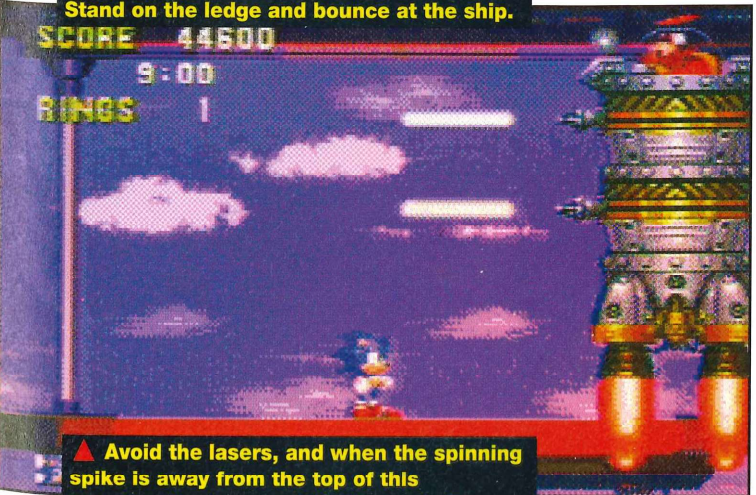
▲ The first guardian on the final zone is really easy. Avoid the extended arms and jump at the centre; it takes six hits.



▲ If you've completed the game this screen will appear, showing what is possibly the final destruction of Robotnik.

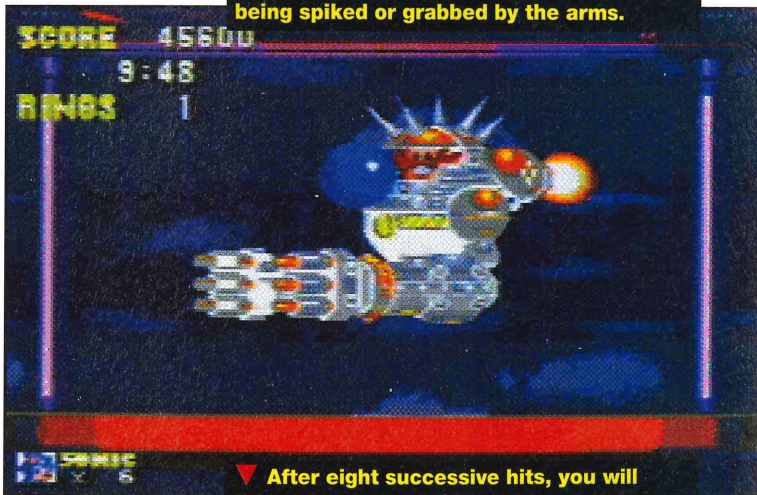


▲ Jump the ball that appears from the right; it alternates between top and bottom. Stand on the edge and bounce at the ship.



▲ Avoid the lasers, and when the spinning spike is away from the top of this monstrosity, jump and hit the cockpit.

▼ Jump between the bottom arms and the top spikes to destroy the ship, but avoid being spiked or grabbed by the arms.



▼ After eight successive hits, you will have destroyed Robotnik once and for all... for this game at least, wait for Sonic 4.

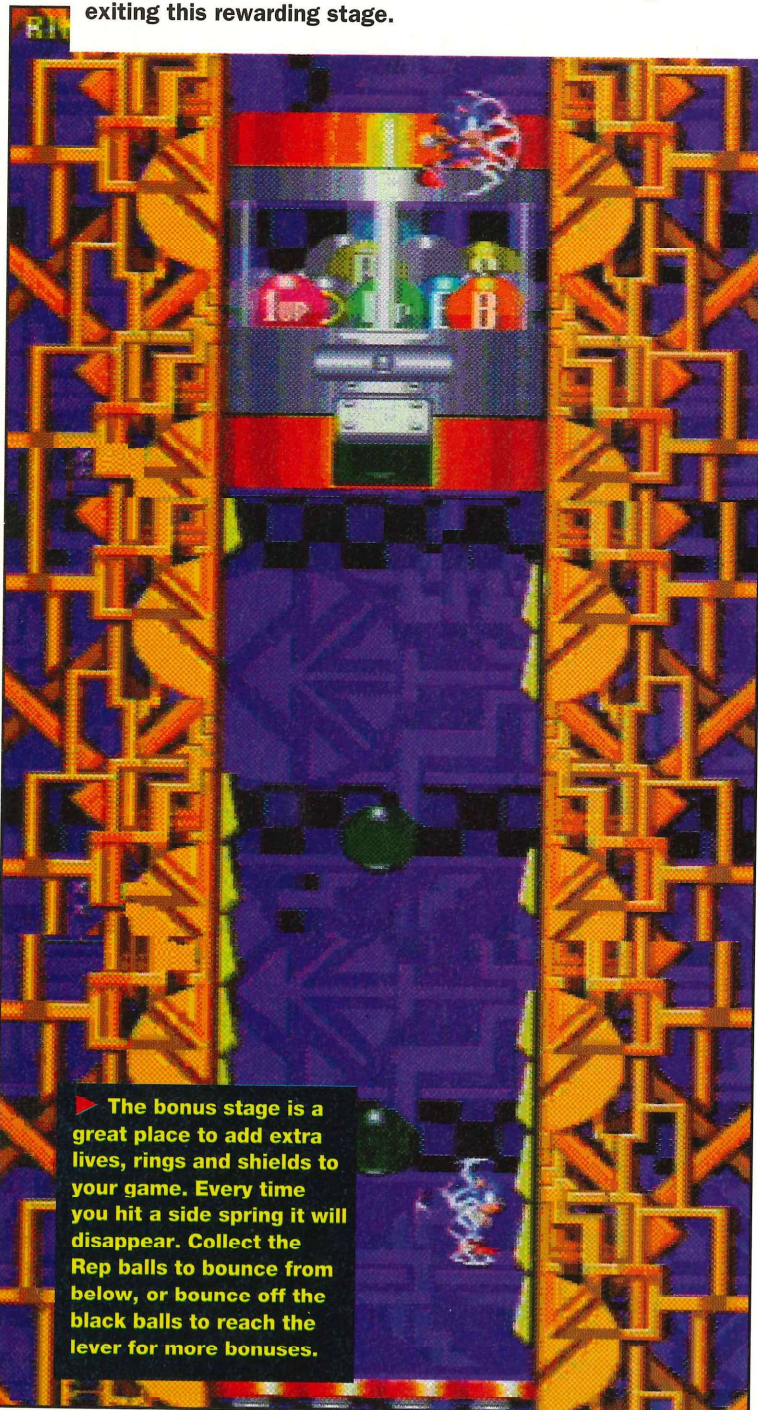


SONIC 3 Gamebuster

THE BONUS STAGE

The secret to being successful in the bonus stage is to keep bouncing off anything that will let you reach the lever. To access the power-ups you need to keep switching the lever, but miss a spring on the way down and you immediately exit the bonus stage.

Every time you touch a side spring, it will vanish from the side of the wall. Therefore, you need to bounce off the black gumballs which the machine deposits, and manage to collect the 'Rep' balls. These allow you to bounce back up using the main springs below. Anything else leaves you in danger of exiting this rewarding stage.



► The bonus stage is a great place to add extra lives, rings and shields to your game. Every time you hit a side spring it will disappear. Collect the Rep balls to bounce from below, or bounce off the black balls to reach the lever for more bonuses.



Where would Sonic be without the essential extra lives?



Avoid bouncing on these. You will lose either rings or a life.



One of the new additions. This creates a fireball.



This acts as a shield, and also lets Sonic breathe underwater.



When electric, Sonic will attract rings, and create sparks.



Magic shoes which increase Sonic's speed by tenfold.



The old faithful rings. One TV set is equal to 10 rings.



This makes Sonic invincible for a short period of time.

THE SPECIAL STAGE

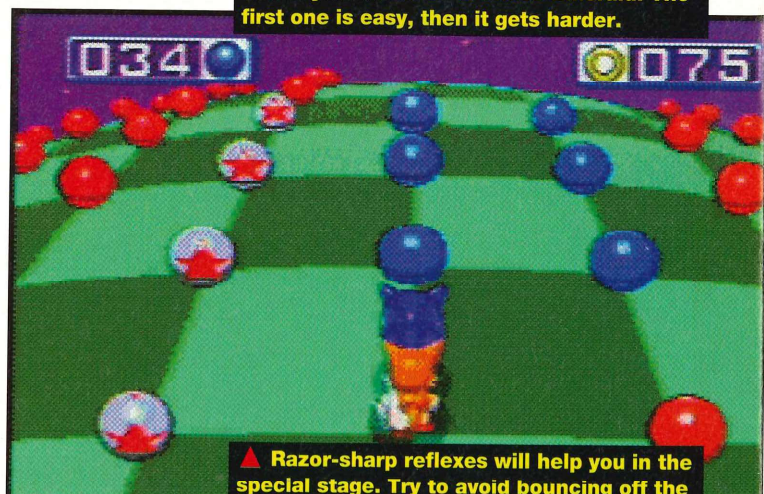
Within every act in *Sonic 3*, you'll discover at least one hidden ring which will allow you access to the special stage. Similar to the special stages in the previous *Sonic* games, this stage requires ultimate concentration. Obviously, to finish a *Sonic* game properly, you need to collect all the Chaos Emeralds. These are located deep within the special stages, but procuring them is never easy.

Sharp reflexes are needed here to avoid the red spheres, and your objective is to collect the allocated number of blue spheres in this zone. When you have surrounded a large number of blue spheres, they will turn into rings, which can be collected to boost your points. Collect enough and you'll snare a much-needed continue.

The white star spheres are bumpers, which hinder Sonic's path. You can jump over these, but often you'll see them too late and they'll bounce you back into the path of a red sphere. Not good.



▲ After collecting all the blue spheres, this is your reward – a Chaos Emerald. The first one is easy, then it gets harder.

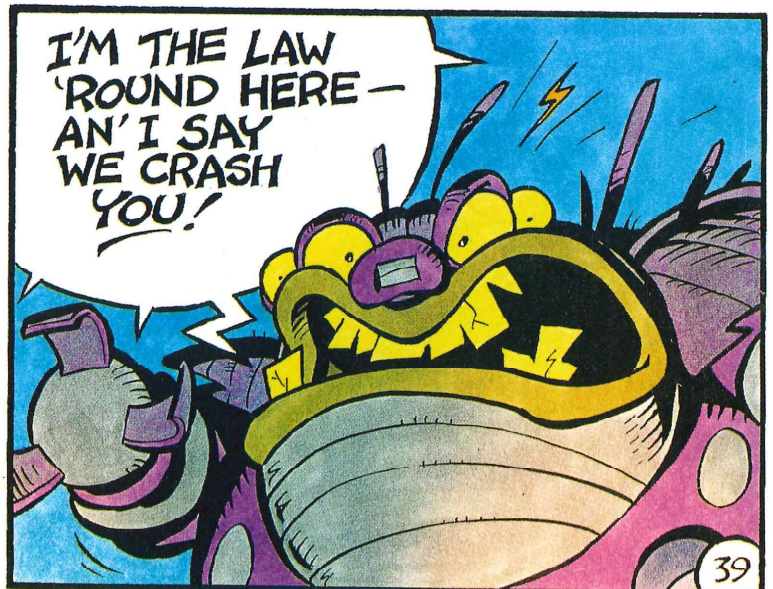
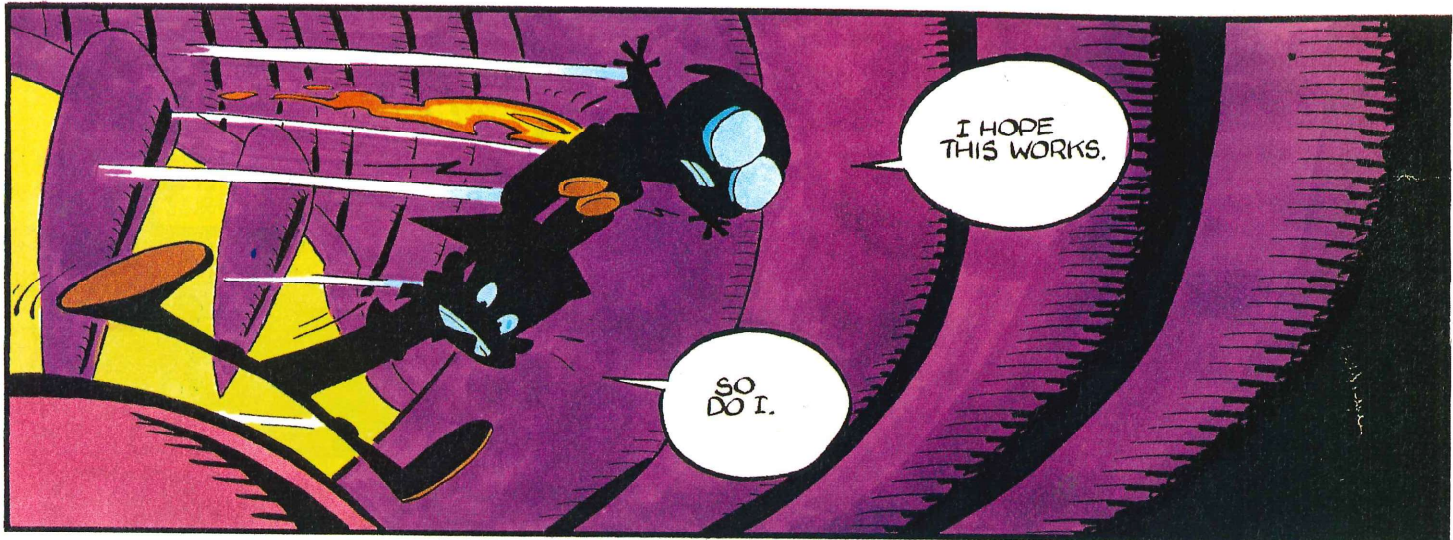


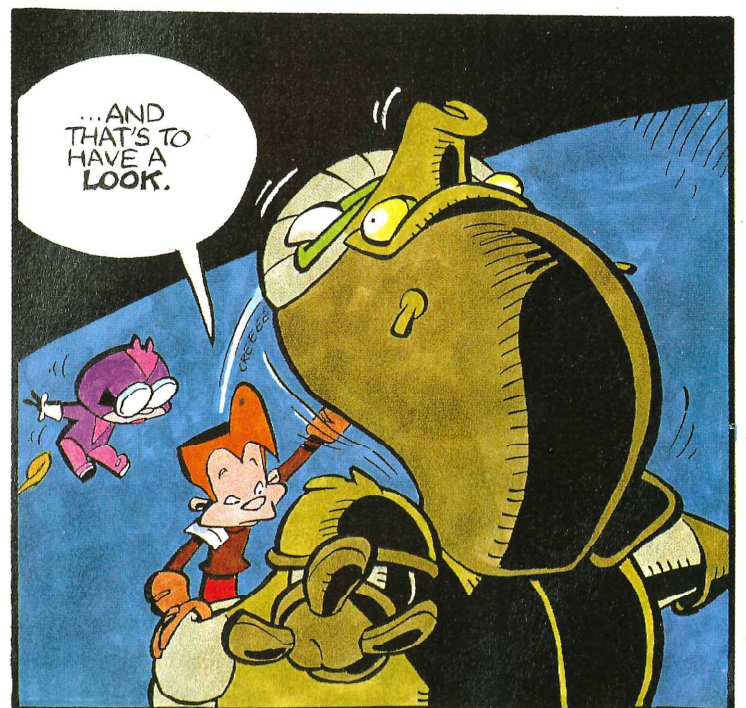
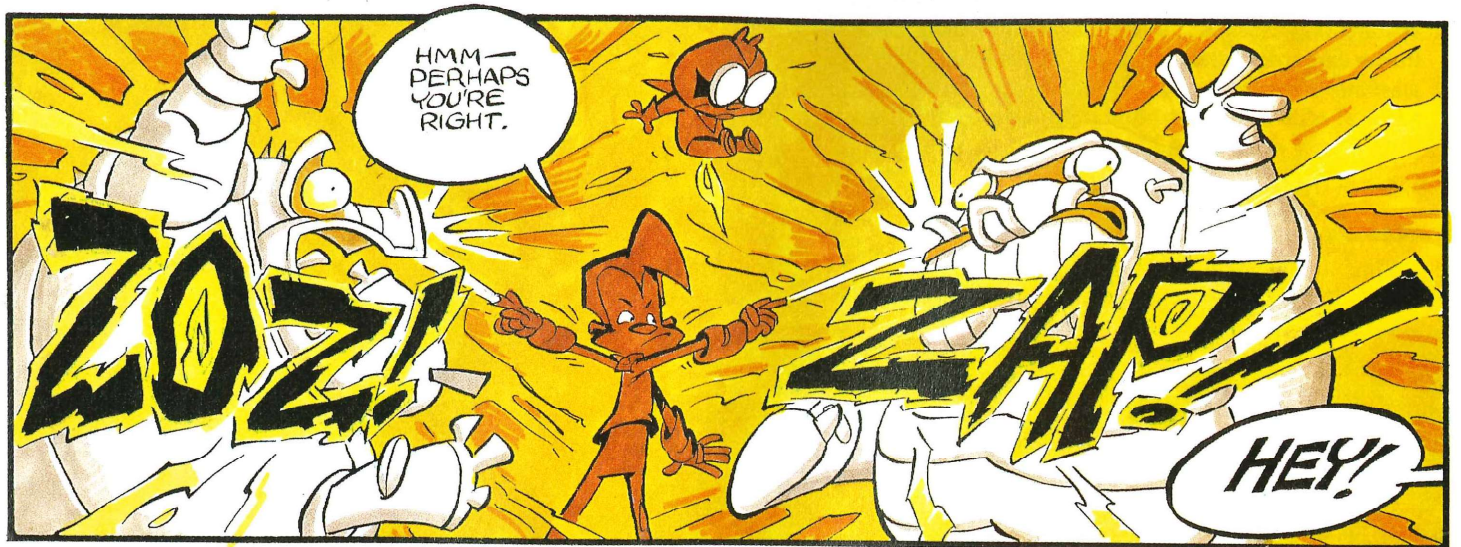
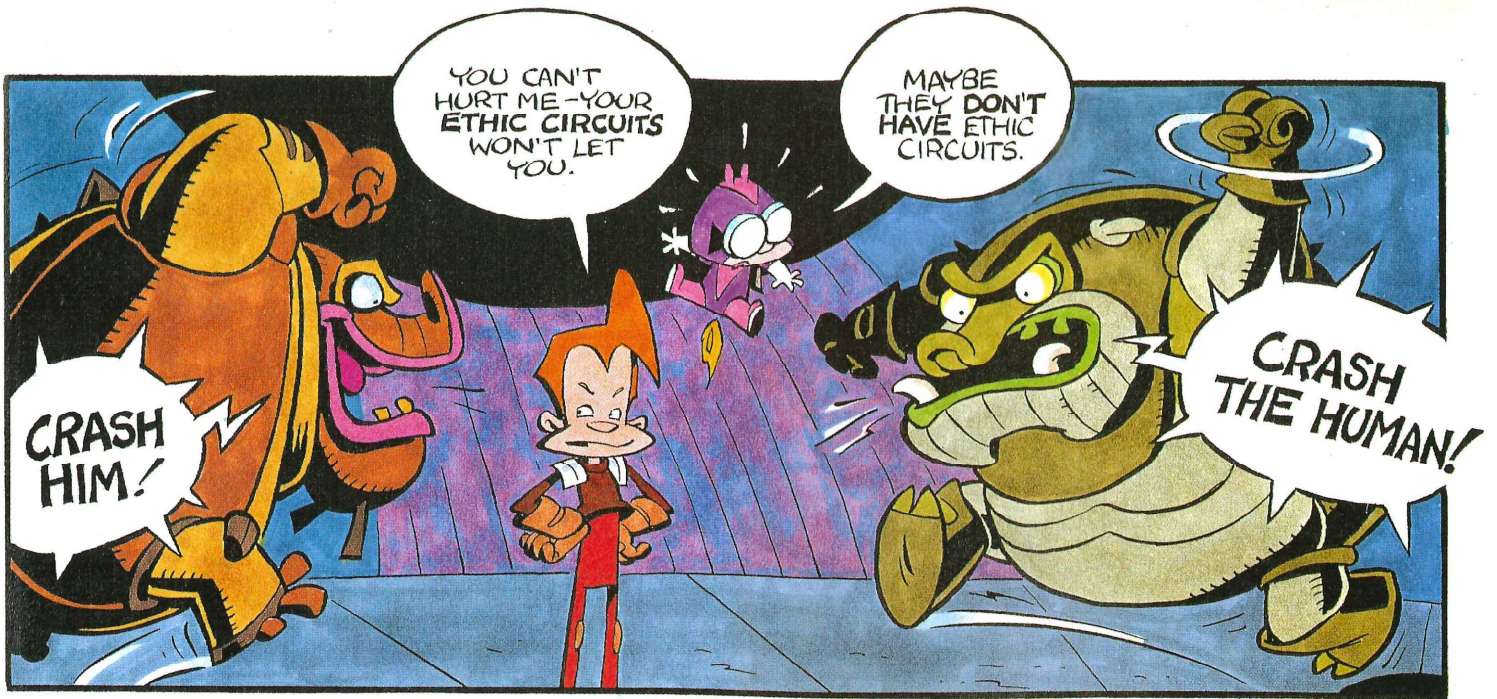
▲ Razor-sharp reflexes will help you in the special stage. Try to avoid bouncing off the bumpers, as it gets very confusing.

REX VECTOR

BY FIL BARLOW
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THE STORY SO FAR: REX AND RETRO HAVE FLOWN OUT OF THE MOUTH OF ONE MECHANISED MONSTER INTO THE MOUTH OF ANOTHER... (HEY? DOES ANYONE EVER READ THIS BIT ANYWAY..?)





Desperate for something to do in End Zone for yet another month, the team decided to pretend that they were the star of their favourite movie, with hilarious results...

Megazone

Presents

the golden age of cinema...

END ZONE

What's your favourite film, Duane?

It's *Duane's World*, a bitterly ironic film in which two upstarts undertake an odyssey of self-discovery. The underlying theme explores the essential evils of the media machine, outlining a struggle against corrupt values and a lack of artistic integrity. And it's got heaps of babes.

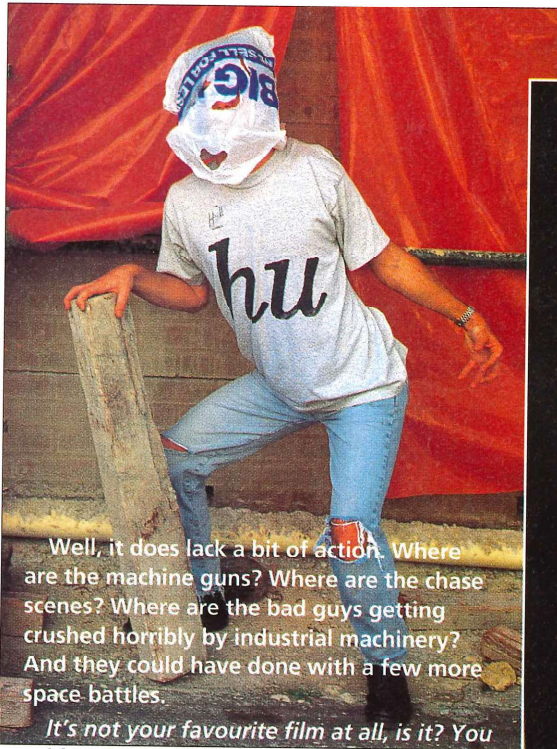
Actually, I think you'll find it's called *Wayne's World*.

Oh. In that case it's crap then.

Who are you supposed to be, Adam?

Why, the Elephant Man, of course.

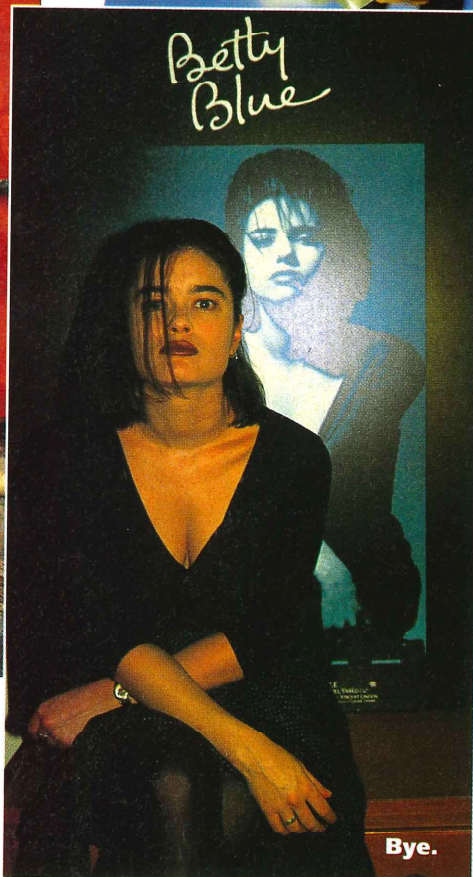
Ah, I see. So that's your favourite film, then?



Well, it does lack a bit of action. Where are the machine guns? Where are the chase scenes? Where are the bad guys getting crushed horribly by industrial machinery? And they could have done with a few more space battles.

It's not your favourite film at all, is it? You said you were going to dress up as the Terminator but no, you couldn't be bothered, could you? As usual, you left everything to the last minute and tried to worm your way out by shoving a plastic shopping bag over your head, didn't you?

Ah... is it that obvious...?



Now, Sandra, Betty Blue... that's a bit more like it. A bit of raunch, a bit of style, a bit of French crumpet.

Yes, I'm exploring my 'darker' side and getting in touch with my sensuality. And I could almost be her double, right?

Er, yes...

Look, we've even both got a tiny scar beneath our left eyebrow! It's true! And I even own the same clothes as her! It's obvious, you fools!

We never liked her anyway!

This will be Sandra's last issue of Megazone. She's off to work on another publication. We can't give away too many details, apart from it involves naked men.

Anyway, we're really sad she's going and all that. But not to worry, we'll be getting someone else to take her place, and who knows, they might make nicer coffee. (If that's possible.)

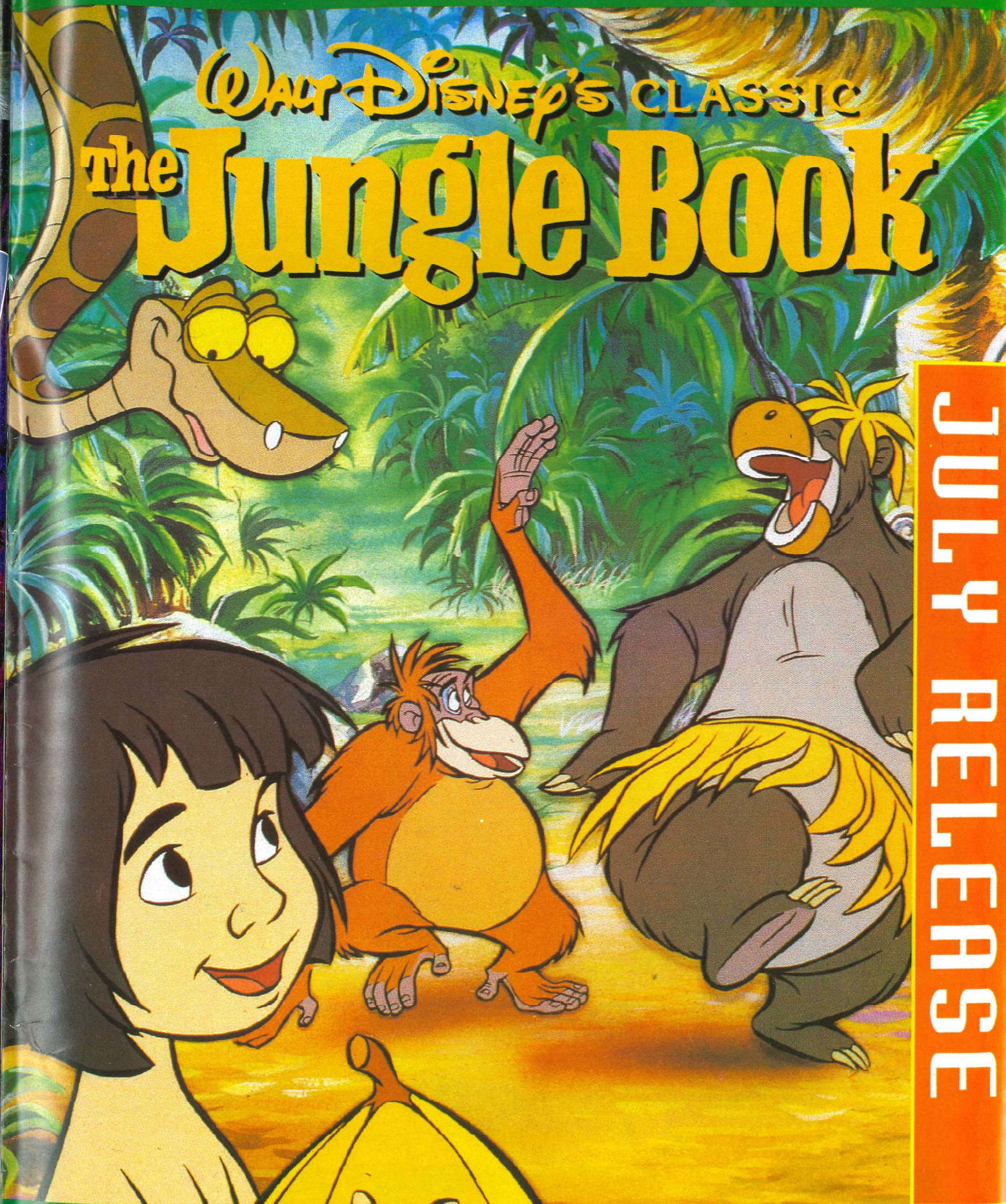
Bye.

COMPETITIONS

There aren't any this month - for technical reasons far too complicated for mere mortals to understand, we had to finish the magazine before the closing dates. But next month we'll have loads of results...

SEGA
MEGA DRIVE

WALT DISNEY'S CLASSIC
The Jungle Book



JULY RELEASE

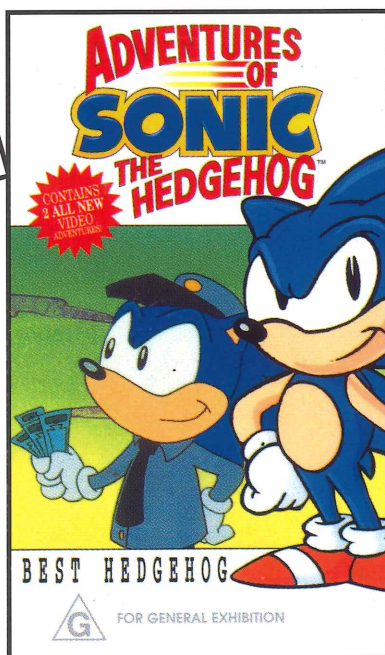
SEGA

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