

MEGA DRIVE ■ MASTER SYSTEM ■ GAME GEAR ■ MEGA-CD

# MEGAZONE

DECEMBER 1993 \$4.95\* NZ \$6.95 (Inc. GST)



**AUSTRALIAN MADE**

We turn the spotlight  
on Beam Software

**SUMMER SPORTS SPECIAL**

Five sims sweat it out

**FABBY FREE TATTOO**

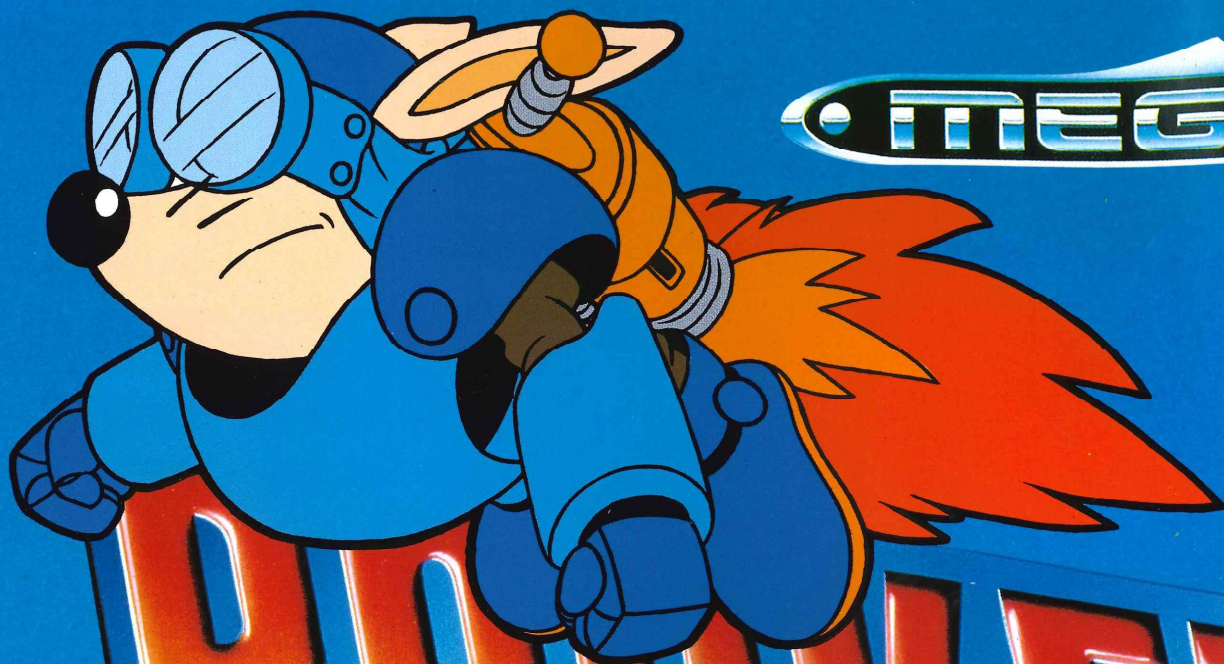
*Aladdin*  
**It's magic!**

**WIN! WIN! WIN! 100** prizes up for grabs in our  
cracking Christmas compo

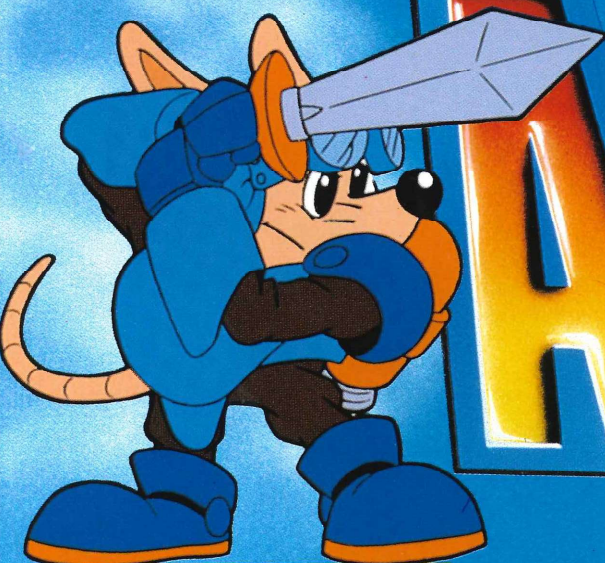


SEGA

MEGA



# ROCKMAN ADVENT



# KONAMI

Distributed by KONAMI (UK) LTD



GA  
ME  
DRIVE

Meet Sparkster...

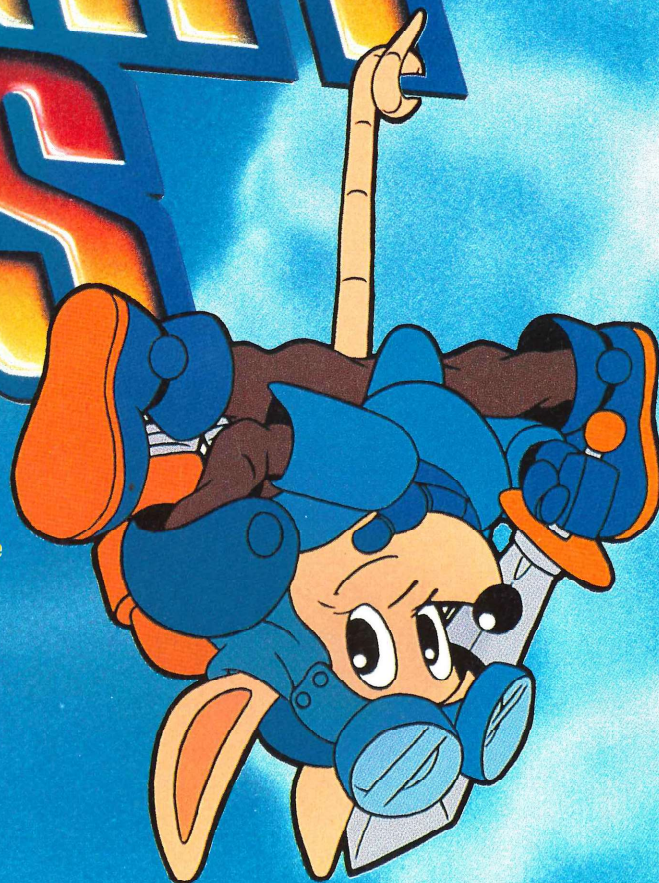
A new breed of superhero and star of Konami's all new  
adventure for Sega Megadrive - Rocket Knight Adventures.



# ROCKET KNIGHT ADVENTURES

Sparkster is hell bent on avenging his master Mifune's death.  
Armed with his jet pack and sword of steel his mission is to annihilate  
the Dark Lord and restore peace to his homeland once more.

KONAMI®





Feast your eyes on all the goodies on offer this month. There are stacks of prizes, so there's a good chance you'll be a winner.

### BEAM SOFTWARE

Adam Waring jets his way to Melbourne, where he peers over the fence at Australia's only video games developer, Beam Software. Find out how games are made, what's in the pipeline, and just why working for Beam is the best job in the world.

## Reviews

24

### DRAGON'S FURY 2

Fast and furious pinball with a whole heap of entertaining twists. The local milkbar will never hold the same attraction.

26

### FANTASTIC DIZZY

A cheerful soul, this protein-rich gentleman comes complete with a cerebral workout guarantee.

29

### WINTER OLYMPICS

Some people stay up late at night to watch this event on TV. Some people might buy the game and do the same thing. But, then again...

30

### GAUNTLET 4

Fourth time around, and *Gauntlet's* beginning to look a little stale. Quests, battles, towers and a gaggle of ghosts.

33

### NHL HOCKEY '94

If you thought a 'puck' was merely a strange Shakespearian character, then this is not the game for you.

34

### ALADDIN

The Keanu Reeves of the animation world, *Aladdin* is set to woo gamers with this breathtaking venture. Hey, it even scored a 10 for graphics!

38

### SONIC SPINBALL

Sonic somersaults into overdrive and dabbles in environmental politics. How many hedgehogs does it take to mop up an oil spill?

40

### MCDONALD

Personally, we had more fun watching a 30 cent ice cream melt. Cancel the takeaway order, guys.

42

### FIFA INTERNATIONAL SOCCER

A day on the pitch can really affect a bloke... all we know for sure is that liquid paper thinner is useless on grass stains.

44

### SENSIBLE SOCCER

Two days on the pitch can affect a bloke even more. We never knew Trevor Viper's legs were so white and hairy...

46

### LOTUS 2

A remarkably, um, unremarkable racing game where you tear about at excessive speeds and crash into trees for variety.

48

### JUNGLE BOOK

When you've been raised by wolves, anything can happen. Here, that generally involves fruit and small furry animals.

December 1993

# MEGAZONE Contents

### Megazone

PO Box 746,  
Darlinghurst 2010

Phone: (02) 331 5006

Fax: (02) 360 5367

### Editor

Adam Waring

### Art Director

Duane Hatherly

### Sub Editor

Sandra Bridekirk

### Art Assistant

Chris Gander

### Illustration

Brad Lonergan

### Contributors

Fil Barlow, Trevor Viper,  
Tim Smith, Tim Gadler

### Advertising

Cameron Hoy

☎ (02) 331 5006

### Production Manager

Ian Walker

### Production Coordinator

David Kent

### Subscriptions Manager

Liz Martin

### Subscriptions Coordinator

Katrina Panayiotakis

### Associate Publisher

Angie Daskalakis

### Editorial Director

Andrew Cowell

### Publisher

Philip Mason

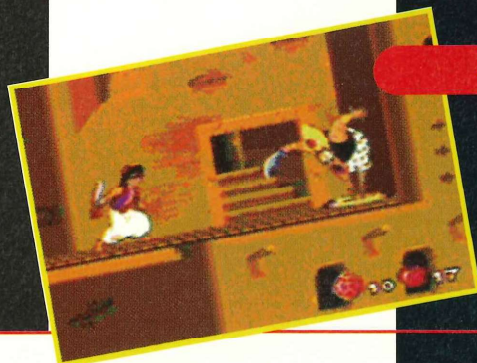
© 1993 Mason Stewart Publishing  
Not an official Sega-publication

Printed by Hannanprint,  
140 Bourke Rd, Alexandria 2015

Distributed by Newsagents Direct  
Distribution, 150 Bourke Road,  
Alexandria 2015. ☎ (02) 353 9911

Material in this publication may not be stored or reproduced without permission. Editorial contributions are welcomed, but are submitted at the sender's own risk. Articles reflect the personal opinion of the author and are not necessarily those of the publisher.

\*Recommended and maximum retail price only.





## RegUlarS

6

### MEGA MOUTH

More questions than you can poke a Christmas tree at. No, Santa Claus will not be delivering *Sonic 34* this year.

10

### NEWS

Mega Drives running up the phone bill, joypads stripping off, reindeer playing *Street Fighter 2*... what's the world coming to?

11

### GAME GUIDE

Let the Chrimbo fairy help you plan your gift list - it's all here, and in handy alphabetical order, too.

14

### PSYCHIC SANDY'S GAME GAZE

Our resident ball-watcher wrestles a bucketful of games from Santa's Little Helper.

23

### REVIEWS INTRO

The best Christmas pressie you'll ever score - it's big, colourful, and says basically the same as it did last month.

50

### HINTS & TIPS

You'll be up to your ankles in *Mortal Kombat* blood 'n gore (very festive, really), and flogging the life out of your Action Replay cart.

54

### GAMEBUSTERS

We've banished Uncle Scrooge, and given you the ultimate cure for *Flashback*. Anti-hallucinogen, anyone?

60

### SUBSCRIPTION OFFER

We're forever giving things away. One day, we'll decide to keep it all, and then you'll be sorry.

61

### READER SURVEY

Muster up some of that seasonal cheer, and fill in our fabulous survey. Vote for your fave games, and we'll publish the top 10 soon.

64

### REX VECTOR

Poor old Rex Vector never gets a break on holidays. Nor does he receive overtime. Or sympathy.

66

### END ZONE

Goodbye 1993, and please, Santa, can you drop off a couple of tons of games, a slab of Turkish Delight, and an awful lot of soya burgers with peanut sauce. No, tomato. With cheese.



DOINK!

## Edi Torial

Welcome to a specially festive issue of Megazone. Yep, Chrimbo is well on the way, and no doubt you'll be hoping that Santa has got his little helpers beaver-ing their way through your Christmas list.

Mind you, I think all the best elves are working in games development at the moment - we've collected another great bunch this issue. Check out the pixels on *Aladdin* - real eye-popping stuff. Sonic makes a reappearance, this time in a pinball-style game. It's a very sporty issue, with *Winter Olympics*, hockey, motor racing and two football - sorry, soccer - games thrown in for good measure.

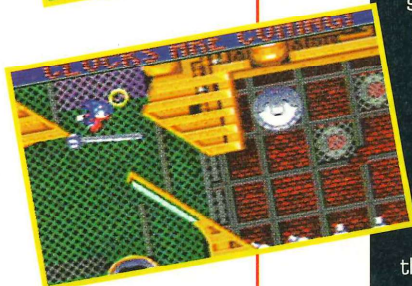
It's the third of the 'new-look' issues, and we think it's high time we received some proper feedback from you. On pages 61 and 62, you'll find a reader survey. You'd be doing us a big favour if you fill it in, pop it in an envelope and send it back to us - it won't cost you a cent in postage if it's posted within Australia. Your answers will shape future issues of the magazine - make sure that you have your say.

We've also collaborated with a load of Sega suppliers and put together a special competition for Christmas - I guess it's just the kind of guys we are. So see if you can pick up some additional loot by turning to page 49.

Well, that's about all for this issue. Hope you have a good one, and see you in the New Year.

Happy Christmas!

Adam



### HOW TO APPLY YOUR FABBY FREE TATTOOS

1. Cut out tattoo and remove top sheet.
2. Place tattoo face down on skin, wet with water, and press down.
3. Wait 20-30 seconds and slide off paper backing.
4. Rinse with water and pat dry.

Tattoos are easily removed at anytime - simply wipe with methylated spirit or cleanser.



# LETTERS

## MORTALLY IMPRESSED

Dear Megazone,

G'day. I'm writing this letter to congratulate you on a truly awe-inspiring mag. Although I don't particularly like games like *Mortal Kombat*, I bought it anyway, and the graphics are the best I have ever seen on Game Gear. I was very surprised, as I thought the Game Gear wasn't capable of such graphics (although the backgrounds are a bit cruddy, but still OK). For a long time I underestimated the capabilities of this machine but, because of *Mortal Kombat*, my thoughts have changed, and I am now a Sega fan. I'd just like to ask a few questions.

1. Will *Street Fighter 2* ever see its way onto Game Gear?
2. Can you tell me of any other Game Gear games with brilliant graphics and playability? (Don't tell me *Sonic 1* and *2*, as I have them and think they're quite cruddy.)
3. What new games worth looking at are coming out on Game Gear?

Wesley

Greenfield Park, NSW

1. No, at least not that I know about.
2. Cool. Spot's pretty cool, as are the Mickey Mouse games.

3. Keep reading Megazone to find out! It's worth knowing that, because Game Gear and Master System games are so similar, anything given the thumbs up on the Master System is usually pretty cool on the Game Gear too.

## LOVE AT FIRST SIGHT

Dear Ed,

Yeah well, I'll skip the usual @#\$\$ about how cool your mag is, and just say that I saw it for the first time last week and filled in the subscription card straightaway.

Thanks for taking the @#\$\$ out of that sad-case mong who calls himself Michael Fraser. Even I, who has never owned a Sega in my life, could tell that there's no way that cool games like *Flash Back*, etc, are ever gonna come out on MSII.

By the way, when I saw the all-too-brief review of the Sega VR, I immediately wanted to know the answer to the only thing you failed to mention - how much? And how soon afterwards will other games be available?

And Luke Drumm (September Mega Mouth) was right. Did you deliberately make the *Microcosm* review impossible to read just to spite him? Pretty scummy to all us poor mugs who were actually interested in reading it!

Daniel

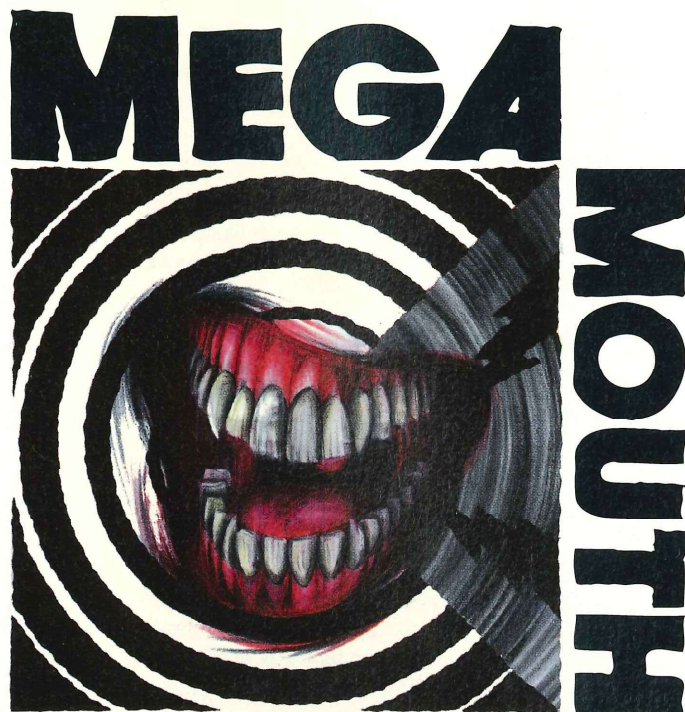
Gymea, NSW

Thanks a lot, Daniel, for taking the trouble to write such a @#\$\$ nice letter to us. Unfortunately, you did resort to a rather nasty dig at a fellow reader. Talk about kicking a guy when he's down!

As you've no doubt noticed, the last few issues of Megazone have been printed on hyper-sensitive, fluoro-reflective, super-porous paper using high-density, light-diffusing silicone technology and extra-performance ink, rendering it far easier on the eye. Seriously, besides all that, we've put it together with readers' optometrist fees in mind, so if you have any further complaints - you're wrong.

As for Sega VR, news from across the pond is that it will retail at under US\$200 in the States. This roughly translates to \$300 Australian, though expect it to cost more due to import charges and so on. Our best guess puts it at around the \$400 mark. It's due in time for Christmas in the US, but it'll be sometime next year before it reaches these shores.

At least four games will be available at time of release.



Got a bone or two to pick in public?

# HTUOW

## DESPERATELY SEEKING...

Dear Megazone,

My name is Simon and I own a Master System. I get bored at home sometimes, so would like a pen pal. I like to write to people, and will always write back.

Simon

Rowville, VIC

If you wish to get in touch with Simon, send your letter to us and we'll forward it on. This may sound like an unnecessary hassle, but it's our generous way of protecting you all from the raincoat brigade. We promise we won't read letters, but make sure you address it clearly to Simon of VIC, c/o Megazone Pen Pals, PO Box 746, Darlinghurst, 2010.

True. Check out Hints & Tips to find out exactly how to do it.

3. Cool Spot. No, Bubsy...

2. Yes.

1. Purely cosmetic.

Thankyou.

Naime, SA

Zak

Keep up all the great work at Megazone.

this; true, or a load of crap?

will be coming out on games like *Mortal Kombat*. Is

4. And, last of all, I heard that a violence level select

Cool Spot, so which is better?

3. I had an argument with a friend over Bubsy and

Mega Drive?

2. Can you hook up the new Mega-CD to the original

the Mega Drive?

1. Does the Mega Drive II have any advantages over

some questions.

You must produce the best mag around - it's totally

MINI BIGGER THAN YOUR'S, ANIM



## FASHIONABLY LATE?

To the lame brains that work at Megazone, I'm writing for one particular reason - why the hell does it take so long to get your mag in the mail? I mean, when do you send them out? I'm writing this letter on September 14, and I still haven't got the August edition. And don't give me bullcrap about the postal service, because it only took two weeks to get postcards from my parents when they were on holiday in Europe. Don't you think that's just a little bit slack, guys?

Enough of that, and onto some more positive questions.

1. Will there be any chance of a *Flashback 2* coming out?
2. Could there be a six-button control stick coming out?
3. Any chance of *Cool Spot 2*?

That's all for now, from an angry subscriber.

**Aaron**

**Toowong, QLD**

*Well, Aaron, I'm sorry to say that you're not the only soul to fall victim to a glitch in the Megazone mailing system. Our change of office caused many upheavals, some of which contributed to delays in the production and mailing networks. However, your complaint has been noted (causing us much shame and anguish), knuckles have been rapped, butts whipped and promises made.*

*Now, to answer your questions:*

1. No news on *Flashback 2*, but if you're after the most amazing rotoscoped animation ever, then check out *Aladdin*.

2. There could be, and there is! Several, actually. Hopefully, the November issue found its way safely to your door, as it contained a smashing joypad roundup.

3. Give poor *Spot* a break! He's not been long in this world, and you already want him to reproduce.

## FANS, HEATERS & MSIs

Dear Megazone,

Hi, my name is Steven and I am your number one fan. I have a Master System II and a Game Gear, so if you don't answer these questions, I'll make you join the Nintendo Club and I'll chuck away the key.

1. What is the best game on Master System?
  2. What is the best game on Game Gear?
  3. Which is better - Master System II or Game Gear?
- And, if you don't know where the Nintendo Club is, I'll walk you there. Oh well, ciao.

**Steven**

**Petersham, NSW**

*Promises, promises... OK, Steven, I'll answer your letter, but I'm going to have to protest over your questions. What's 'best' or 'better' comes down to personal choice. If you have your own favourites, vote for them in our survey this issue. As for a comparison between Master System and Game Gear - well, one's bigger than the other, one's designed to be portable... The specifications are pretty much identical, though.*

## DON'T DO IT!!!

Does Sega suck?

No. At least, not until now, for we - the United Sega Clubbers of the Camden Haven Area (US CCHA) are sick of many things. For example:

1. Megazone's lack of hints and tips;
2. Megazone's extremely late arrival.

Being in the Sega Club is supposed to give you a subscription to Megazone, and I personally have received only the first two mags, starting from when it went monthly. In the July edition, it said that the August edition hit the shelves on August 4. Well, it's September 16 now, and my friend and I still haven't got it. And in the mag, it says that if you subscribe, you get it before it hits the shelves. Well that's bull@#\$%!

We, the US CCHA, are thinking very much about changing the formats we barrack. Quite soon, we will probably change from Sega to Nintendo. I do not wish this to happen, for I think Sega rules, but we have no choice - we either go Nintendo, or get British mags, which make me want to barf. I, nor any other true Segahead that I know, would ever read a mag with the Nob (misspelt Yob) enclosed in the cover.

Another way of getting noticed, so that something will be done, is having a chat to Consumer Affairs - after all, we've paid good money for up-to-date mags, but we just haven't got any. Fix it, or we'll talk.

So how about it? Will you send us to our doom (Nintendo or Nobby mags), or will you save us by fixing this major glitch in the Australian Sega network? Up to you to save or destroy us, so choose wisely.

Yours

**US CCHA (The Segaheads)**

*Oh dear, please don't give up on us just yet - we're in the process of rectifying this problem, and hopefully this mag will have reached you on time.*

*I agree that Hints & Tips hasn't been the best, but we're trying to improve that section. Gamebusters provides an extra-big focus on one game, and guides you through from beginning to end. And now we're getting help from the Sega hotline in compiling cheats, so they should be getting better.*

*But to really make them rock and roll, we need your help: send us your best cheats and we'll print anything that's any good.*

*Late again, eh? I don't want to be one to pass the buck, but in this case I think I'll pass the buck. If you subscribe with us directly, then we're responsible for sending out the magazines to you on time. However, if you're a Sega Club member and your issue arrives late, then it's Sega you should be having words with. We give Sega copies of Megazone to send out to its club members, so they're responsible for getting it to you on time, not us.*

*I'm sure that the Sega Club would be only too delighted to sort out any problems. They can be contacted on (02) 317 0000.*

**Write to Mega Mouth, PO Box 746, Darlinghurst 2010.**

## WHEN WILL YOU BE MINE?

Dear Ed,

I've got just a few questions I want answered:

1. Is *Day of the Tentacle* coming out on the Mega-CD? If so, how much will it be?
2. Is *Innocent Until Caught* coming out on the Mega-CD?
3. What kinds of Lucas Arts and Sierra games are we expecting on the Mega-CD?
4. When should *Night Trap* be coming into Australia?
5. When's *Street Fighter 2* coming out on Mega Drive?
6. What are the new Sonic games going to be like?

Thanks

**Anon**

*Good lord, that was an exceptionally dull letter - no wonder you're not owning up to your identity.*

*Anyway, here goes (deep breath). 1. 2. and 3. I don't know. Look, why don't you check out our game guide, that features all the up-to-date information we know. Seriously, these "When is whatever coming out" letters are beginning to get on my nerves. Let's not have any more, hey?*

*4. Latest news is that Sega has decided to delay the release of *Night Trap* until a video games classification system has been introduced. Basically, it's all up in the air, so things may have changed even by the time you read this reply. Don't hold your breath.*

*5. It's out now.*

*6. We've only seen *Sonic 3* on the Master System so far, but we're expecting big things from the rest of the hedgehog brood.*



## TWENTY QUESTIONS

Dear Ed,

I honestly think that Megazone is the best magazine, and I hope that you will print this letter. Now that I have your attention, could you please answer these questions for me:

1. Will there be a *Street Fighter 2 Hyper Fight* for the Mega-CD?
2. Will there be a bonus round in *Streets of Rage 3*, similar to the *Final Fight* one? (It sounds wild!) If there isn't could you force Sega to put one in?
3. Why don't you put in two extra pages of Rex Vector (he's cool), and an extra two pages for Pro-Action Replay and Game Genie codes (so there are more cheats for people who don't have Pro-Action Replay cartridges, but want one)?

I think that about wraps it up.

Yours Megazone

Zac

Parkside, SA

Questions, questions... Well, here we go:

1. I would be very surprised if *Street Fighter 2* didn't make it over to the Mega-CD.
2. Yeah, we'd like to force Sega to do a lot of things... Just gonna have to wait and see, I'm afraid.
3. Everybody wants more Rex Vector, but we work on the 'Treat 'em mean, keep 'em keen' theory. Thus, the answer is no. And you can stop licking my shoes, too. As for two extra pages of cheat codes... well, there just aren't that many codes to print, and it'd be pretty boring for all the readers who don't own or want one of these carts.

But hey, we're always on the lookout for cheats of any kind, and I'm certainly not averse to slapping in a column or two of cheat cart codes. But you have to send them in first.

If you're totally desperate for a cheat fix, call the Action Replay hotline on 0055 51025 - but remember to first ask the person who pays the phone bill.

## ATTACK OF THE MALE EGO

Dear Megazone,

Hi! Firstly, I would like to say that Megazone is the best. It's big, it's bad, and it kicks butt! Time now for some questions to be asked:

1. What are Sub Zero's, Kano's, Goro's and Shang Tsung's fatalities in the Mega Drive version of *Mortal Kombat*?
2. How come you guys gave *Sonic 2* a 97% in lastability, when I finished it in no time? Same with *Flash Back*.
3. Have Sonya Blade and Chun Li ever thought of doing nude pictures if they were going broke?
4. Is *Jurassic Park* worth buying? How long would it last for a games genius like me?

Hey, I've just thought of something! Why don't Capcom and Midway make a *Mortal Kombat vs Street Fighter 2 Champion Edition*? It would be excellent! But the game-play would have to lean slightly towards *Mortal Kombat*'s way, with fatalities and the dreaded pit stage. And instead of bashing the crap out of a car with blocks of wood and cement, why don't they count how many people you can kill in 60 seconds?

The storyline could go like this: During a freak electrical storm, the *Street Fighters* were transported to the Shaolin martial arts tournament, where they decide to compete for kicks. The *Street Fighters* are exactly the same as in the Champion Edition, except they can perform fatalities just as bad as the *Mortal Kombat* group.

Is this great or what?

Brett (Sub Zero Guile)

Murray, QLD

Ern... maybe not, but thanks for sharing it with us, Brett. Well, you haven't left us much room to answer your questions, so this'll be brief.

1. The fatality moves are all pretty similar, but they're just not as gory as on the arcade.
2. You must be super-fast. Congratulations.
3. Get real! The girls don't exactly dress like nuns as it is - haven't you ever heard the phrase 'a little left to the imagination is far sexier than nothing at all'? No? Well, take this then, you sexist pig! (Vicious simulated Chun Li wind kick - Sandra).
4. Probably not. Maybe not very long at all, but you never know.



## MEGA MOUTH

## ANYTHING KEEPING YOU AWAKE AT NIGHT?

Got something to get off your chest? Well, best write in to Mega Mouth, then. Sorry, but we're too busy to reply personally, so don't include stamps or SAEs.

Keep your letters reasonably short and to the point. Questions are fine, but try to make them vaguely interesting. Note that "When is *Street Fighter 3* coming out?" does not correspond with our definition of being the slightest bit interesting.

And contrary to what seems to be popular belief, arse-licking is not required to get your letter printed. We know that Megazone is a cool/rad/awesome/wicked/page-sticking-togetherly good magazine. Tell us something we don't know.

OK, lecture's over. Send your musings to:

**Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010**





**Brashs**

Lowest prices. Latest releases. And a free \$100 discount booklet with every Sega or Nintendo system purchased. Check the White Pages for your local store.



## Joypads expose themselves!

**S**ick of those boring black joypads? Want a control with a bit more flair, a little pinch of that special something to impress your friends?

Well, look no further—Victorian company Playcorp has just released two swanky new transparent joypads.



*Impress your friends with these new transparent joypads from Playcorp.*

OK, they're not totally transparent. In fact, from the front, they look fairly ordinary (except they're not black); but flip them over and all those mysterious innards are yours to see.

The Pro Pad features auto-fire as well as a

number of other functions. Select your speed and mode, or slip into one of the two levels of slow motion in order to complete the trickiest games. The Pro Pad offers value at \$34.95.

Designed to work with games like *Mortal Kombat*, the Programpad is a jazzier version of the Pro Pad. It's also see-through and features slow motion, auto-fire, an eight-way directional joypad, a six-button layout and the capacity to be programmed.

This means that you can program a sequence of multi-combination moves into a single button. Brilliant! The only drawback is that you must be quite good at the moves before you attempt to enter them, as the joypad records signals exactly as you perform them. But do the moves once, and you'll be able to do the back-somersault followed by the flying thrust kick every time.

The Programpad can be set to normal, or one of two program modes. Each of the program modes has the capacity to store three moves, and you can shift between the two modes during play. However, remember that you lose moves stored in memory every time you disconnect from the games console.

Expect to part with around \$74.95 for this little baby.

## HISTORY OF THE WORLD, PART XLVII

**O**bviously, you're all crazy about Sega, but how much do you actually know about the company other than "it makes games, and thingies to play them with".

Well, here is the definitive Sega dossier. In 1951, you wouldn't have said 'Sega' at all. For the first five years of its life, the company was known by the rather boring title of Service Games of Japan. Then it merged with another Japanese company, called Rosen Enterprises. Unable to decide which name was the least dull, the new organisation chucked a few letters together and Sega Enterprises, Japan was born.

However, not long after the last champagne cork was popped, a bigwig at an American company called Gulf and Western Industries had a very strange dream.

He saw a peculiar blue hedgehog; he saw packs of young people clustered around a mysterious black box; he saw grown men and women fighting over other strange black boxes. After this prophetic vision, he had no choice but to buy the company.

Although this lie of a vision was to become reality, the Sega company was to revert to Japanese ownership in 1984, establishing Sega of America several years later.

Then came the Master System in 1986, and the Mega Drive in 1989 and, most recently, the good ol' Mega-CD.

So there you go.

## DOUBLE CHEAT = DOUBLE FUN

**I**f you're an owner of the Game Genie and Pro Action Replay carts, then the good news is that you can double these up, meaning that you can use up to nine codes for the same game at the same time.

The way to do the biz is: insert the Game Genie at the bottom with the switch on; then plug in the Action Replay with the switch in the middle; then, last of all, plug in the games cart.

Switch on, enter your Game Genie codes, press Start, enter your Action Replay codes, then press Start again. Wait until the title screen appears, then flick the Action Replay switch to Up.

Remember that this doesn't work for all games, but it is fun to play around with. So, if you haven't already got these fab add-ons, now's the time to add them to the Christmas list.

## Mega Drive Gossip Line

**W**hat will those strange guys in the US of A come up with next? Apparently, Sega has teamed up with American Telephone & Telegraph (the equivalent of Telecom) to develop a device called The Edge.

No relation to the famous U2 guitarist, The Edge will enable Mega Drives to communicate via a telephone line.

The best thing is that you can chat at the same time as your Mega Drive can, making the system almost as good as having a gaming chum in your own living room.

Also, unlike a regular telephone conversation, multiple users can communicate. Brilliant for a country like ours, where there are loads of rural players.

The bad news is that it'll be a while before The Edge hits our shores—it won't be released in the States until well into next year, carrying a retail price of around \$US150.

Games used in conjunction with the system must be compatible, and news has it that EA and Tengen, among others, are looking into making software that's Edge-friendly.





# WEEKLY NEWS ZONE

## NEWS BITS

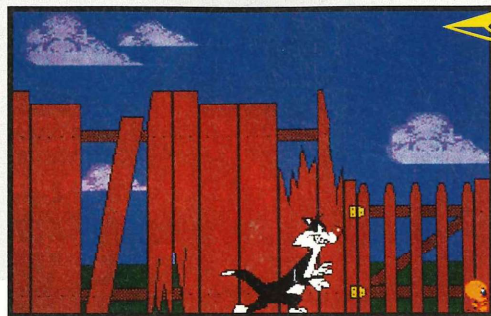


**IF** you're one of those sad souls who invested in a Menacer, only to sling it in the cupboard after playing *Terminator 2* for the billionth time, then take heart – Sega

is soon to release two new compatible games.

Slip into the shoes of Dave Riot and menace the hell out of aliens in *Body Count*. If you're not too fussed about saving the

Earth, the safari-style *Monster Hunt* may be the game to ask Santa Claus about. If you own a Mega-CD, also keep an eye out for *Who Shot Jonny Star* and *Mad Dog McCree*.



**JUST** when you thought you'd seen it all, along comes another blast from the past – yes, Sylvester and Tweety (and that fat old bulldog) have chased each other onto Mega Drive.  
Can't wait...

## read MEGAZONE & take a trip into space!

**If** you've ever fancied slipping on one of those smooth, shiny suits and bubble helmets, then sliding behind the controls of a sleek pointy-snouted spacecraft, then this is the competition for you!

Snow Iris has started up a 0055 line that gives you the opportunity to play a quiz and enter a draw. Fab new Sega games are on offer, as well as a number of five-day all-expenses-paid trips to a US Space Camp.

The camp includes special astronaut training, a simulated space shuttle mission and a NASA tour. Specific activities depend on the winner's age, but the trips are chaperoned and take place during school holiday periods.

To enter the draw, call 0055 26686 (but please obtain parental permission first), and leave your personal details. You will then be asked several questions, which you must answer in as short a time as possible. These questions are randomly selected for each call, and the best thing is that they're based on the information given in the last six issues of Megazone—so start studying!

All questions concern video games, and there'll be one quiz winner selected each week, plus several picked at random. These winners will each receive a Sega game, as well as going in the draw for the Space Trip.

Two trips will be won at the end of each two-month cycle, and the competition runs for at least six months – that's six Space Camp trips and lots of Sega games.

*Do your Megazone homework, and you too could be donning a funky spacesuit.*



## the megazone game guide

**T**here's games galore coming soon to a console near you, but what, exactly, and when?

The Megazone game guide has all the answers. Now you'll never need to ask that question again (unless we've forgotten to include the game in question).

### Any Moment Now

**Bart vs the World**  
MS,GG .....Acclaim

Bart and family battle evil members of the Burns clan.

**Blades of Vengeance**  
MD .....Electronic Arts

Battle the Shadow Lord in this hack 'n slash affair.

**Castlevania**  
MD .....Konami

Dark, gothic-looking action game that's rumoured to be very fine indeed.

**Cool Spot**  
GG .....Virgin

The cool one struts his stuff in admirable style. See last month's review.

**Daffy Duck**  
MS .....Sega

Now that Donald's a big games success, various family members are adventuring too.

**Desert Speed Trap**  
GG .....Sega

It's a fair bet that there'll be lots of sand, sweat and speed here. Maybe a trap too.

**Donald Duck 2**  
MS .....Sega

Another pesky family member gets himself into trouble. Donald cleans up the mess.

**Ecco**  
MS .....Sega

Our long-snouted friend returns to save the fishes (and other smelly sea creatures).

**F1**  
GG .....Domark

Raise the chequered flag and get thee down the tarmac.

**Golden Axe III**  
MD .....Sega

The third in this sharp action series.

**Greatest Heavy Weights**  
MD .....Sega

Not a Jenny Craig member in sight.

**Gunship**  
MD .....US Gold

A spunky chopper and your choice of war zone.

**Home Alone 2**  
MD .....Sega

An annoying brat tackles burglars. Again.



# the megazone game guide

## Indiana Jones

CD.....Sega

The game of the classic action/adventure movie.

## Instruments of Chaos

MD.....Sega

A young Indiana Jones struts his funky stuff.

## Jungle Book

MS.....Virgin

You can bet that they don't kill bunnies in this one.

## Jurassic Park

MS,CD.....Sega

Doctors, dinos and rugrats clash – but you all know the story.

## Lethal Enforcers

MD.....Konami

Enforce the law and shoot scores of baddies with your 'Justifier'.

## McDonald

MD.....Sega

The clown-like one bumbles his way through a wacky adventure.

## The Ottifants

MD.....Sega

A baby elephant with an overactive imagination.

## PGA Tour Golf

MS,GG.....Domark

Classic golf sim that makes a boring game less boring.

## Ren & Stimpy

MD,GG.....Sega

Game of the new Simpsons-style cartoon that's wowing them in the States.

## Road Rash

GG.....US Gold

Fast, violent motorbike racing game with a dodgy disease.

## Robocop vs Terminator

MS,GG.....Virgin

The big two clash with devastating results.

## Sonic Chaos

GG.....Sega

Another Sonic game to keep those hedgehog fans at bay.

## Sonic Spinball

MD.....Sega

A development of the popular Casino Night Zone in *Sonic 2*.

## Spiderman vs Kingpin

CD.....Sega

Another couple of superheroes trying to lower the stress levels.

## Visionary

MD.....Sega

Another shooting game to relieve that trigger-finger itch.

## Winter Olympics

MS, MD, GG.....US Gold

Snow, ice, and all those cold kinds of sports.

## Zombies

MD.....Sega

Bash the hell out of a bunch of silly old zombies.

## Zool

GG,MS,MD.....Gremlin

He's Zool, he's cool, he has a tendency to drool. He's also a Ninja from the Nth Dimension.

## January '94

### Asterix: The Secret Mission

GG.....Sega

Asterix trims his moustache for yet another adventure.

### Daffy Duck

GG.....Sega

The feathered chap waddles onto Game Gear.

### Donald Duck 2

GG.....Sega

Another feathered chap does the business.

### Dr Robotnik's Mean Bean Machine

MD,GG.....Sega

It's that evil Dr Robotnik again, and this time he has his Mean Bean Machine (whatever that may be).

### Eternal Champions

MD.....Sega

They're champions, probably for ever.

## Master Hunter (Menacer cart)

MD.....Sega

Shoot 'em down in this gun-happy frolic.

## Star Trek: Next Generation

MD.....Sega

As seen on TV, but in a game.

## Toe Jam & Earl 2

MD.....Sega

The groovy two return for another slice of the action.

## February '94

### Asterix 2: The Big Fight

MD.....Sega

The prolific one gets involved in a Big Fight.

### Asterix 3: The Great Rescue

MS.....Sega

Save your village from those nasty old Romans.

### Bubba 'n Stix

MD.....Core

A new action game involving... er, the two chappies in the title.

### Dragon's Fury 2

MD.....Tengen

A top-class pinball sim.

### Dune (Battle for Arakkis)

MD.....Virgin

Another day, another battle.

IF YOUR  IDEA OF A GOOD TIME

IS SITTING ALONE IN THE DARK,



FIGHTING OFF EVIL FORCES

'TIL THE SUN  COMES UP... >>>



# the megazone game guide

## The Hulk

MD .....US Gold

This huge green monster isn't bad, really. Don't make him angry.

## Jungle Book

MD .....Virgin

The game of the movie of the book of the short story of the poem of the idea.

## Road Runner: Desert Demolition

MD .....Sega

An overgrown turkey who zooms around at high speed.

## Shadow Run

MD .....Sega

Action, action and more action.

## Sonic 3

MD .....Sega

Another wonderful chapter in the life of the world's most famous spine-bearing mammal.

## X-Men

GG .....Sega

Platform game where you encounter the dastardly mutant Magneto.

## March '94

### Aladdin

MS,GG .....Sega

The baggy-panted one looks lush with animation straight out of the cartoon.

## Burning Fists

CD .....Sega

Sounds painful.

## Dragon's Fury 2

MS .....Tengen

Mega Drive last month; Master System now. What next?

## Fire & Ice

MS,GG .....Virgin

Hot things, cold things and lots of action.

## Hockey

MS,GG .....US Gold

A game about... well, er... hockey.

## The Hulk

MS,GG .....US Gold

Watch the green bodybuilder split his daks.

## Indy 4

MD .....US Gold

Another great slice of action.

## Marko's Magic Football

GG .....Domark

Not a sports game, but an action game!

## McDonald

GG .....Sega

Don't expect fries with this one.

## Road Rash

MS .....US Gold

Mayhem on motorbikes.

## Road Rash 2

MS,GG .....Tengen

More mayhem on motorbikes.

## Snooker

MD .....Virgin

We presume it's similar to that game with lots of coloured balls.

## Star Trek: Next Generation

CD .....Sega

It may not be from your generation, but *Star Trek* is back.

## Super Caesar's Palace

GG .....Virgin

This one's a mystery—just like the man himself.

## Virtua Racing

MD .....Sega

The new racing game everyone's talking about.

## Wrestling

GG .....Sega

Sounds a bit hot and sweaty.

## April '94

### Dragon's Fury 2

GG .....Tengen

More pinball fun.

### Ground Zero Texas

CD .....Sega

An adventure that's probably set in Texas. At a place called Zero. On the ground.

## Jester

MD .....Sega

Even more action.

## Lost Vikings

MD .....Virgin

Beware those crazy Vikings.

## Prince of Persia

MD .....Domark

The popular action games comes to Mega Drive.

## Soccer Challenge '94

MD .....Sega

More soccer than you can poke a boot-stud at.

## Speedy Gonzales

MD .....Sega

The fastest rodent in Hollywood crosses the games gap.

## Streets of Rage 3

MD .....Sega

The third installment in this classic beat 'em up.

## X-Men

MS .....Sega

Smart mutants and an evil foe to boot.

## May '94

### Marko's Magic Football

MD .....Domark

Yes, it's that crazy Marko again, with his magic football.

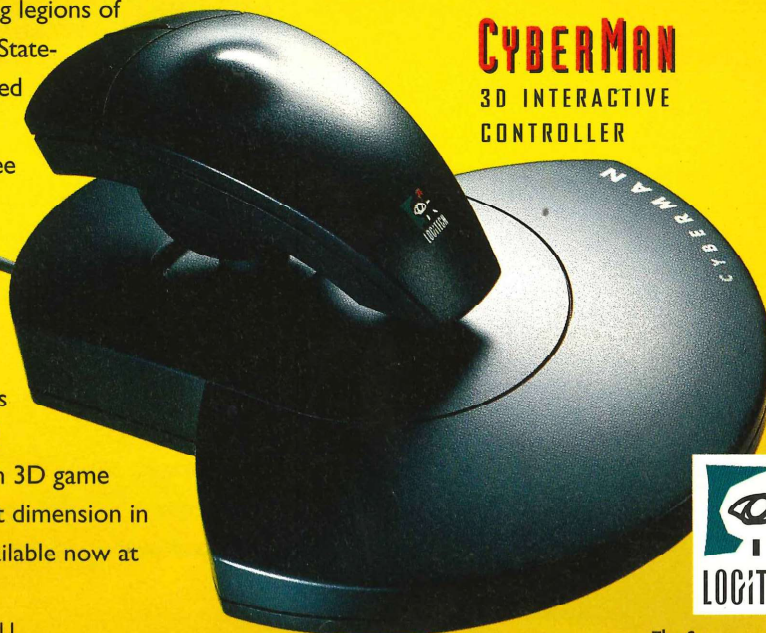
## YOU NEED PROFESSIONAL HELP.



A mouse and keyboard are fine for tackling spreadsheets, not teeming legions of blood-thirsty marauders. State-of-the-art CyberMan™ puts an unlimited range of motion within your grasp: three directions [x, y, and z] and three rotations [pitch, yaw, and roll].

Just move or twist it any way you want to go. Plus it's the only controller with vibrating feedback that lets you *feel* the action. CyberMan is 100% compatible with conventional mouse applications, and comes with 3D game titles that will pull you into the next dimension in PC entertainment. CyberMan is available now at your local dealer, or call

(02) 882 8899 (02) 427 7999 (02) 858 5611  
Merisel Sourceware B.J.E. Enterprises



**CYBERMAN**  
3D INTERACTIVE  
CONTROLLER



The Senseware™ Company





# psychic sandy's game gaze

## GUNSHIP

**B**e a glorified helicopter pilot taking tourists on scenic flights to a whole bunch of war zones. Of course, you're flying beneath the banner of the US of A, so rules are simple – obliterate as much as possible, don't discriminate between men, women and children, and make sure the media doesn't find out.

When you've got that down to rote, you'll be ready to pilot an Apache AH-64A. Unlike real army life, you get to pick your own warzone. Choose between terrorists in Northern Europe, drug barons in South America, warlords in Asia and power-crazed penguins in the Arctic.

There are six missions to accomplish, and a heap of firearms to help you on your way. Weapons include rockets, homing missiles, cannons, cluster bombs, and sidewinder and hellfire missiles. Don't be rash, though – ammo is not in abundance.

**Format:** Mega Drive

**From:** US Gold

**Available:** December



*There's nothing quite as inspiring as a whole sky-full of dirty great choppers.*



*Forget the armour and don a bikini for the best body protection during battle.*

## BLADES OF VENGEANCE

**A**fantasy/action/drama piece (like Paradise Beach, really) that lets you seize the opportunity to be a warrior, huntress or sorcerer battling against the nasty Shadow Lord.

Explore the caves, forests and fortresses of a strange land (if that's your kind of thing), and tangle with the snake-infested Medusa, dragons, zombies and a pack of assorted vampires. And if you're not killing things, you can ride them – climb aboard a spider, sea turtle or centaur for some foot relief.

Seven levels, a swag of bosses, potions, amulets... what more could you want?

**Format:** Mega Drive

**From:** Electronic Arts

**Available:** December





*Young Indiana Jones swaps fashion tips with Nellie the over-dressed elephant.*

## INSTRUMENTS OF CHAOS



Featuring Indiana Jones as a strapping, sexy teenager, this is (surprise, surprise) an action game chock-a-block full of meaty knuckle sarnies.

Indy is obliged to prevent a group of rebel scientists from passing superweapon secrets to WW1 German spies. Shame, scientists, shame! Each time those pesky scientists manage to line their own pockets, that superweapon grows even stronger, making your life a little more difficult.

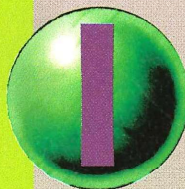
But forget the gameplay; just feast your eyes on young Indy and his trusty length of leather.

**Format: Mega Drive**

**From: Sega**

**Available: December**

## REN & STIMPY



It's impossible to make this sound more bizarre than it is, so here goes! If you haven't seen the cartoon, Ren is a tiny chihuahua dog, and Stimpy is a lard-laden, brain-deficient pussycat.

This dynamic duo is on the scent of the 'Great Shaven Yak', a huge ox-like creature that's attended one-too-many football matches.

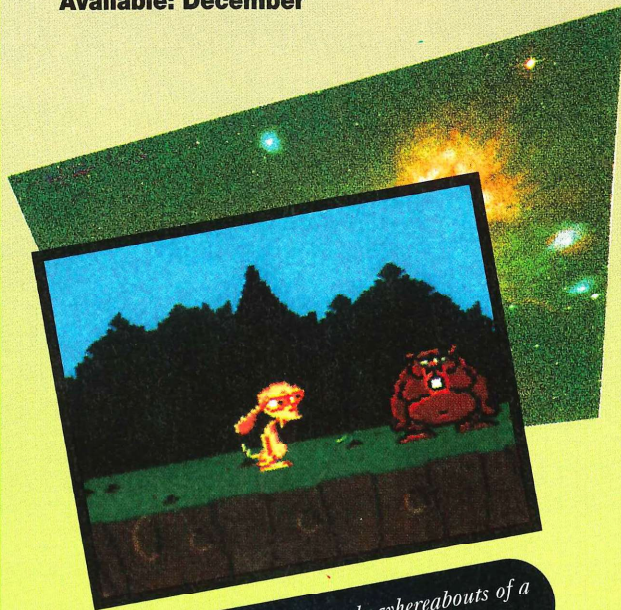
The yak in question has done the Cinderella trick and misplaced his hooves. Ren and Stimpy want to return them, so the big fella can make an appearance on the popular 'Yak Shaving Day' holiday.

Any game that uses toast as a special weapon jumps right to the top of the Megazone interest list. White, brown or grain?

**Format: Game Gear, Mega Drive**

**From: Sega**

**Available: December**



*Ren and Stimpy ponder the whereabouts of a skinhead yak. Nope, not here.*



*A modern-day Tarzan, Bart Simpson avoids Burns-related baddies globally.*

## BART VS THE WORLD



My crystal friend has whispered that in 15 years' time, Bart the brattish sprog will be a tall, blonde Adonis of a man – every girl's dream, in fact (give or take a little chest hair).

The only problem is, the whole world wants to be rid of the entire Simpson family, and it's up to our spiky-topped hero to prevent this from happening.

You see, nasty old nuclear-profiteer Mr Burns decides that murder is the only way to bypass union regulations and be rid of hapless employee Homer. He rigs a competition on the Krusty the Clown show, enabling the family to win a round-the-world trip.

Burns is into global breeding, so has enlisted a range of relatives to intercept the Simpsons at every turn. Good luck, amigos.

**Format: Master System, Game Gear**

**From: Acclaim**

**Available: December**



## SPIDERMAN VS KINGPIN



n enhanced version of the Mega Drive game, this is a no-holds-barred battle between Spiderman and his arch rival Kingpin.

Kingpin has planted a bomb that has the power to reduce New York city to a big pile of ashes. In classic rogue style, KP has convinced the entire city that Spidey is the fiend behind this plot.

Arachnophobia runs rife, as Spidey flees the cops, but tries to save the city at the same time. How selfless can you get?

Extra features include a new soundtrack, more levels, two additional bosses, animated sequences and an overview map.

**Format: Mega-CD**

**From: Sega**

**Available: December**



*Spiderman makes good his escape from the cops, climbing walls in true funnel-web style.*

psychic  
sandy's  
game  
gaze

## DESERT SPEEDTRAP



everything and its pet rat is being made into a game, so now it's the Road Runner's chance to cling onto the coat tails of his early cartoon fame.

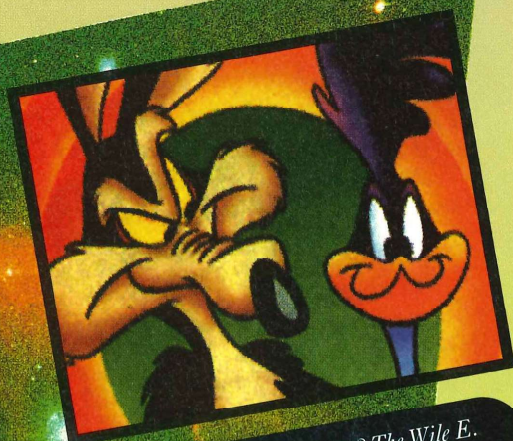
Indulge every fantasy and play as the dumb-but-fast Road Runner (the bimbo of the bird kingdom). You have to make it to the exit of each round within a specific time-frame. Of course, you're obliged to dodge a plethora of evils, including the Wile E Coyote.

High speeds, cartoon stuff, lots of colour... Meep, meep!

**Format: Game Gear**

**From: Sega**

**Available: December**



*Is that a come-on or what? The Wile E. Coyote shamelessly dogs the Road Runner.*



*"Oh, no! I'm going to crash into a barrier and be devoured by a wall of hot-pink worms!"*

## BATTLETOADS



irect from Queensland comes this handheld version of the original Mega Drive game, which has curiously been dubbed a "gamer's game".

The toads in question are three amphibious heroes from space. When we meet them, they're a little hot under the collar, due to the kidnapping of one of their number and some poor, defenceless princess.

If you don't know your duty by now, you should go back to playing Twister (no, that's not available on Master System).

**Format: Game Gear**

**From: Sega**

**Available: February**



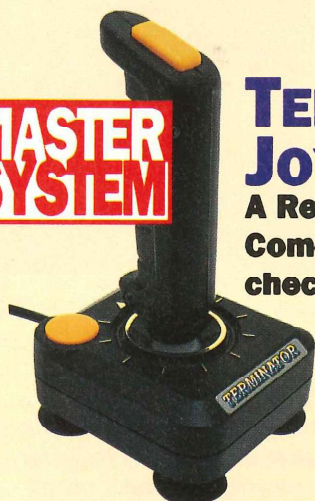
# TOYS 'R' US

**PRESENTS**

## **SUPER Cobra™**

**ACCESSORIES FOR YOUR MEGADRIVE AND MASTER SYSTEM**

**MASTER  
SYSTEM**



### **TERMINATOR JOYSTICK**

**A Real Bargain!  
Come in and  
check it out!**

### **VIPER**

**Australia's No.1  
Selling Dual  
Games  
Controller  
Rated as one  
of the best arcade  
Controllers  
available**



**MEGA  
DRIVE**

**• SLOW MOTION • TURBO FIRE**

### **ACTION PAD**



**MASTER  
SYSTEM**

**• TURBO FIRE  
• ERGONOMIC  
DESIGN**

### **OWL PAD**

**• TURBO  
FIRE  
• SLOW  
MOTION  
• MINI  
JOYSTICK  
ATTACHMENT**



**MEGA  
DRIVE**

**Rated as  
one of the  
best controllers  
for Mega Drive available**

## **STORE LOCATIONS**

### **NSW**

- Westfield Parramatta
- Westfield Hurstville

### **QLD**

- Garden City  
Mount Gravatt

### **ACT**

- Westfield Belconnen

### **VIC**

- Melbourne Central Shopping Centre
- Highpoint Shopping Centre
- Knox City Shopping Centre



# the Beam Team

Nothing exciting ever happens in Australia – all the decent games seem to be developed in England, the US and Japan. Well, that's where you're wrong, sonny Jim. Beam Software has been a top video games developer for donkey's years, and they're based right here, in 'sunny' Melbourne. Adam Waring packed his swimming trunks, tanning lotion and sunnies. The poor, misguided fool.

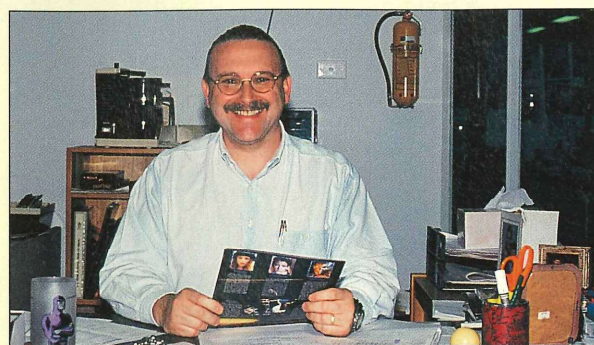
**P**reparation is the key: write a checklist of the things you'll need on your journey, pack everything the day before you leave and you'll have a trouble-free trip to look forward to.

Back in the real world, I couldn't find my tape recorder – how the devil was I to do an interview without it? I'd looked everywhere. Twice. Eventually, desperation took hold (I had to be at the airport in an hour) and I started to rummage through my laundry bag (not a pleasant experience). It was a little smelly, but there it was.

I kind of regretted the 'going away' party I'd had in place of packing. After all, I was only going to be in Melbourne for the weekend. But it was going to be a good weekend. I'd interview Beam Software, and have a couple of free days before getting back to Sydney.

Things I forgot to take to Melbourne: large umbrella, double-lined Driza-Bone overcoat, Antarctic-strength thermal undies. Yep, despite a heatwave blasting the rest of the country, Melbourne was enjoying 'unique' weather conditions.

I decided to forget the holidaying bit, and get on with the job I came here for. I met up with Adam Lancman, Beam's joint managing director. After recovering from the initial confusion of both answering at once, we sat down and launched into the interview.



Adam Lancman pretends to read Megazone. He's one of Beam's big cheeses, and lets us in on the secrets of the company's success.

*Beam Software has been around since the early days of the games industry – I remember playing Penetrator on my Spectrum years ago. Could you fill us in*

## COMING SOON TO A SEGA NEAR YOU

Until recently, all of Beam's console software has been developed for Nintendo systems. However, a couple of years ago it became clear that Sega would soon be the way to go, especially with the Mega Drive outselling Nintendo's SNES almost everywhere in the world.

The company started developing software for the Mega Drive. They don't yet hold an official Sega licence, and are producing games to be marketed by other publishers.

Four Mega Drive games have now been completed, and will be in stores soon. Here's a glimpse of what to expect:

### BLADES OF VENGEANCE

Electronic Arts

Help Delkaan, High Priest of the Universe, defeat Underworld chief Manax and his evil followers. Battle solo, or take advantage of a new co-operative mode.

### GEORGE FOREMAN'S KNOCKOUT BOXING

Acclaim

Get involved in the rough and tumble world of championship boxing. There are 15 opponents to beat, and a range of glove-busting punches to execute.



Coming soon from EA, Blades of Vengeance is a sword and sorcery RPG arcade epic.





**on the company's background and bring things up to date?**

Our first product was a book, *30 Programs for the ZX80*, which had BASIC program listings – people would type them into their machines and see things happen on the screen. Then we released a *Space Invaders*-style game, and then the ZX81 came out. We did a series of books for that, plus other simple games.

We just continued to follow the trend in hardware. When the Spectrum was released, we had *Hungry Horace*, *Horace goes Skiing*, *Horace and the Spiders* – very successful products – and *Penetrator*. We actually did *Penetrator* on the TRS-80, then supported the Vic 20 and the Commodore 64. We did a whole stack of titles for Amstrad, MSX, Oric, Dragon – all those machines that sort of came and went.

Around the middle of last decade, the 8-bit software market was really dying, and we realised that consoles were the progression to make. So we off-loaded our

***Beam is Australia's only video games developer. Why isn't there more of an industry here?***

We're so far removed from where the action is. We had to work long and hard to get where we are. It's a difficult industry to get into. We get work 'cos we've built up a reputation. Somebody who wanted to start developing games for the console market couldn't just approach a publisher and say "I would like to be a developer", because they'll say "Why do I need you? You're so far away and it will be difficult to work with you. You've got no track record. We've got plenty of people in our backyard who we could use."

Once you're there, it's hard to stay there as well, because, even now, we're finding the competition is much stronger than it ever has been. There are a lot of developers who've moved over from software into consoles, especially in Europe, and they're very good.

The simplest way – the only way – for a

**"You have to really want to do games... everything else comes second... you have to be dedicated. It's a mad business!"**

*Adam Lancman on becoming a video games writer.*

publishing company. Since late '86, we've been focusing on developing console games, and we've done over 60 cartridge products in that time. We've developed for companies like Acclaim, Konami, Electronic Arts, Data East, JVC, Activision, Mindscape – the list is quite substantial.

We started off on Nintendo systems, and we've been developing on Sega since early '91. We're finding that Sega is continuing to expand, and the demand for Sega product is increasing all the time. Now we're doing Nintendo and Sega, but we see that Sega is going to be a significant part of our business on an ongoing basis. Technology goes on and on, and we'll be there.

new developer to enter this market, would be to produce a product on their own and present it as a *fait accompli*. But there are problems with that because the technology is proprietary; the information about the systems is covered by very tight security, non-disclosures – all sorts of things. Nintendo and Sega aren't likely to license just anybody to use their technology.

***You've published stuff through other labels such as Acclaim and Electronic Arts. Now, I understand, you're to start***

#### **TOM AND JERRY – FRANTIC ANTICS** Hi-Tech Expressions

***Based on the new movie, eight big levels deliver a stack of cartoon delights. Choose to play either character, or team up with a friend.***

#### **WORLD CHAMPIONSHIP WRESTLING** FCI

***This game's so secret, even Beam didn't know much about it! Obviously a wrestling sim, so if that's your cuppa, keep an eye out for it.***



*Hi-Tech's Tom and Jerry, another Beam-developed title, is licensed from the movie of the TV cartoon.*



## **WHAT HAPPENED WHEN**

*Beam Software has been around for donkey's years, starting out with the earliest home computers (which had no graphics or sound, black and white displays, and a memory capacity 500 times smaller than the average 8-Mbit Mega Drive title!).*

*They've only just produced their first batch of Mega Drive games, but since those technological Dark Ages, the company has been responsible for some real milestones in the history of home video games.*

### **1980**

*Development starts for ZX81.*

### **1982**

*Beam develops the first arcade games for the ZX Spectrum, entitled the Horace series. The Hobbit is released for the Spectrum, and is acclaimed in Europe as the first serious adventure game. It goes on to sell more than half-a-million copies.*

### **1983**

*Penetrator, a hugely successful shoot 'em up, is launched in the US for the TRS-80.*

### **1984**

*Lord of the Rings, follow-up to The Hobbit, is released on most computer formats.*

### **1985**

*Way of the Exploding Fist, the first martial arts game for home computers, is released on the Commodore 64 and immediately becomes the number one seller in the charts. It goes on to sell more than half-a-million copies throughout Europe.*

### **1987**

*Beam decides to concentrate on the console market, so sells its publishing interests, Melbourne House Publishers. Development on Nintendo NES begins.*

### **1990**

*Development for PC Engine CD-ROM starts for the Japanese market. Thirty employees are now involved in game development.*

### **1991**

*Laser Beam Entertainment is launched to publish console titles, and is awarded a Nintendo licence for the Australian market. Work starts on developing for Mega Drive (about time too, chaps).*

### **1992**

*Two Australian-orientated games released on NES, Aussie Rules Footy and International Cricket. Both hit the number one-selling spot in this country. Nintendo licence extended to cover all of Europe, East Asia and Australasia.*

### **1993**

*The first Laser Beam titles launched in Europe, and the first Mega Drive titles appear. Almost 70 employees are now engaged in games development.*



Producing a game takes a lot of time and effort from a lot of people. A programmer writes the instructions to tell the Mega Drive how to run the game. It's a complicated process, and games can take anything up to a year to write.

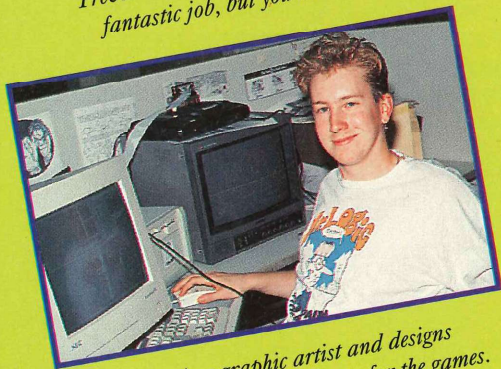
Graphics are designed by graphic artists who have specialised in producing artwork for video games. Everything you see on screen has been drawn up at some stage.

World builders take these graphical building blocks and put them together to create the different levels. They also design game maps, and contribute greatly to the playability of a game.

But the best job in the whole world is that of the playtester. They are paid to sit down and play games all day long! It's serious stuff though; they have to find all the bugs and ensure that everything about the game is perfect.



Trevor is one of Beam's Sega programmers. A fantastic job, but you have to be brainy...



Simon is a graphic artist and designs backgrounds, sprites and logos for the games.



Perhaps the best job of all is playtester. Play games all day long, just like we do at Megazone.

**publishing under your own label, Laser Beam Software?**

That's right. We've acquired a publishing licence for the European market, which includes Australia. That's with Nintendo. We fully intend to become a Sega publisher; we just have to build up enough resources to handle the requirements.

**How important is Australia to Beam Software? Is it merely a nice place to work with a pleasant climate? Does being isolated from the rest of the industry cause any particular problems/have any advantages?**

Australia is a nice place to live. The lifestyle... it's a place we want to be. We have always had an international focus, as the marketplace in Australia is very small, and we could not afford to live off the proceeds of local sales. We wouldn't be able to achieve the volumes to cover us. We've got 70 people here, plus associated costs, so it's a significant operation.

The problem with being in Australia is that we are far removed from the marketplace. We have to work diligently in order to keep in touch with what's going on - which means a lot of travelling to the US, Japan and Europe. We have to ensure that geographical distance doesn't present a barrier to the people we deal with.

**How important is the Australian software market to Beam?**

Because it's so small, our primary focus is on international games that will appeal to the international market. However, we have a couple of products that we have done just for Australia. We won't make a huge amount of money from it, but we wanted to do something exclusive for the Australian market, and we felt we'd be able to achieve the level of sales that would at least cover our costs. We've put out *International Cricket* on the NES, and we're doing it on the Super Nintendo too. Also, we're looking at Aussie Rules footie and rugby - they're relevant to Australia, and not necessarily internationally. Cricket, we'll be able to ship in England; rugby will have a bit of a broader market; but Aussie Rules won't go anywhere except here.

We've also licensed *Agro*, so we're not ignoring the Australian market, but we can't focus on it exclusively.

**How do you get into programming now? In my day, you got yourself an assembler, learnt machine code and programmed your computer. Will consoles - not being easily programmable from a hobbyist's point**

**of view - starve the industry of a new breed of programmers?**

The first requirement is that you have to really want to do games. And if you haven't dabbled in it at home, then it's not the job for you. That is the most important - everything else comes second. Generally, if you don't have that, then you're not going to last, because you have to be dedicated - it's a mad business!

We're always interested in finding talented people, and if you're talking about programming specifically, we need people that have a good knowledge of an assembly language - and we mean a good understanding. We don't mean just that they've written 200 lines of code in a course. We're doing programs that are thousands of lines of machine code. The scale of things is quite different. If they don't have that knowledge, they're not going to be able to cope. We employ graduates and non-graduates - we analyse people on their merits. Call them hackers, but there's an opening for these people.

**How long does it take to get a game on the market, from concept to completion?**

We've got a development cycle of eight to 12 months, and a manufacturing cycle of four to six months. It has to go through the approval process, and then manufacturing before it gets into the stores. Twelve to 18 months is a fair estimate.

**Describe the development process.**

There are a number of elements. The developer will come up with an idea and sell it to a publisher. The publisher will either say "We like that idea, go ahead and do it", or they'll say "We like that idea - here's a licence, merge the two". The other approach is the publisher comes to the developer and says "We've got this licence, design a game that will suit".

Then we have to do a detailed design specification, which basically describes what the game is to be. When that is approved, we do a technical design, which is looking at the concept and working out the implementation plan. Identifying the major routines that are going to be needed, the research and development that might be needed, the new technology - whatever. A timetable comes out of that. This preliminary stage is very important, because if you start off half-cocked, you can end up in all sorts of strife.

Then we start the development of the game. We have a team of people involved - there'll be a lead programmer and one or two support people for a normal-sized project; but we've had projects where there's been about five programmers





*Beam's Sega programmers hard at work. It can be a dangerous job; you could easily fall off your chair and scrape your elbow.*

involved. We'll have a team of artists, a team of what we call 'world builders' (design people), and a project manager to co-ordinate the whole effort. There'll be music, so a musician is also involved.

You follow that implementation plan and milestones are identified, so you can measure progress. And there's always the constant interaction with the publisher. Usually you get a payment associated with the milestone, so you get funds throughout the development, which is important if you want to survive!

Then, when you've completed the game to your and the publisher's satisfaction, it's submitted to Sega, which runs through very stringent technical testing and editorial checking. When they're happy with it – they might come back with a few things that need to be addressed, like an illegal instruction – you're entitled to the Sega 'Seal of Approval'. It slots into the production queue, and off you go.

#### **Where do you get your ideas from?**

Most of our people live and breathe games, so there're always ideas bubbling around. If it's a licence, we look at the licence and build the game around it. Then we have our own ideas; every so often we canvass opinion. We may say, "We want a game that will fit into this configuration." We might identify that there's not enough action games, so we want *Street Fighter* – I wouldn't say that *now*, but there might have been a time when we'd say, "OK, let's have a real beat 'em up." So we'll get people together and brainstorm.

#### **What do you think of the Mega-CD? Is it the way forward for video games?**

People's expectations are unrealistic about what CD offers. CD gives you more space. It's a storage device, like a floppy or a computer chip cartridge. People say "CD-ROM – that means we'll

be able to have all sorts of full-motion video! We'll be able to have all these wonderful things happening!"

I see it as a way forward, because there is a trend for bigger and bigger games. When you start looking at cartridges that go beyond 16 meg, 24 meg, 32 meg, you're talking about a ridiculous amount of production costs, which translates to retail price. You're going to get parents saying "Look, I'm not going to spend \$200 on a game." Or if they do, they're not going to do it often. CD offers a much cheaper alternative, and more space than any cartridge you could conceive of.

The nature of the games is still going to be restricted to what the basic engine is. The CD itself doesn't mean all these wonderful things can happen. The CD drive comes with some extra features – such as scaling, rotation – that you don't have on the basic Mega Drive, but it's an enhancement, not a leap ahead.

The games will be very similar to what you have on cartridge, but this will change. People will start becoming more familiar with the technology, and they'll be able to start doing some things in different ways. There won't just be a movie at the front end of the game, in the middle and at the end – there'll be more things happening. But CD itself isn't going to give you anything substantially different from what you have now.

#### **The Mega-CD stuff we've seen so far has been pretty crap. Will quality improve as developers get to grips with it?**

It has to. Look at any hardware system. In the early days, software is at a certain level. As hardware matures, the development for that system becomes more sophisticated. Every time you think you've stretched the machine as far as you can, someone else comes along and does something you couldn't believe was possible.

It's the same with the Mega-CD. People will learn how to use it more effectively. The early batch of Mega-CD product was just rehashed cartridge – and poor rehashed cartridge. Going forward, we'll have some really nice games coming through, with the variety that we don't have in a cartridge game. There *will* be really good games.

#### **What will you be doing in 10 years' time?**

That's very hard to predict. We see Beam as an entertainment company, and we're focused now on consoles and games. We'll still be an entertainment company, but who's to say what the form of that entertainment will be?

There's a hint of things to come, just by looking at what we've got now with optic fibre technology... cable, satellite. You can now even download a digital movie to your screen, so you won't need to go to a video store! Interactivity can be introduced... you can play a game with 5000 other people on a network of some sort. Instead of people sitting in the studio playing a game show, the viewers could play the game in real time, winning the prizes.

That's only looking at what we've currently got and adapting it. Sometime between now and 10 years, somebody's going to come out with technology that nobody's dreamed of, which will change the complete direction of entertainment. M

*The focus on Beam continues next month. We take a look at the development of Blades of Vengeance in the first of a three-part series.*

## **DEVELOPMENT TOOLS: THE TRICKS OF THE TRADE TO CREATE GREAT GAMES**

*When Beam decided to start developing for Sega, they had to begin from scratch. New hardware and software had to be created especially for writing for Sega games.*

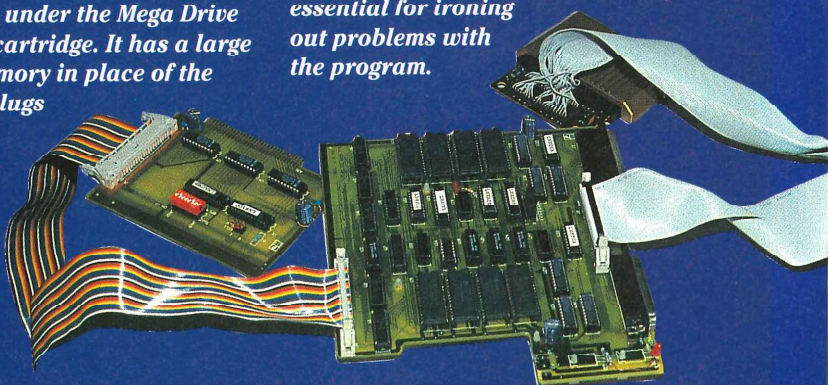
*IBM PC computers are used for most of the software development. The programmers use them to run powerful assemblers that can turn thousands of lines of assembly code into machine language, and download it to the Mega Drive in seconds.*

*For graphics, numerous art packages and utilities are used to create sprites and backgrounds, and to design the*

*game maps that stick it all together.*

*On the hardware side, a custom-built box of tricks sits under the Mega Drive and emulates a cartridge. It has a large bank of RAM memory in place of the ROMs. The box plugs into the Mega Drive's cartridge slot at one end, and into the back of a PC at the other. As well as allowing data to be transferred*

*very quickly, it enables the status of the Mega Drive to be monitored constantly – essential for ironing out problems with the program.*





Puggsy's no work of art, but when it comes to brains he's way ahead of his time.

But this time he needs help. Stranded on an alien planet after his spaceship has been stolen, Puggsy has to travel through seventeen different levels, each packed with cunning puzzles, frantic games and hoards of unfriendly aliens.

Using a unique system of Total Object Interaction (TOI) you have to guide him on his quest to find his ship, and get home.

With stunning graphics, amazing music and a complete Junior section for younger players - Puggsy is one orange blob who desperately needs your help.

P.S. Due to the fact that he just isn't smart enough, Michelangelo will not be appearing in the game.

If Puggsy's just too smart for you, call the Sony Hint Line.

92% Sega Magazine UK.

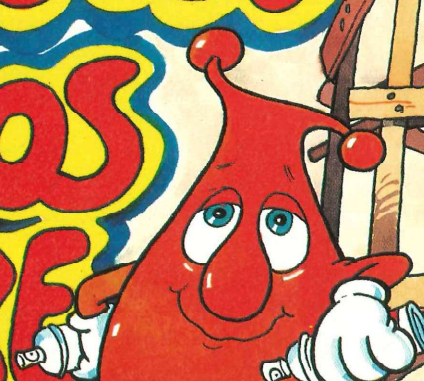
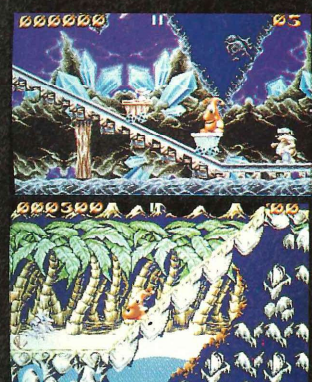
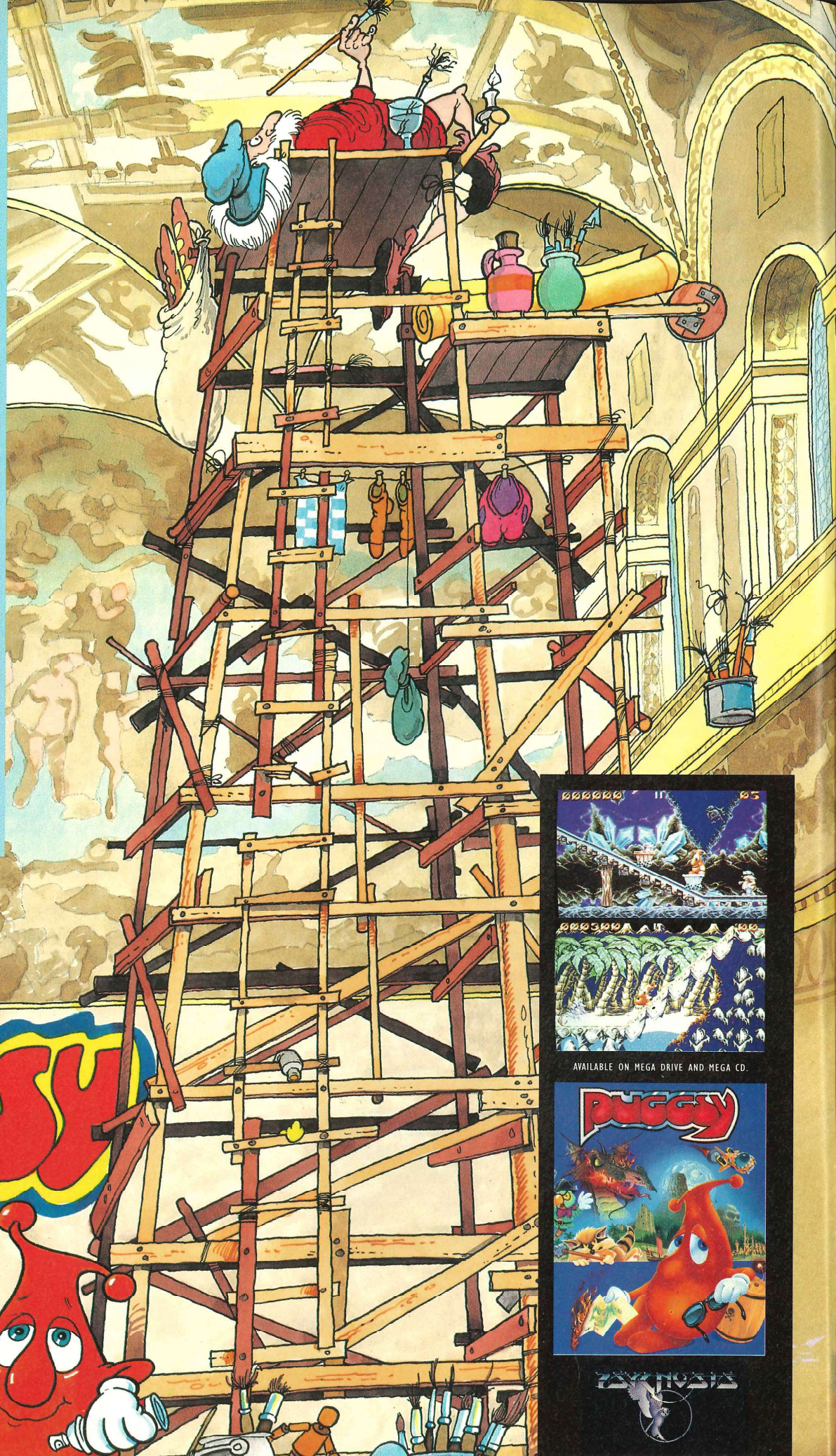
90% Mega Drive Adv. Gaming UK.

90% Mega Tech UK.

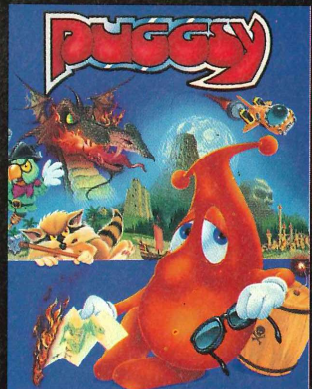
91% Sega Mean Machines UK.

**YOU DON'T HAVE  
TO BE A GENIUS  
BUT IT HELPS.**

# PUGGSY WAS HERE

A red, blob-like character with a single eye, a small antenna, and a white glove, looking up towards the scaffolding.

AVAILABLE ON MEGA DRIVE AND MEGA CD.



PUGGSY AVAILABLE ON MEGA DRIVE FROM ALL MAJOR VIDEO GAMES OUTLETS.  
FOR HINTS & TIPS ON PUGGSY AND INFORMATION ABOUT THE LATEST VIDEO GAMES RELEASES FROM SONY ELECTRONIC PUBLISHING RING 0055 33135\*  
\*70c PER MINUTE. IF UNDER 18, PARENTS O.K. REQUIRED.



# Reviews



**T**his is the bit where we tell you all about the latest games for your Sega system. We review each game in depth, so that you have as much information as possible before you decide which games to buy.

Readers of the old-style Megazone will notice that the format has changed somewhat. The ratings system is

simpler, but more informative; instead of heaps of meaningless scores, we've cut it down to four important areas, plus an overall rating for the game. The whole lot is in a readily-accessible panel located at the end of the review.

The overall rating is the really important one, and is Megazone's recommendation to whether you should rush out and buy the game or not. It's rated out of a hundred. Check out our sample panel on the right.

## THIS IS WHAT IT ALL MEANS:

90% Plus.	A classic. You <b>must</b> have this game.
80-89%	Excellent. Comes very highly recommended.
70-79%	Good, but there are a couple of flaws.
60-69%	Check it out before buying.
50-59%	A bit average really.
30-49%	Oh dear, not very good at all.
29% or less	Complete trash. Don't waste your money.

Note that the overall verdict won't necessarily correlate with the other, individual scores. It's a separate rating in its own right, and takes a number of factors into account, summing up the 'feel' you get from the package as a whole – whether you'll be playing the game in your sleep or swapping it for your little sister's Billy Ray Cyrus sticker collection.

## ReViews INDEX

### MEGA DRIVE REVIEWS

Aladdin.....	34
Dragon's Fury 2 .....	24
Fantastic Dizzy .....	26
FIFA International Soccer .....	42
Gauntlet 4 .....	30
Lotus 2 .....	46

McDonald's Treasure	
Land Adventures .....	40
NHL Hockey '94 .....	33
Sensible Soccer.....	44
Sonic Spinball.....	38

### MASTER SYSTEM REVIEWS

Jungle Book.....	48
Winter Olympics .....	29

## MEGAZONE

### VITAL STATISTICS

**FORMAT:** Type of console

**SUPPLIER:** Who makes the game

**PRICE:** How much to expect to pay

**SIZE:** How big the game is

### GRAPHICS

Backgrounds, sprites, scrolling and special effects make this score.

Presentation is also accounted for.



### SONICS

The music and sound effects are covered here—how good they sound and how well they tie into the game.



### PLAYABILITY

Tells you how easy it is to get into the game. We also give the lowdown on how much fun you're going to have.



### STAYING POWER

Will you get bored of the whole thing in two days or will you still be playing this time next year?



### OVERALL

Most important of the lot, this. It takes the above – and other – factors into account.

**99** PER CENT

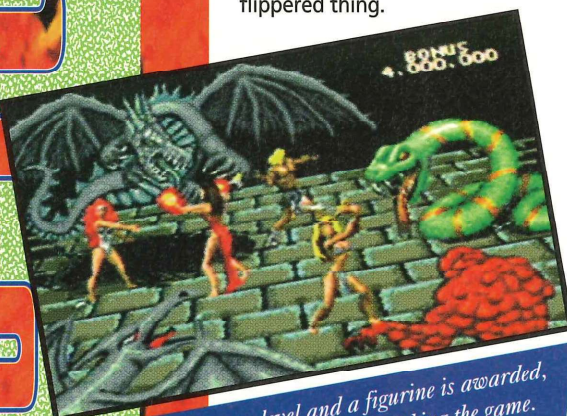


2

# Dragon's Fury 2

**Dragon's Fury 2, eh? Sounds like your standard RPG... trudging around musty dungeons, flushing out kidnapped princesses and nasty wizards... but wait! Trevor Viper suddenly realises he's been tugging the wrong end of the joystick.**

**D**ragon's Fury 2 is a welcome surprise, blending the best elements of the modern video game with a traditional pinball machine – that old favourite flipped thing.



*Complete a bonus level and a figurine is awarded, bringing you a step closer to finishing the game.*

And it might sound far-fetched, but only a true video snob would deny the continuing appeal of the humble pinball machine. In recent years, we've seen top arcade models like *White Water* and *The Twilight Zone* appear on the

scene, featuring complex playing modes and great sound effects.

But until now, video pinball games have been about as satisfying as low-fat ice-cream – no matter how good the technology, it never quite manages to duplicate the flavour of the real thing.

Where *Dragon's Fury 2* differs is its speed and variety of gameplay. It manages to combine the shoot-'em-up excitement of a true video nasty with pinball's quite separate requirements. The result is impressive, and there's enough there to keep you glued to the screen for longer than a stack of dollar coins would allow.

First, hang onto the trigger for a satisfying barrage of explosions as the ball is launched. Then prepare for a fast ride, as it rockets around the screen at various speeds, demanding lightning reflexes if you're to keep it in play. Some basic tilting is possible, using one of the other joystick buttons,


but be careful or you'll lose the ball altogether!

Graphics are quite spectacular, and include some nice visual quirks, like the exploding launch sequence and the two little tadpoles who chase the ball around in the top level. Like the real thing, the ball can travel at an almost unbearably sluggish pace as you try to propel it to a higher level; but when it moves, it really moves!

Soundwise, there's a variety of grunts and roars from the little demons patrolling the playing field (most of whom plod around unimaginatively, waiting to be killed by your flipper-propelled friend), and some rather... um, erotic moans and gasps from the lady in the table. Well, wouldn't you have something to say if a ball kept ricocheting off *your* nose!?

Unfortunately, this gal-pal doesn't like you one little bit. When the ball vanishes down one of the side alleys and is lost, her satisfied "Yes!" is enough to drive you to pixillated homicide. Similarly infuriating is her contempt at the end of the game, when she coldly dismisses you with comments ranging from the terse ("coward") to the positively discriminatory ("foolish mortal").

When it finally ends, and that last ball slips between the flippers, she's chuckling quietly. And if there's no match, her satisfaction is excruciating: "Game over... human slime."

Try again? Why thanks, ma'am – don't mind if I do ... 

## Bonus levels

*The key to completing the game is the bonus levels. These secret zones are accessible from the main level through four portals: you have to knock out the characters that roam around the table to enter them.*

*Completing a zone brings you a step closer to your goal. But there's still a way to go. A new zone takes its place, only it gets even harder to enter each time.*





## A thumbnail guide to the landscape

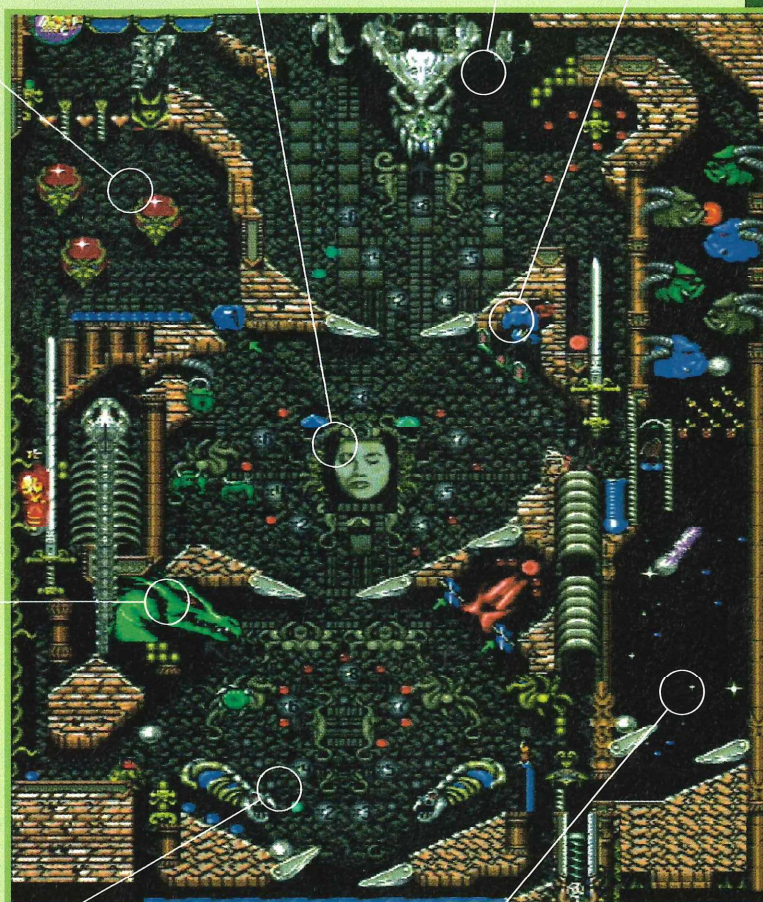
At the top of the table is a large dragon skull, from which pours a steady stream of robed figures (blast 'em on contact). It's the entrance to another secret level. You can't see the large crystal to the right—that's because we've blasted it out of the way. It allows access to other secret bits.

Top-left is the bumper region, consisting of three main clusters, and below these is a sort of electromagnetic field that traps the ball and considerably multiplies your points.

This fire-breathing dragon opens its mouth to belch fire or let loose a horde of minor demons. When it's open, it also provides an entry into one of the game's hidden levels.

The middle level has three flippers (one left, two right), and is dominated by a huge animated female face (your tormentor). She comments archly on your progress and occasionally, when stimulated, might offer a small grunt of surprise or delight.

The unassuming chap in the corner hides more secret zones.



Be extra careful at the bottom section of the table. Let the ball slip by and you've lost it for good. You'd be well advised to try and get it up the table as soon as possible. The ball plunger is to the right.

This right-hand section of the table is extremely tricky to get into; you wouldn't even know it's there at first. To enter, you have to complete three secret zones, then knock out the pulsating diamond at the top-right of the screen.

## dragon's fury 2

### VITAL STATISTICS

**FORMAT:** Mega Drive

**SUPPLIER:** Tengen

**PRICE:** TBA

**SIZE:** 8 megabits

### GRAPHICS

Very strong, with smooth animation and some nice touches to keep you amused.



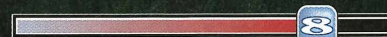
### SONICS

The music is busy and sounds like a mid-70s synth album – but hey, the sparse dialogue is effective, and the sound fx kick hard.



### PLAYABILITY

It's easy to pick up, but a basic knowledge of trad pinball techniques can't hurt.



### STAYING POWER

Probably not as challenging as many gamers would wish – just addictive, frustrating and a whole heap of fun.



### OVERALL

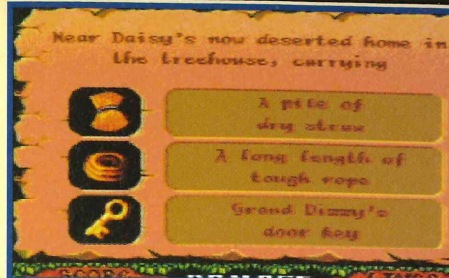
A fine game in virtually every respect, and a nice change from platforms, racers and RPGs. Just ask yourself if you'd get bored playing endless games of pinball.

**81** PER CENT



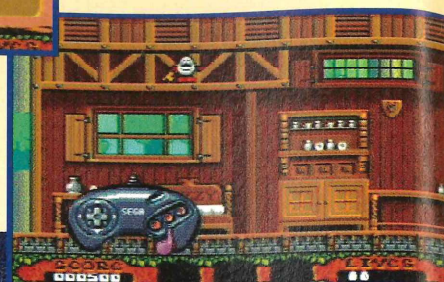


A game starring a terminally cheerful Humpty Dumpty impersonator may seem like a half-boiled idea, but Adam Waring thinks it's quite cracking.



Button A brings up an inventory, often giving valuable clues about each object.

This joypad lends a helping hand in the early stages.



# fantastic DIZZY

Those of you who've upgraded from old 8-bit computers, such as the Spectrum and Amstrad CPC, will remember Dizzy, the egg-shaped star of a plethora of cheap and cheerful games. Now he's been elevated to the Mega Drive gaming world for his latest epic. He doesn't come quite so cheaply as he used to, either.

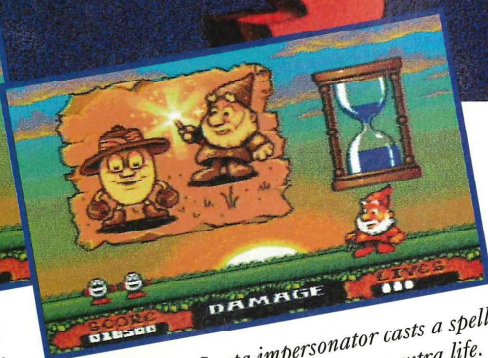
OK, now for the inevitable egg yolks, sorry, jokes. Ahem. The embryo from which the plot was hatched is this: Daisy, the egg of his desire, has been whisked away by the evil wizard Zaks, who's been trying to crack on to her. Dizzy finds out she's flown the coop. He can't afford to shell out the ransom, so he's scrambled to the rescue. No-one poaches his chick without the hard-boiled hero playing soldiers – shells are gonna be broken over this. What an all-round good egg he is!

*Fantastic Dizzy* is a platform-adventure game, requiring much head scratching before a solution can be found. Dizzy is free to wander about the game map, but much of it is inaccessible until certain tasks are completed. Early in the game, you come across a plank of wood, then a large, impassable, spike-filled pit. Place the plank across the pit and job is done. There are millibongs of similar puzzles. Most are fairly simple, but others are more devious, requiring a little lateral thinking.

You start off in Dizzy's abode. Here you encounter the first puzzle: how to get



Urk! It's the dreaded slidey puzzle from the planet Zob! Solve in it the time limit and...



Zips-de-do! A Santa impersonator casts a spell and two Dizzys appear, adding an extra life.

out. The front door's locked... there's a key on the shelf... it doesn't take Einstein to figure this one out. To make it even easier, you're guided through the whole process: a picture of the Mega Drive control pad appears as you approach the key, indicating which buttons to use to pick it up.

Up to three items can be held at any time, so a lot of evaluation on how useful objects are likely to be (and running back and forth when you realise that you did need the wotsit, after all) is necessary. Pressing the A button brings up an inventory, telling you exactly what you're carrying. It's a good idea to look at this often; the graphics can be a little indistinct for one thing, and the descriptions often hold clues to what the object's for.

Other pick-upables include stars, food to replenish lost energy, and an assortment of thingies that give you extra points. Collecting stars is a sub-quest; it's not necessary to complete the game, but there's further challenge in finding them

all. And believe me, some are very well hidden.

Dizzy somersaults as he jumps in a good, fluid action, rolling on his head until he lands on his feet. This looks great, but can be extremely annoying when he rolls across your desired platform, then off the other side again.

As well as the main platform and puzzles bit, there are other sub-stages too. In one, Dizzy's sent to the ocean floor by a big, bad pirate. He has to find his way to the surface before his oxygen runs out. In another, Dizzy takes a ride in a cart through an underground mine. He must choose the right rail tracks or end up as omelette fodder. Extra lives are gained by picking up scrolls and solving simple sliding puzzles within the time limit.

Technically, it's not that impressive. The game scrolls left to right, but flickers when moving from the top or bottom of the screen. The sprites are small, and animation is sparse.



MEGA DRIVE

# ReView

Though there aren't levels as such, the game is split into several distinct sections. Here, Dizzy's found an abandoned mine. Get the machinery working, and you can use the lift to get down the shaft. Find the mine cart and you enter a sub-level, where one wrong turn means it's eggs on the breakfast menu yet again...

High up in the trees, Dizzy impresses the girlies with his Tarzan impersonation.

Here boy... actually, that's one vicious fiend. Luckily, eggs are only his second favourite food...

The clever stuff lies in the game's layout. You have to actually think to get further into it. Physical reactions play their part, but are not the be-all-and-end-all. If you're after a bit of a mental challenge, as well as a test of the old arcade skills, then *Fantastic Dizzy* could be eggsactly\* what you're after. **M**

Dizzy only has a limited amount of oxygen. He has to make his way to the surface by bubble.

Dizzy hangs around Denzil's door, awaiting the opportunity for a bit of breaking and entering.

Yo ho ho and a bottle of rum, Dizzy isn't having very much fun.

f **DIZZY** n t a s y c

## VITAL STATISTICS

**FORMAT:** Mega Drive  
**SUPPLIER:** Codemasters  
**PRICE:** \$99.95  
**SIZE:** 16 megabits

## GRAPHICS

Small sprites, little animation and limited scrolling. Oh it does the job, I suppose, but only just.



## SONICS

Reasonably pleasant music burbles away throughout. Sound effects are a bit on the sparse side.



## PLAYABILITY

Loads of brain-bending puzzles chained together in a cutesy platform game.



## STAYING POWER

A big game with loads to explore and heaps of tricky puzzles to solve. And once you complete it, play again, collecting all the stars.

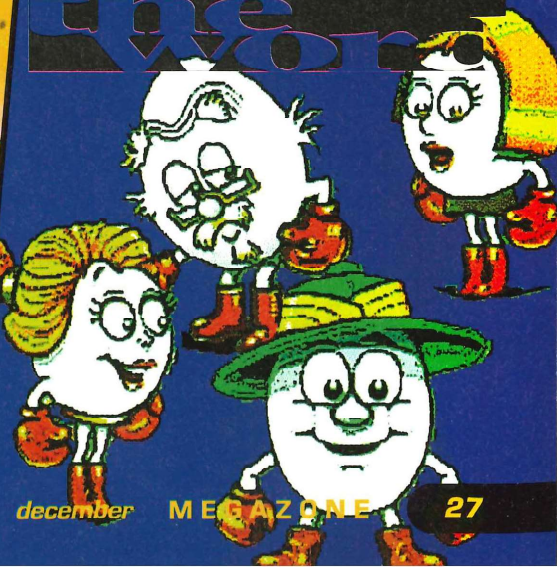


## OVERALL

*Fantastic Dizzy* is sooooo addictive. Every time you play, you discover a little extra something. It's a big game, stimulating the grey matter as well as finger reflexes.

**80** PER CENT

\*The publishers wish to apologise for the poor quality of this joke.





# A SNEAK PEEK OF WHAT'S TO COME!

## T2

### THE HEAVY METAL EYE OPENER ARRIVES IN DECEMBER

Master System II

SEGA  
MEGA DRIVE

GAME GEAR

**Acclaim**  
entertainment inc.

TERMINATOR, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada), and used by Acclaim Entertainment, Inc. under authorization. Sublicensed by Midway Manufacturing Company from Acclaim Entertainment, Inc. © 1991 Midway Manufacturing Company. The Arcade Game™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All Rights Reserved. Sega, Mega Drive, Game Gear are trademarks of Sega Enterprises Ltd. Arena and LJN are divisions of Acclaim Entertainment, Inc.™ & © 1993 Acclaim Entertainment, Inc. All rights reserved.



It's a game where too much snow is barely enough, and broken legs are more common than runny noses.

Yes, it's the Winter Olympics, but Tim Smith is determined not to be snowed under by the hype.

# WINTER OLYMPICS

MASTER SYSTEM

ReView

WINTER OLYMPICS

## VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Sega

PRICE: \$79.95

SIZE: 4 megabits

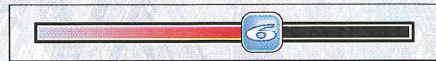
## GRAPHICS

Often too simplistic; the backdrops are basic and uninspiring, adding to the lack of atmosphere.



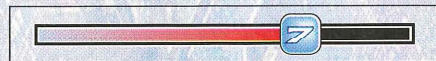
## SONICS

Sound fx are sparse, but nifty tunes play in the background, complimenting the action nicely.



## PLAYABILITY

The controls are easy enough to enable you to launch straight into it.



## STAYING POWER

Difficulty settings offer some longevity once you've mastered events, but it's all too samey.



## OVERALL

An enjoyable enough game, with plenty of events, but not nearly enough atmosphere or options to maintain interest.

62 PER CENT

Ward

Years ago, sitting in front of the good ol' Commodore 64, there was never a better game to party with than the *Summer* or *Winter Olympics*. We'd all pick our countries and feel as patriotic as an American on the Fourth of July.

I never really believed that subsequent games could generate that level of excitement, although several came close. *Olympic Gold*, released last year, was an excellent and challenging offering; but don't expect the same quality content from new contender *Winter Olympics*.

The official game for the 1994 occasion, it features 10 events and a swag of countries to choose from. A good multi-event sports game must contain plenty of options, and here you have the ability to participate in the full Olympics or the mini form, in which you can select your desired events. Other options include a training session feature, so you can brush up on your weak points.

But *Winter Olympics* is not as classy as *Olympic Gold* for several reasons. You can only choose a maximum of four human competitors, and the graphics are a little too simplistic – some of the events and ceremonies look straight out of Legoland.

Opening and closing sequences aren't much cop, and the whole thing lacks a real competitive feel. There aren't nearly enough racing events, and no world records for you to measure your skills against.

Tipping the scales a little more positively, the game does include three difficulty levels, so at least you can play at a harder level once you improve.

Some events use innovative viewing angles, such as the speed skating; and some, like the bobsleigh event, stick to a more conventional format. The controls are very easy – the only event for which you need any real co-ordination is the skiing, but before long you'll be gathering more gold than Liberace. **M**

## THE INSIDE INFO ON EACH EVENT:

**LUGE:** Lie back and think of Canberra as you plummet down an ice-covered course.

**DOWNHILL:** There is only one way to go in this downhill skiing event – very fast!

**MOGULS:** Head for a bumpy ride to the finish line as you jump, spin and hot dog your way to victory.

**SPEED SKATING:** Prepare for the four fastest laps of skating you've ever experienced. My favourite event!

**BOBSLEIGH:** Much like the Luge, except this time three of your buddies can come and enjoy the ride.

**SKI JUMP:** Soar like a big frisbee as you try and make

the longest distance possible. Land without a mistake, or you'll be snowballed!

**SLALOM:** A race against time as you plummet down the mountain, making sure you ski between the flags.

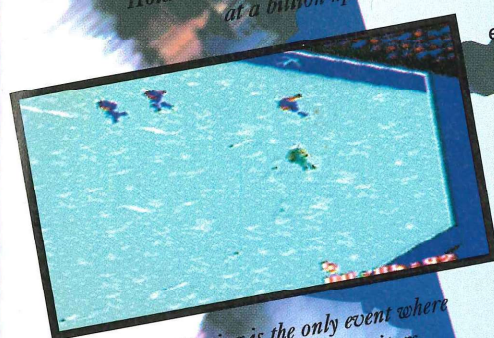
**GIANT SLALOM:** Er, a giant version of the Slalom.

**BIATHLON:** 20km of snow, snow and more snow. This is the ultimate endurance event. Along the way there are targets which must be shot; miss any and you get penalised at the end.

**SUPER G:** A combination of Giant Slalom and Downhill.



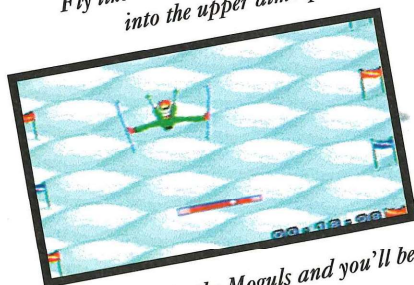
Hold onto your hats as you bobsleigh at a billion kph.



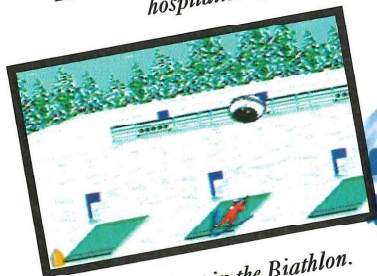
Speed Skating is the only event where you have multiple competitors.



Fly like a bird – the Ski Jump takes you into the upper atmosphere.



Land badly in the Moguls and you'll be hospitalised for life.



Ski and shoot in the Biathlon. Steady now...





#### TREASURE

All that glitters just happens to be gold. Pick it up for extra points.



#### DESTRUCTIBLE FOOD

Just the thing to keep you going, but be careful it isn't hit in the crossfire.



#### NON-DESTRUCTIBLE FOOD

More grub, this time it's bullet-proof. Some say it's even better when shot.



#### MAGIC POTIONS

Collect potions for magic spells. Activating a potion kills lots of nasties.



#### INCREASES ARMOUR

Pick this up for increased resilience to the monsters.



#### INCREASES SPEED

You can run like the clappers after a swig of this.



#### INCREASES MAGIC POWER

This special potion makes your magic more effective, killing more baddies.



#### INCREASES SHOT POWER

They'll drop like flies after you take a tot. Each shot does more damage.



#### INCREASES SHOT SPEED

They'll call you 'Dead-Eye McGee', the fastest wizard in the West, after a slug.



#### INCREASES FIGHT POWER

You're pretty useful in a punch-up with this. Makes you better at close combat.



#### KEY FOR DOORS

There are locked doors everywhere. Keys let you pass through the portals.



#### INVISIBILITY

Wearing this makes you invisible to monsters, giving you the upper hand.

WE KNOW A LOT ABOUT GHOSTS HERE AT THE MEGAZONE OFFICE – THE GHOST WHO ATE MY LAST JELLY SNAKE, THE SPOOK THAT TOLD ME TO KILL THE POPE... THE LIST GOES ON.

TREVOR VIPER CONDUCTS A QUICK EXORCISM, THEN PICKS UP GAUNTLET 4 AND FINDS HIMSELF RIGHT BACK IN THE SPOOK YARD.



# GAUNTLET

**E**ver had one of those dreams where you're being pursued by phantoms down the long hallway of a deserted house? Where you're too frightened to look back at the horrors snapping at your heels? Where you know that at any moment you'll be swamped by ghosts and your soul condemned for eternity to a lightless, cheerless half-life among the spirit world?

No? Ah. Must just be me, then.

Well, anyway, if you HAD had that dream, then you'd know that *Gauntlet 4* is the game for you. It doesn't look like much on the outside. Oh no, just your average man-in-a-maze game: dodge enemies, pick up treasures, find keys, unlock doors. All safe and predictable, blah blah blah.

And yes, the graphics are simple and understated, and the music does incline toward the dull side of ordinary – but lurking underneath is a Grade A chiller, make no mistake.

Why? Well, for a start, most of your enemies are ghosts. Fully fledged, sheet-wearing, free-floating ghosts. There are more spooks here than you could comfortably poke a magic wand at, and they hunt you down with a remorseless fervour and accuracy that is... well, almost supernatural, innit? No other word for it.

In the first stage of arcade mode,

you're on one side of a wall. On the other side are a ridiculous number of little ghosties. Great, except for the fact that the exit is over that side, and you have to cross the wall. This is typical of the game: unlocking a door or turning a corner usually lands you in the Grand Central Station of the spirit world.

Perhaps sensing your warmth, or hearing your breathing, the ghosts home in on you with the accuracy of heat-seeking missiles. No friendly Caspers here, folks.

Which of course brings us to the most horrible thing: when a ghost catches you, it enters your body, causing a slight but significant drop in your health rating. As the game progresses, the unwary player will be invaded by ghost after ghost in a kind of mass possession. You can scream all you like. I did. It doesn't help. The only way to stop the flow of spooks is to trample their portal – the point from which they're issuing like water from a leaky tap.

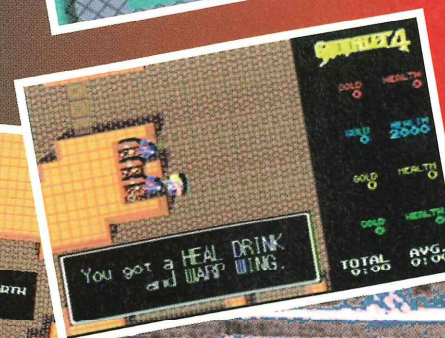
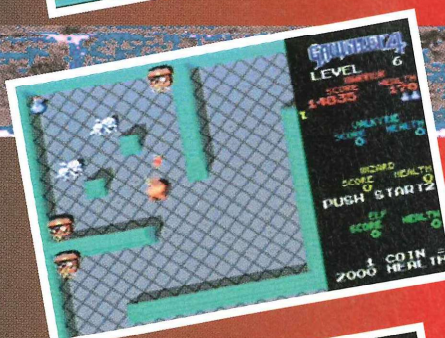
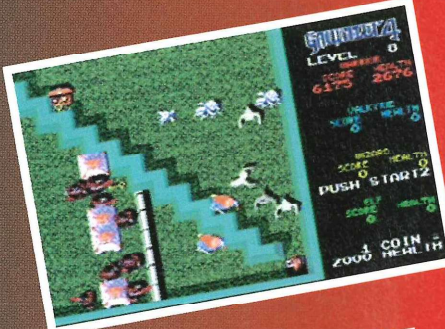
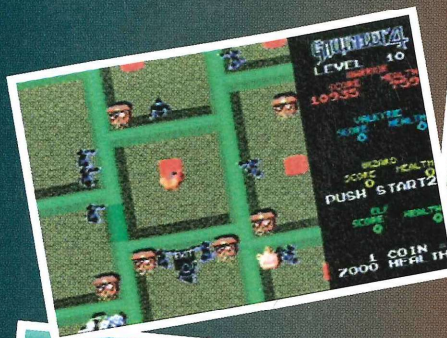
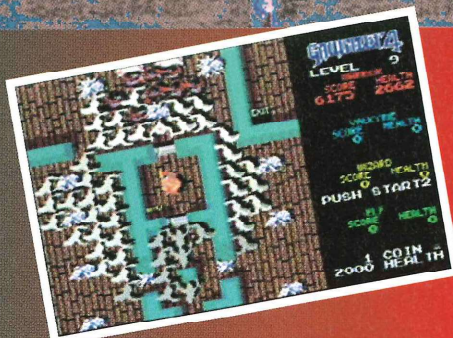
Also, it's important to note that when you're firing, you're unable to move in any direction. You're simultaneously a death machine and an easy target.

Pick up food to boost your health rating; snaffle some treasure and score 100 points; collect keys to open doors; and save any magic potions you find, since their effect is to devastate entire areas when necessary.



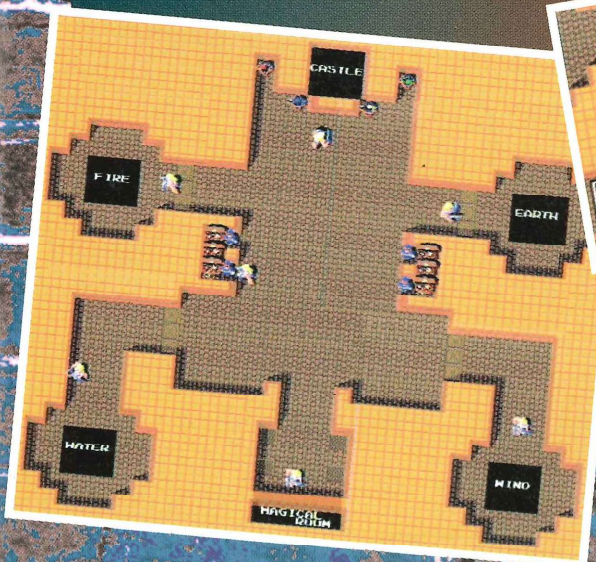
## ARCADE MODE

Basically a series of mazes, viewed from above, that you manoeuvre through to battle ghosts and find an exit. Later in the game, you'll encounter 'grunts' (brutish trolls), invisible sorcerers, and even hooded versions of the Grim Reaper.



## QUEST MODE

Here, you have to unlock the magical secret from each of four towers to enter and liberate the castle - this is probably a hotter long-term prospect.



## BATTLE MODE

Requiring more than one player - there are four characters to choose from. You and your pals go into head-to-head battle in a series of mazes; you have to clear a path by force, but watch out for ricochets!

## GAUNTLET

## VITAL STATISTICS

**FORMAT:** Mega Drive

**SUPPLIER:** Core Design

**PRICE:** TBA

**SIZE:** 8 megabits

## GRAPHICS

Some of the backgrounds and sprites leave a little to be desired. And the ghosts do look like your Aunt Tillie in a long nightie ...



## SONICS

Music of the annoying doorbell-pop kind, and not enough in the way of sound effects to really make up for it.



## PLAYABILITY

More difficult than it looks, but fairly straightforward. The multi-player option is your best bet.



## STAYING POWER

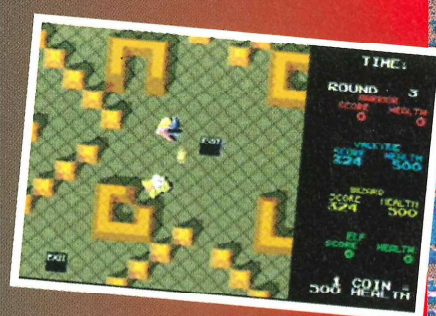
Interesting at first, but the lack of imagination dims the appeal. After all, you can only run around dodging sheets for so long.



## OVERALL

Not bad, but a little more attention to detail and a few surprises would have made it better. Based on a very old game; number four doesn't really offer anything new.

**72** PER CENT





SEGA  
MEGA DRIVE

CAPCOM®



# STREET FIGHTER II™

**SPECIAL CHAMPION EDITION**

**16-BIT CARTRIDGE**  
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM

**SEGA**



# NHL '94 HOCKEY '94

# NHL HOCKEY '94

## VITAL STATISTICS

**FORMAT:** Mega Drive

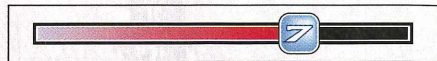
**SUPPLIER:** Electronic Arts

**PRICE:** \$99.95

**SIZE:** 8 megabits

## GRAPHICS

Slick animation, though the sprites are occasionally a little hard to distinguish at this pace.



## SONICS

Nothing out of the ordinary – except of course for that funky organ music ... Rock on!



## PLAYABILITY

At this speed, it takes a while to get the hang of things – but then again ...



## STAYING POWER

Despite the odds, there's enough of a challenge here to make you want to keep playing.



## OVERALL

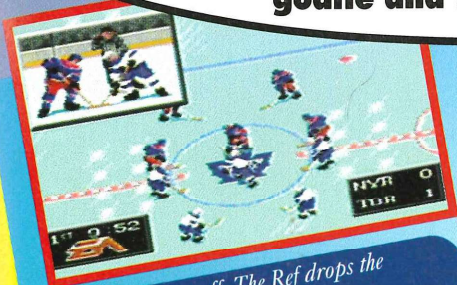
A thoughtful improvement on an already-established favourite, *NHL Hockey '94* is so realistic, you'll be checking yourself for frostbite.

# 76

PER CENT

**"He shoots! He scores!" ...**

**or is it the other way around? Trevor Viper opens his atlas and looks up Canada, only to be swiftly 'deeked' out of his jockstrap. Not to be outdone, he pulls the goalie and the game begins...**



*The face off. The Ref drops the puck and the battle is on.*

**I**f you're going to do something again, make sure you do it better. That's just what Electronic Arts has achieved: this successor to *NHLPA Hockey '93* boasts no less than 27 added features, from automatic line changes and reverse-angle replays, through to more detailed player, game and period stats displays.

It's been expanded to accommodate up to four players, and you can play in a variety of modes: against the computer, either alone or with another player (as teammates); or go head-to-head against one or two other players.

Probably the most interesting new feature is Goalie Control, which lets you manipulate the goalkeeper, even when he doesn't have the puck. Just set the Goalie option to Manual on the Game Set-up screen.

Each game is made up of three periods, which can last from five to 20 minutes – with an extra Overtime period if the scores

happen to be locked at the end of the third.

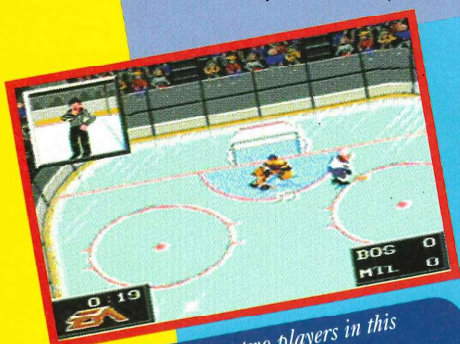
Although the new version proudly claims there's "no fighting or blood" (which is more than the real-life game can say), the actual play is still mercilessly rough. No beg your pardons here – these gladiators slam into each other like freight trains, and the amount of sustained punishment they take would make even Arnie wince.

So it's little wonder that the game's soundtrack is mostly a series of grunts, cries and the sickening sound of flesh colliding with flesh – all punctuated by the referee's whistle, a triumphant siren's wail, and some extremely cheesy organ music between periods.

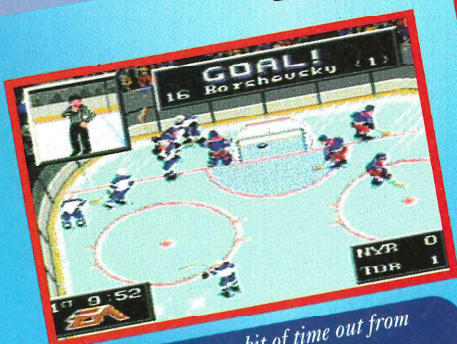
The basic controls are easy enough: when attacking, button A flip passes and clears the puck, B passes between your teammates, and C allows either a wrist shot or a slap shot (hold C down for the latter).

When defending, button A holds and/or hooks the puck, B selects which player to control and also trips other players (good one to remember, that). As an added bonus, hitting C and the D pad gives a speed burst – useful when blocking your opponent with a body check.

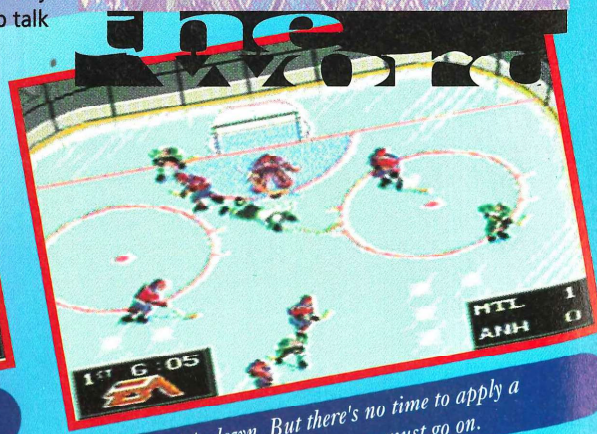
The gameplay is extremely fast and takes a while to master. More than anything, the key here is teamwork. OK, enough of the pep talk – dust off that jockstrap, lace up those skates and hit the ice! **M**



*There are just two players in this one-on-one shoot out.*



*A player takes a bit of time out from fighting and scores a goal.*



*He's down. But there's no time to apply a band aid, the game must go on.*



Asked what he'd select if granted three wishes, Adam Waring opts for an everlasting slab of VB. No, make it three.



# Aladdin

**A**laddin is one of those 'boy meets girl, boy meets genie, boy meets monkey, boy gets awfully confused' kind of stories.

It's based on the recent Disney movie – and can't you just tell! This is the best animation to appear in any Mega Drive game ever. Hell, I've not seen anything this good in any home video game on any machine. And, unlike games such as *Dragon's Lair* (which were graphically stunning but had no gameplay), there's real interaction here. It not only looks good, but you can actually sit down and play it without getting bored in 10 minutes.

The animation is silky smooth throughout. Hundreds of frames really bring this game to life. The main character, Aladdin, isn't the only

one to benefit from this incredible attention to detail. All the characters look like they've jumped straight off celluloid and into the Mega Drive. Not only is the animation good, it's funny too, and captures the feel of the movie perfectly.

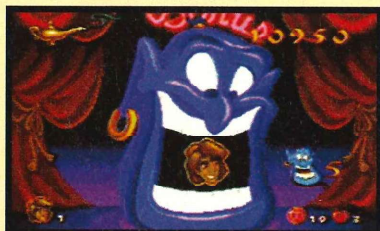
There's stuff in there that makes you laugh out loud. Attacking some types of baddies causes them to drop their pants, revealing polka-dotted undies—their faces expressing horror that they've exposed themselves. Jumping on a camel's back is also good for a giggle.

You can see quality from the moment you switch the Mega Drive on. It opens with the Genie appearing on the title screen and firing a starter's gun into the air. A second later, a bird plummets to the ground, feathers fluttering after it.

In the game itself, Aladdin leaves footprints which slowly fade into dust. It's a tiny touch, and you'd barely notice it, but it all adds up to the overall polish of the game.

After all that raving, it's 'A plus' for graphics, then!

What about the other aspects of the game? We were getting rather carried away there, weren't we? OK. It's a platformer split into a number of stages. You start at one end and have to get to the other – fairly standard stuff. Aladdin



*Between levels, Aladdin can claim extra goodies in this sub-game.*



*Oh dear, it's all been a bit too much for the poor lad. Game over, man.*



*Aladdin tries to avoid electrocution and is about to teach that blasted bird a lesson it won't forget.*

*You gotta have rhythm to defeat this boss. Jump barrels and chuck apples at him.*

*High above the rooftops, Aladdin plucks, guts and bastes his Sunday roast.*

*Whack the statues in the Cave of Wonders in order to progress.*



*Ker-ching! Lives and continues can be bought from this friendly street vendor.*

*Things get a bit on the strange side of bizarre inside the Genie's lamp.*

kicks off in the mythical Arabian town of Agrabah, and later finds himself in the desert, in dungeons, in the Cave of Wonders, riding magic carpets, in the palace – our lad certainly gets around.

Each stage has a unique look and feel, with plenty of baddies to keep the action flowing. In the early stages, Eastern-looking gentlemen (drawn in classic Disney style: one fat, one thin, another built like an outdoor lavatory) are your main opponents. Later on, animated statues, exploding skeletons, bats (very annoying) and huge rolling boulders (à la Indiana Jones) need to be dealt with.

The levels are very cleverly designed, and the way you interact with the scenery changes according to various factors. At one point, you'll encounter a staircase with some nice pick-ups beneath. You can run past the stairs to collect these; but then return to the foot of the stairs, and this time you'll go up them. This seems natural when you play, but some ultra-clever programming has made it work oh-so-seamlessly.

There are loads of collectables. Apples provide ammunition (no vicious fireballs here), hearts

replenish your health, jewels can be spent in a shop. Somewhere on each level, there's a merchant. Approach him, and a market stall unfolds out of a small box (another delight to watch). You can buy extra lives and wishes – a wish is a continue. It's possible to end up with a fair few of these, for which you'll be eternally grateful; the later levels see lives disappear at an alarming rate.

Between levels, there's a chance to pick up even more extras. It's a basic luck game – the goodies flash up and you have to hit a button to get the loot. You have one chance for each Genie you collected during the main game. Up for grabs are apples, diamonds, and extra lives. End up with Jafar, though, and you get nix, plus you lose all your remaining goes.

Every now and again, there's a little Abu the Monkey icon to collect. Get this, and you enter a sub-game at the end of the level. Goodies fall from the sky and Abu runs around picking them up. There are various nasties too; one wrong move and it's 'thanks for trying'.

Sometimes the stages differ from the usual platform fare. There's a flying

*These skeletons are amazingly animated, but standing by and watching is none too good for your health.*

*There's a humorous edge to much of the animation – it's pant-droppingly good.*



*Run like a bugger to evade the huge rolling boulders in the escape from the Cave of Wonders.*





## The Aladdin story

Missed the movie? Well fret not, Megazone brings you the Aladdin story and tells it like it is, sort of...

### On the rooftops of the town of Agrabah

**Aladdin:** It's a tough life being a street urchin. Though I may be brave and sincere...

**Abu:** Oo oo oo.

**Aladdin:** And handsome and clever – after all, I live by my wits...

**Abu:** Oo oo oo.

**Aladdin:** And modest – did I mention that? Despite all these qualities, I'm poor, and therefore unable to score.

**Abu:** Oo oo oo.

**Aladdin:** Abu, stop doing that, it's disgusting!

### Meanwhile, at the palace...

**Princess Jasmine:** I'm bored! I want a pony!

**The King:** For you, my exquisite jewel, I shall import one immediately, no expense spared.

**Princess Jasmine:** No, not any old pony! I want one that can fly, and can talk and... and...

**The King:** But, my precious desert orchid, such a creature does not exist... how am I to find one...?

**Princess Jasmine:** I don't care! I want one, and I want one NOW!



### The king's vizier, Jafar, overhears

**Jafar:** The spoilt brat! People are starving in the streets while that little witch is kept amused. What we need is a democratically elected leader and policies based on socialist economic theories. If only I were king... but wait... if I were to get the fabled magic lamp in my grasp, I could do anything I wanted. I'd need to enter the Cave of Wonders... but I cannot,

for you need to be brave and sincere, handsome and clever. Oh, and best not forget modest...

**Aladdin:** Oh well, another day and an honest thief has to earn his living. OK Abu, I'll keep a lookout, you break into that car and grab the stereo.

**Abu:** Oo oo oo.

**Jafar:** Oi, you. What are you doing to my car? Come back here!

**Aladdin:** We've been rumbled, leg it!

**Jafar:** Not so fast, sonny. You look like a nice enough young lad, and I expect you've been forced into this life of crime through poverty. If your circumstances were only different, I'm sure that... yes, that's it! I have a proposition in which you may be interested...

**Aladdin:** Watch it, I'm not that sort of boy! Mind you, if the price is right...

### Later, in the Cave of Wonders...

**Aladdin:** This place stinks! The sooner we get this stupid old lamp the better.

**Abu:** Oo oo oo.

**Aladdin:** Maybe it's under this large pile of priceless jewellery... aha! Hmm, it looks a bit tatty, better give it a rub...

**Abu:** Oo oo oo.

### Kazam!

**Genie:** Yo, Master, pick a wish, any wish!

**Aladdin:** So that's why that old git wanted it so badly. Sucker! OK, make me fabulously wealthy. Kingdom, harem – the works!

And get me a babe! The richest, most beautiful chick in the kingdom...

**Genie:** Will do... one wish left. You know, it's pretty tough being stuck in that lamp, granting wishes all day long... if only I were free!

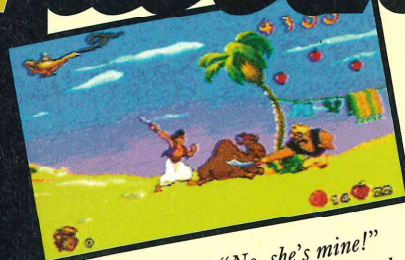
**Aladdin:** Oh do shut up! Ah, this must be the lovely lady now. Hello darlin', fancy a...

**Jasmine:** Get your hands off me, you disgusting little mōnster!

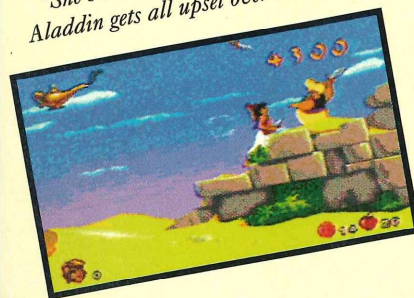
**Aladdin:** Abu! Get down! Sorry princess. Now, how's about you and me getting out of here?



# Aladdin



"She's mine!" "No, she's mine!"  
Aladdin gets all upset over a camel.



carpet ride, where the screen scrolls at a sickening pace – you have to pick up all you can, while avoiding the walls that someone carelessly left all over the place.

The whole package just leaves you with a good feeling. It's

difficult to fault.

Maybe the game's not quite tough enough, but that's nitpicking; there's still plenty of challenge in there. Playability, music, graphics – especially the graphics – are all excellent.

Look, it's just brilliant. It's not

often that I get this way about a game – after all, I've seen more carts than you've had hot chips on a Saturday night. But this really is a stunner. I'm not just saying it; run along to your software store and see for yourself. *Aladdin* is a landmark in Mega Drive gaming, much as *Sonic* was three or so years ago. **M**





"Have you ever tried Listermint?" One of the many guardians to be found throughout the game.

Camels can help attack foes. Just jump on its back.

That man has a very large chopper. Aladdin's is tiddly by comparison.

In the palace, Aladdin uses a handy flamingo as a stepping stone.

There are heaps of goodies in the magic carpet ride. But watch those boulders – they could have an eye out.

**Just look at what I can do!**  
Aladdin is a very athletic young fellow. He can run, jump, climb ropes, hang from ledges. All sorts of things.

# Aladdin

## VITAL STATISTICS

**FORMAT:** Mega Drive

**SUPPLIER:** Sega

**PRICE:** \$129.95

**SIZE:** 16 megabits

## GRAPHICS

The smoothest, most cartoon-like animation ever. It's enough to make you weep with the wonder of it all.

## SONICS

Faithful rendition of the music from the movie, plus the occasional digitised grunt.

## PLAYABILITY

Very well designed – it's easy to pick up, but putting it down is another matter.

## STAYING POWER

Good difficulty progression – starts off easy, gets tougher and you can collect plenty of continues to give you a fair crack at the later levels.

## OVERALL

The best graphics and animation this side of a Quantel Paintbox. Pure Disney magic brought to life on the Mega Drive – the game to put on your Christmas list.

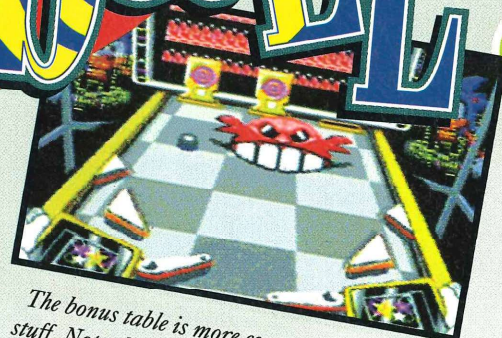
**95** PER CENT





He's cute, he's cuddly, and he's just discovered he has a talent for playing pinball. Enough about Adam Waring... Sonic's back, and he's chosen the Mega Drive for his latest romp.

# Sonic Spinball



*The bonus table is more conventional pinball stuff. Not a hedgehog to be seen (except outside).*

Sonic's current adventure doesn't have a platform in sight (well, not many, anyway). It's a pinball game, with that little bundle of hedgehogness ricocheting off cushions, bumpers and flippers.

The dastardly Dr Robotnik is once again responsible for our spiky chum's plight. Luckily, Sonic has you at the controls, hopefully saving his skin as he bounces, springs and rebounds across a number of fiendishly designed tables.

He has to collect Chaos emeralds and battle end-of-level baddies before escaping each area. The emeralds are tricky to reach, and you must guide Sonic through a number of sub-tables before he has them in his grasp.

The first stage is set in a kind of toxic wasteland. Wicked green ooze and barrels

of God-knows-what dominate the landscape, which Sonic has to clean up (what a tidy hedgehog he is!). It's played in much the same way as a regular pinnie, with a couple of flippers at the bottom, drop targets and bumpers. Sonic does his super spin attack, so is ball-shaped when propelled around the table.

Every now and then, Sonic lands on a ledge, where he can run about for a bit. He sometimes slides around on his bum, too. There are a few other not-really-pinball bits, such as a cart ride on the first level.

The graphics are quite different from other *Sonic* games. The familiar angular-but-cute backdrops have been replaced by something that looks rather more menacing (at least in the early levels).

Sonic still looks the same, as does the Mr Nasty of Sonic's life, Robotnik, in various guises. The music's rather off though; it sounds a bit convoluted, and doesn't have the frantic pace of others in the *Sonic* series.

Things have to be completed in order. You're restricted to a fairly small playing area at first, and cannot proceed until you hit a couple of drop targets that open up access to other parts of the game. Again, you have to complete a particular sequence before you can move on. This

## How to be a spinball wizard: beating level one



Knock down these targets at the top of the first sub-table – there's one on either side of the slime tank. Hit them both and the slime will drain from the tank in the centre. The tunnels on either side of the lower part of the table will open – each leads to an identical sub-table, which are mirror images of the other.



It doesn't matter which of the tables you play, but the job will be done quicker if you concentrate on one side. Grab onto the batons that open the bridge on the train tracks – the dots on the table mark the path to follow. You have to do this first – if you don't, you won't be able to reach the emeralds later on.



There are two ways to progress to the next section. Go up the tunnel three times to remove the barrels blocking your path. Alternatively, get Sonic up to the centre of the table to rebound off the worms. Do this three times and a gate will open, allowing Sonic to grab onto the ledge and hoist himself over the next time he passes.



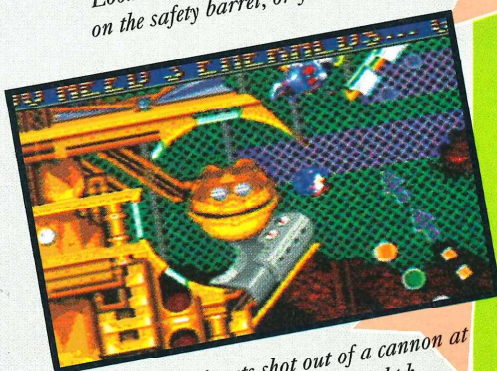
## ReView



The question is, what does Sonic actually do with all these Chaos Emeralds he collects?



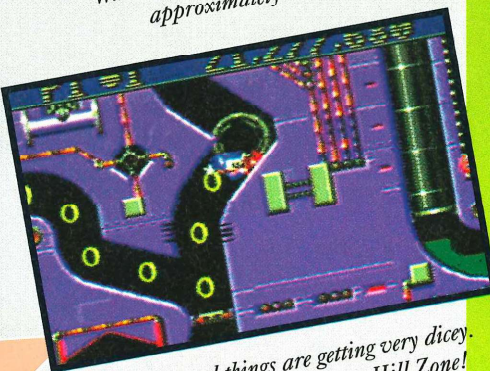
Look out! Don't stand around for too long on the safety barrel, or you'll get gobbled up.



Wheee! Sonic gets shot out of a cannon at approximately a million kph.



Sonic's bumped around for megapoints. Mind you, he'll come up all bruised in the morning.



Level three and things are getting very dicey. I want to go back to the Green Hill Zone!



Flip Sonic up the passageway and he'll land in a rollercoaster cart. Hold the flippers up so he collects as many rings as possible on the way. As long as you opened the bridges beforehand, he'll travel down towards the emeralds. Use the flippers to steer Sonic and his groovy rollercoaster cart towards them.



The third emerald is in the centre of the screen. To get to it, you need to fall off one of the upper tables and into the barrel floating in the slime – be careful you don't miss. Push to the left or right and Sonic will row in that direction. When you can row no further, simply jump off and grab the emerald.



## VITAL STATISTICS

**FORMAT:** Mega Drive

**SUPPLIER:** Sega

**PRICE:** \$99.95

**SIZE:** 12 megabits

## GRAPHICS

The backgrounds are atmospheric and not as 'cute' as in other games. Nothing startling, really.



## SONICS

Sonic's sonics aren't up to his usual standard. The tune is a little rough around the edges, and fx are average.



## PLAYABILITY

It plays OK, but doesn't have the feel of a 'proper' pinball. It's frustrating when you're stuck on lower levels.



## STAYING POWER

Lots of sub-tables and goals to aim for help keep things interesting.



## OVERALL

It's not really pinball, and is certainly not *Sonic*. It's fun enough in its own right, but might not be enough to satisfy serious fans of either genre.

**78** PER CENT



Now you have to battle the end of level boss. Get to the higher part of the table. This time, instead of landing in the cart, you'll find yourself in the boss table. Make your way up high, onto the ledges, and just keep going for him. Eventually, his toxic tail will disappear, followed by the Robotnik creature himself. Job done!





**N**OT LONG AFTER GLOBAL GLADIATORS COMES ANOTHER McDONALD'S GAME. FRENCH FRY CONNOISSEUR ADAM WARING WONDERS WHO WOULD WANT TO PLAY A CHARACTER WHO MOST PEOPLE THINK IS A BIT OF A PRAT.

It's a funny thing, marketing. Ronald McDonald is the clown that the world's biggest burger boutique reckons is the perfect icon to sell its hot 'n greasy wares. But we all know that his goofy grin and garish pantaloons give everyone the creeps. Disregarding public opinion, the red and yellow one is now the star of his very own game.

The story is fairly simple, really: Ronald was lurking behind bushes in the magic forest one day (trying to catch a glimpse of a bit of 'uncooked' Hamburglar), when he finds a piece of paper on the ground. No, it's not a carelessly discarded Big Mac wrapper, but part of a treasure map. Without further ado, our Ron sets out to find the loot.

This is a cutesy platforming affair, with the usual ingredients. It's split into lots of little scrolling stages, has cute-looking nice-but-nasties, a bunch of platforms and lots of pick-me-ups.

Ron's life-force is measured by the number of jewels he's carrying. Bump into a nasty and he loses a jewel; lose the lot and you're a life down. Tucked up the sleeves of his rather ridiculous costume is

what appears to be a toxic spray. A few squirts of this ozone-depleting substance will have the critters pushing up daisies. Another trick he has is to tie scarves onto hooks that hang under ledges, then pull himself up over platforms.

The graphics are very *Sonicesque*, with stylised angular plants, mountains and other bits 'n bobs making up the scenery. All the sprites are extremely cute (with the exception of Ronald himself, who looks like he's pigged out one too many McCholesterol burgers).

Music is very jolly – as repetitive as your average \$5 Meal Deal, it burbles away with positively criminal relentlessness. Although it's not pleasant, we can live with cruddy music – after all, you can always turn the volume down. Bad playability is another thing altogether, and *McDonald's Treasure Land Adventures* is an extremely annoying and fiddly game.

Ronald plods along like, like... like an overweight weirdo dressed in a clown outfit. This makes it difficult to avoid nasties. You can stand there spraying them for all you're worth, but they'll keep marching on relentlessly, killing you in the process. Argghhh!

It really is hurling-the-Mega-Drive-through-the-windowly annoying stuff. If you were hoping for another *Global Gladiators*, then I'm afraid you're going to be sorely disappointed. **M**



*Ronald fights the deadly Tomato head. Win, and another piece of the map is his.*

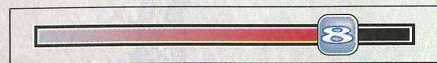


#### VITAL STATISTICS

**FORMAT:** Mega Drive  
**SUPPLIER:** Sega  
**PRICE:** \$119.95  
**SIZE:** 8 megabits

#### GRAPHICS

Excellent backdrops and ultra-cute sprites. Ronald looks a bit off, but there's no helping that.



#### SONICS

Argghhhh, turn it off! I'll do anything... I'll eat a Big Mac, gherkins and all! Nothing wrong technically, it's just pretty dire.



#### PLAYABILITY

This is where it all went horribly wrong. It's slow, fiddly, and frustrating. Not good.



#### STAYING POWER

Put it on Beginner level and the action's a little more fluid. Still, the dodgy playability means it won't often see the light of day.



#### OVERALL

A smart looker, but badly let down by the fiddly playability. Sorry Ronald, but I'd stick to selling hamburgers if I were you.

**58** PER CENT



*Here Ron and Hamburglar exchange niceties and compliment each other's hairdos.*

*That thing wants to see Ronald McDonald dead. It's quite understandable, really.*



*In the shop, Ronald can spend hard-earned points on more useful goodies.*



*Ronald vows he'll never eat another Filet-O'-Fish ever again.*





**WIN!**

# TRIPS TO USA

*COMPETITION*

**WIN!**

One trip per month to be won!



## **SPACECAMP** *Plus* **DISNEYLAND**

At SPACECAMP experience a simulated (like very real!)

### **SPACE MISSION OR COMBAT MISSION**

With authentic training as either



### **ASTRONAUT OR TOPGUN**

(Min age 10yrs)

(Min age 13yrs)



### **2nd Prize Monthly C-D ROM**

CALL

# 0055 26088

(PHONE AUST 25¢ per 21.4 sec. GET THE OK FIRST)

PLAY AS MANY TIMES  
AS YOU LIKE.  
BE THE FASTEST AND MOST  
ACCURATE TO WIN!

### **ALSO WEEKLY PRIZES OF LATEST VIDEO GAME OF YOUR CHOICE.**

*Major prize includes travel and  
accommodation (plus meals at Spacecamp)*

For info about SPACECAMP (Backed by NASA)

CALL

# 0055 26097

(PHONE AUST 25¢ per 21.4 sec. GET THE OK!)

**Spacecamp attendance provided by  
Australian Space Tours**

#### **CONDITIONS OF ENTRY**

The promoter is SNOWIRIS P/L ACN 061 232 577 of 2/4 Tara St, Woollahra, NSW. Entry is open to all residents of Australia. Employees & Families of the promoter, advertiser, sales promotion agency are not eligible. Entries close for first two prizes on 31/12 and 31/1 respectively. Winners will be announced in this magazine & on 0055 26088. Prizes are not transferable or redeemable for cash. The judges decision will be final & no correspondence will be entered into. Information on how to enter forms part of the conditions of entry. The contest is a game of skill not chance & all entries will be judged on merit. Calls are charged at 25¢ per 21 seconds. Ask permission if under 18.

## **TIPS' N' CHEATS HOTLINE**

**LATEST HINTS' N' TIPS' N' CHEATS FROM  
OVERSEAS ON THE TOP GAMES AND NEW  
RELEASES. BUST THEM GAMES OPEN!**

CALL

# 0055 26070

(PHONE AUSTRALIA 25¢ per 21.4 sec. GET PARENTS OK FIRST)

- MEGADRIE HINTS' N' TIPS' N' CHEATS  
Includes STREETFIGHTER 2, MORTAL KOMBAT,  
SONIC, ECCO, JUNGLE STRIKE, TAZMANIA  
and the rest.
- MASTER SYSTEM HINTS' N' TIPS' N' CHEATS
- GAMEGEAR HINTS' N' TIPS' N' CHEATS

**24HRS A DAY 365 DAYS A YEAR**

SNOWIRIS P/L, 2/4 TARA ST WOOLLAHRA NSW 2025  
MEGADRIE, MASTER SYSTEM, GAMEGEAR ARE TRADEMARKS OF  
SEGA ENTERPRISES INC. LTD.



# FIFA international Soccer



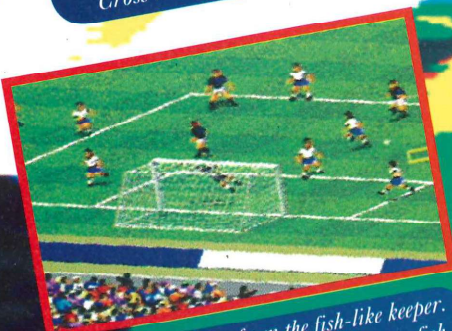
Who'd've guessed the World Cup final would be Uruguay vs Australia? (Er, not me.)



Never touched 'im, ref. Be careful if you choose to play dirty; red cards come easily.



A corner offers a real scoring opportunity. Cross it into the box and go for goal.



A remarkable save from the fish-like keeper. Apart from he doesn't look at all like a fish.

**There's nothing like a miserable English day at the football... gross overcrowding, lager-drenched socks, and the sheer pleasure of hollering yourself hoarse. Trevor Viper paints his face, dons the kick-a-boots and affectionately strokes his No. 1 crop.**

**S**occer's a mug's game. Remember '75, when Sega United went down to Nintendo Town? Then the following year, when we thrashed 'em 654 to nil? Ahhhh, the good old days...

And now, *FIFA International Soccer* is here, allowing you to take command of your own ball-related destiny. The good news is, this is also one of the better football simulations for some time – as fast-paced, unpredictable and thrilling as the game itself.

Up to four players can take the field as one of 50 national teams, with options ranging from established soccer countries like Argentina and Germany, through to less obvious practitioners of the game (the Ivory Coast, anyone? Qatar, perhaps?) You can play in exhibition mode or as part of a tournament.

The actual gameplay is a delight: player sprites are small but well-animated, with smooth scrolling and some nice variations in pace. And to make things that little bit easier, when one player has possession, a star appears under him, along with his guernsey number.

The crowd noises are quite rousing, and will have the old adrenaline flowing in no time. It's all good-natured English lager-lout stuff – sweeping roars, impassioned chants, and the constant threat of a *You'll Never Walk Alone* chorus (or maybe a riot ...).

Talking of music, the cart's own soundtrack is surprisingly contemporary – a highly

percussive, almost techno/dance thang – but kind of obtrusive in the actual heat and dust of battle. Best to de-select it and remain with the fx only – more authentic, less distracting.

The game is comparatively easy to pick up for the novice, especially if you've ever indulged in some brain-cell battering heading practice. Pressing A allows headers and fouls (when available); B not only selects which player to control, but also enables short passes between your team; and hit C for long, clearing kicks upfield.

When throwing the ball in from the sidelines, or when your goalie is restarting play from the goal, C also allows you to target the player you want to aim for – then hit A or B to fire.

However once these commands have been mastered, the true beauty of *FIFA International Soccer* becomes evident, since for serious football fans, the game offers a wealth of sophisticated play options and features.

You can change not only your team

Australia		Uruguay	
Score	0	2	
Shots On Goal	2	5	
Saves	2	1	
Corner Kicks	0	0	
Minutes	0:19	0:00	
Attacking	0:33	0:00	
In Midfield	0:04	0:00	
Defending	0:00	0:00	

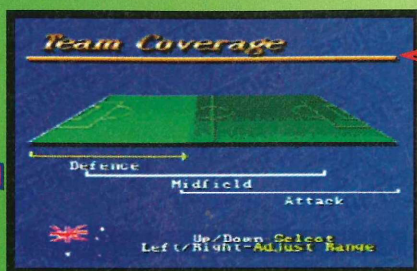
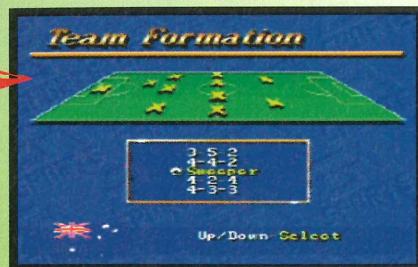
Oh dear, Australia seems to be losing two-nil. What's worse, is Wales thrashed them too.





First select your Team Strategy. While the last option – Full-On Attack – seems the obvious choice, there are also benefits to be had from playing a solid, mostly defensive game – or better still, by combining defence with attack, as in the underrated 'Long Ball' option.

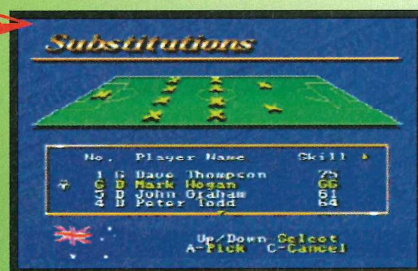
After this, go to the Team Formation option. You can choose from a number of classic formations. Feel like a real coach as you plot the position of players by using those little crosses.



Finally, select Team Coverage and map out the percentages of the field devoted to your Defence, Midfield and Attack. Obviously, if you're playing an attacking game you should minimise your defence and increase your midfield and attack; and for a defensive game, vice versa.

The combination of these three factors should alter the game substantially in your favour, providing you've chosen well. If a player's not performing, there's always Substitutions. Whip him off and get another lad out on the paddock.

Best of all, if your game plan is not working, you can stop at half-time and try something else!




composition – making replacements and substitutions – but also factors like overall strategy, field positioning and offensive/defensive coverage, making the potential range of game scenarios practically inexhaustible.

Also, there's a ratings board that assesses each team on the basis of its defence, offence, goalkeeping, running and such, delivering an overall value out of 10.

You can also select your weather conditions (options range from hot to drenched) and field type (grass or astroturf). Don't expect too much, though; these choices don't appear to dramatically alter the mode of play.

One word of warning: when fouls are possible (and, like the off-sides, you choose this option, as both default to Off), think twice before committing one. The yellow warning card appears far less often than the red card that results in one of your players being sent from the field. Not good odds.

Another hint: in the interests of a more exciting and closely-fought game, enter the options screen and set the goalkeepers to Manual rather than Computer – for one thing, there's more chance of scoring (those computer-aided goalies are tougher than a week-old tofu-burger) and secondly, it lets you feel more a part of the game.

So grab your long woolly scarf (in club colours, of course) and your matching banner, assemble some like-minded friends—and go to it! 

*That backflip saved the ball going over the line. Unfortunately, he'll never walk again.*

# FIFA International Soccer

## VITAL STATISTICS

**FORMAT:** Mega Drive

**SUPPLIER:** Electronic Arts

**PRICE:** \$99.95

**SIZE:** 16 megabits

## GRAPHICS

Sensible perspective, clearly distinguished teams and a nice sense of colour and movement.



## SONICS

The music's strong, but the roar of the crowd really puts you in the stadium.



## PLAYABILITY

Takes a while to get the hang of the controls, but when in doubt, just hit C for one of those big clearing kicks!



## STAYING POWER

The wealth of different options and strategies make for a game you won't tire of in a hurry.



## OVERALL

One of the better soccer sims available, this captures the ebb and flow of the game in fine, gut-busting style.

**84** PER CENT





Onto the pitch, once more...

# SENSIBLE SOCCER

DOINK!

*It's the match of the millenium, but who'll come out on top? That's for you to decide. I fancy the Vegies, myself.*

**In the kinder, gentler '90s, Trevor Viper straps on his shin-pads and ponders the sensible method to what's commonly referred to as God's Own Game.**

## Sensible soccer?

No such thing, mate. Contradiction in terms, innit? What's soccer about, after all, if not raw emotion? The howl of gut-wrenching anguish as your goalie lets an absolute sitter through into the net? The incredible rush as your favourite forward striker beats three defenders to score from 10 yards out?

Nothing even remotely sensible about these moments. We're talking frenzy, here. Now the *sensible* thing to do would be not to follow the game at all, and take up a hobby less likely to give you an ulcer – like tending bonsai trees, or trainspotting.

But no, soccer is nothing if not utterly addictive – and so, funnily enough, is *Sensible Soccer*.

At first glance, the graphics seem a little too simplistic. You certainly get a sense of the

vastness of the pitch, but the individual sprites are a little too small and, from your perspective directly above the field (like a pigeon ready to crap on

the head of some unfortunate), they're sometimes difficult to distinguish. And everyone seems to run too quickly, given their size.

Your joystick buttons are simple enough: A=shoot, B=kick, C=pass. In the interests of faster, better gameplay, there's no need to manually select players: the game automatically switches control to whichever member of your team happens to be nearest the action, and thoughtfully displays his number over his pixillated head.

You can play in either international or local mode, choosing from 40 European national and 64 regional sides – in anything from a friendly club game to the Euro Superleague and the ever-controversial Maastricht Cup (but in what currency do they pay the prize money...?).

*Sensible Soccer* lacks the detailed strategic options of some games, but as a partial compensation, you do get to marginally alter the team uniforms (a note for all those budding fashion designers out there).

One day, they'll devise the best soccer simulation ever: you'll effortlessly trounce the opposition, win the cup and get to trash the entire city on your way home. Just like real life. **M**

*Pheeeep! The corner is taken. A near-perfect cross puts the ball in the danger area. He shoots for goal—but the goalie is too quick. Nice try, but no cigar.*



# Sensible Soccer



**Exclusive! Sensible Soccer mapped!**

**DOINK!**

Excuse me, I want to go to the toilet.

Ooh, she was being ever so cheeky so I said to her, "Luv," I said...

**GOAL!**

Er, you appear to have scored a goal!

I'm over the moon, Brian.

I'm as sick as a parrot, John.

At the end of the day, it's 11 men verses 11 men.

The ref's a Joderal Banker...

I said a "chip kick", not a "chip buttie"

Over 'ere son, on me 'ead.

The boy's a genius

A pin-point pass from Fulchesters' star player

## Famous footie chants of our time

'Ere we go, 'ere we go, 'ere we go. 'Ere we go, 'ere we go, 'ere we go-oh. 'Ere we go, 'ere we go, 'ere we go. 'Ere we go-oh, 'ere we go.

**DOINK!**

## Large Cod Piece, anyone?

Saddened by the ethnic rivalries and ill-feeling that surfaces when teams come together on the turf? *Sensible Soccer* offers a practical solution: forget reality and go into the Custom Team option, where 64 fantasy teams face off in a contest like no other.

Here you can play in either the Booby League or the Turkey Tournament, choosing between legendary teams like the Crisp Flavours (hey, didn't they once have a single out?), the Vegetables and the Bad Spellings – captained, we assume, by Tori from 90210.

The team compositions are hysterical: Old Dear's Menu has an interesting roster of players: Nice Boiled Egg and Nice Buttered Roll in the defensive line-up, with Nice Rice Pudding and Nice Cup Of Tea in the Forwards – while Nicknames Town features the formidable line-up of Pizza-Face, Beaky, Titch and Four-Eyes. Myself, I'd put Laser Breath up in the

forwards where his peculiar, ah... talent could do some good: he's positively wasted in the goal square ...

Nasty Things has Meat Cleaver and Tax Bill in the backs, while the most international team here – Exclamations – features Englishmen Cor and Blimey playing alongside Americans Radical, Groovy and Far Out. There's even an appearance by an Australian player: the much underrated Bonza.

Watch out for the surprise attack of Disk Errors (with Not A DOS Disk as goalie, and Banana In Disk Drive leading the forwards), stifle a yawn at Dull Things and marvel at the unexpected fitness of At The Chippy – whose goalie, Large Cod Piece, sounds like quite a chap.

But what in heaven's name is Chelsea doing among this lot? Everyone knows they're not up to this standard ...

## VITAL STATISTICS

**FORMAT:** Mega Drive

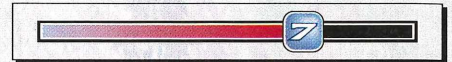
**SUPPLIER:** Sony Imagesoft

**PRICE:** \$99.95

**SIZE:** 4 megabits

## GRAPHICS

Small but perfectly formed, these players tear around faster than a truckload of steroids.



## SONICS

Music is rather annoying, and the crowd sound is less than convincing – they're never *this* well behaved!



## PLAYABILITY

Simple and effective controls put the onus on the player's reflexes and co-ordination skills.



## STAYING POWER

Apart from anything else, the tournament ladder makes it difficult to give up.



## OVERALL

Not the most amazing soccer cart around, but it's more realistic than most, and should please even veteran players.

**76** PER CENT



The vegetables' 'whacky' line up. A courgette is what they call zucchini overseas.



# LOTUS

**Ho hum... another racing car sim – sporty models to choose between, tracks to select. Trevor Viper yearns for the real thing as he fells yet another tree and lives to tell the tale.**

**W**hile many games opt for the most dramatic title possible, *Lotus 2* simply borrows the name of one of Britain's grandest sports car manufacturers, attaching it wholesale to a fairly standard racing game.

Considering this not-very-subtle endorsement, it's not much of a surprise when you're given the choice of one of three Lotus cars: the sleek, post-modern looking Esprit Turbo SE (which is the fastest), the M200 and the Elan SE. You can race against the clock, the system or, in split play, one other gamester.

All fine up to this point, but where *Lotus 2* falls down lies more with the details than the actual playing – though it must be said that the game just isn't challenging enough to sustain long-term interest.

For one thing, the sound of the engines is remarkably ugly – a dull buzzing that's not so much like a state-of-the-art sports car as an overloaded washing machine struggling with an entire footy team's smalls.

For another, once you're underway, there's surprisingly little to interfere with the actual business of driving: why bother putting obstacles in the way (the odd boulder poking out of the ground, for instance) if striking them does nothing except slow you down a fraction?

Say you accidentally collide with a tree –



*Three Lotus cars are up for grabs.  
Hmm, I think I'll choose the red one.*

it simply vanishes, and you're left none the worse for wear. Just hit the accelerator and pick up speed again. So what's the point?

This gripe aside, the courses themselves are pretty elementary, and surprisingly easy to master. A number of different locales is available, from a desert (complete with tumbleweeds drifting across the track) through to what looks like the rocky, fir-lined slopes of the American Northwest.

You also race in a variety of conditions, ranging from dry heat to a thunderstorm – and let's face it, only in a video game, or just maybe a Stallone flick, would a race take place in driving snow, as it does here.

As you progress, the tracks become steadily longer and more tortuous, with greater distances between checkpoints in the beat-the-clock game, and fewer straights and more tight corners overall, requiring quick reflexes.

Unrealistically though, you rarely (if ever) have to brake: even what looks like a dangerous hairpin bend can be taken at speeds in excess of 200kph. With true faith in their Goodyear radials, the Lotuses seem

## LOTUS 2

### VITAL STATISTICS

**FORMAT:** Mega Drive

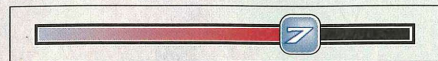
**SUPPLIER:** Electronic Arts

**PRICE:** \$99.95

**SIZE:** 8 megabits

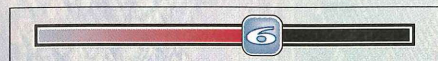
### GRAPHICS

Basic but competent graphics, partially redeemed by nice, smooth scrolling of the landscape.



### SONICS

The music is basically OK, but that horrible engine sound is hard to overlook.



### PLAYABILITY

Simple to manoeuvre and, when set to automatic gearshift, requiring little effort.



### STAYING POWER

The comparative ease of the courses, and the lack of extraordinary events, means *Lotus 2* might soon lose its glamour.



### OVERALL

Not by any means a disaster, but certainly not the most challenging laps around a racetrack you'll ever take.

**62** PER CENT

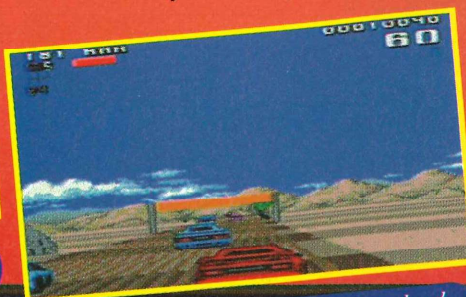
**Word**

to have no trouble. (Is this intended as some kind of advertisement of their handling capabilities...?)

On the whole, this is a decent but ultimately uninspiring effort – perhaps one for younger players, or for those still finding their feet with racing simulations. Expert players will tire of it easily. **M**



*Someone seems to have strewn large boulders and logs all over the road. The sillies.*



*Make it to the checkpoint – looming ahead – and you live to race another day.*



*Two players race on a split screen. Dig those 'futuristic' backdrops, man.*





# Cosmic SPACEHEAD™

**"A groovy experience in arcade adventuring"**

Mega Machines magazine



**Electric Shocks**



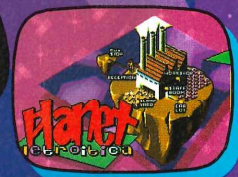
**Teleport Key**



**City Streets**



**Factory Reception**



**Planet Detroitica**



**Night Lights**

**"Brilliantly original, challenging and great fun - don't miss it!"**

Sega Pro magazine

**"The interaction is great and the puzzles are really sharp"**

Mega Power magazine

## How would you prove Earth's Existence?

It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! Experience high-speed excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically out of this world!



ALSO AVAILABLE ON  
**Amiga, PC, N.E.S.**

**Codemasters™**

FOR MORE INFORMATION PLEASE CONTACT:  
Codemasters Software Company Limited, Stoneythorpe,  
Southam, Warwickshire, CV33 0DL, U.K. Tel: INT: +44 926 814 132

© The Codemasters Software Company Ltd. ("Codemasters") 1993. All Rights Reserved. Codemasters and Cosmic Spacehead are trademarks being used under license by Codemasters Software Company Ltd. Licensed by Sega Enterprises Ltd. for play on Sega Megadrive, Sega Master System and Sega Game Gear. Megadrive, Master System and Game Gear are trademarks of Sega Enterprises Ltd. Codemasters is using the trademark pursuant to a license. N.E.S. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Co. Ltd. in any way.



# Jungle book

MASTER SYSTEM

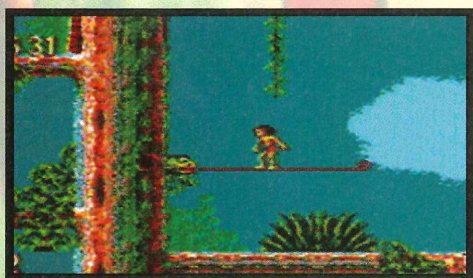
Review



**Disney films consistently feature the most impressive animation to hit the big screen – a factor which has led to some spectacular games licences. Jungle Book is the latest celluloid offshoot but, as Tim Smith discovers, it's no Aladdin.**

**N**o matter how old they are, Disney movies still seem to hold their own. *Jungle Book* was made back in 1967, and has not lost any of its appeal. To be blunt, it's just a pity the game is so damn dismal. Most of the movie characters are present, but instead of being friends and helping you, they're nothing more than a hindrance – and what flickery old sprites they are, too.

You play the role of Mowgli, the boy who was raised by wolves in the jungle. There are five levels, each containing two stages, a boss stage and a bonus round. You find yourself in different parts of the jungle, and your quest is to explore each area and retrieve eight gems. The same goes for every level.

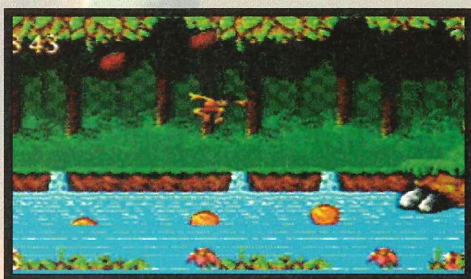


*A lizard's tongue provides a temporary platform. Be quick, though, or you'll be his lunch.*



*Collect the gems to complete the levels. Can't remember that bit from the movie.*

*Boa is the first guardian you come across. Whack him on the head 20 times or so, and it's all over.*



*In level three, Mowgli has to jump on these stepping stones to make it across the river.*

The monotony is broken by bosses, who pop up on every second stage. The first one you face is Boa the giant constrictor. Use a coiled-up snake to bounce over Boa's head when he pops up from underground, then splatter him with bananas. Sounds great, but the problem is that when you hit him, there's no reaction – the screen doesn't flash, he doesn't even grimace... you just keep hitting until something happens. After about 20 hits, the screen shakes and it's all over. Unfortunately, the same goes for the rest of the bosses.

The controls are simple enough, and centre on Jump and Shoot. However, Mowgli's actions don't always respond to your commands: sometimes he doesn't fire quickly enough, especially when you're going one-on-one with a monkey that's throwing fruit at you. You think there's time to hit him, only to find that he's already nailed you.

Options are sub-standard, comprising of three levels of difficulty and a sound test. You get one continue, and you'll need it as the levels become harder. Music is OK, with the Master System pumping out some nifty tunes from the movie. The sound effects are the usual Master System grunts, moans, beeps and bops.

Finally, the animation of Mowgli is very average; he just doesn't seem to move fluidly enough – crucial when a game is based on an animated movie! The other animals are reminiscent of the film, but don't get too close to them, as the timid souls tend to flicker violently when approached. **M**

# Jungle book

## VITAL STATISTICS

**FORMAT:** Master System

**SUPPLIER:** Sega

**PRICE:** TBA

**SIZE:** 2 megabits

## GRAPHICS

Average backdrops and poorly animated characters. But they are reminiscent of the movie, which is something.



## SONICS

Sound fx are not very inspiring. The music is quite jolly though, with some of the tunes from the movie.



## PLAYABILITY

Every time a new level is reached, you waste lives discovering where everything is. Poor sprite definition doesn't help.



## STAYING POWER

Often monotonous and frustrating, but with a good number of (short) levels, which take a while to complete.



## OVERALL

This really has little to do with the movie, besides the characters. What you get is another run-of-the-mill platform game, using a classic Disney title to make it sell.

**61** PER CENT



*Hanging around on level one. Shoot those bananas to uncover useful pick-ups.*



# CRACKING Christmas MEGAZONE



**A**s you can see, we've been celebrating the yuletide season in a big way! Our Sega-supporting friends were full of goodwill too, so we asked them to dish out the goodies to make this an extra-special issue.

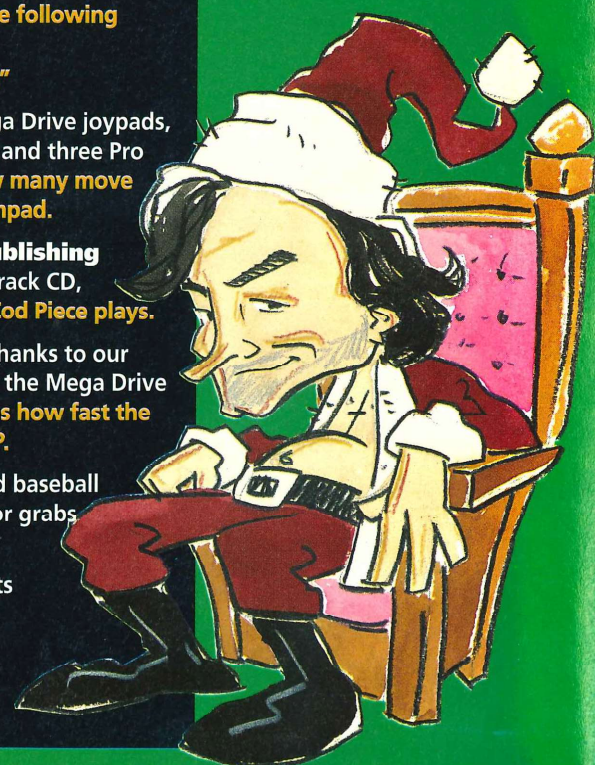
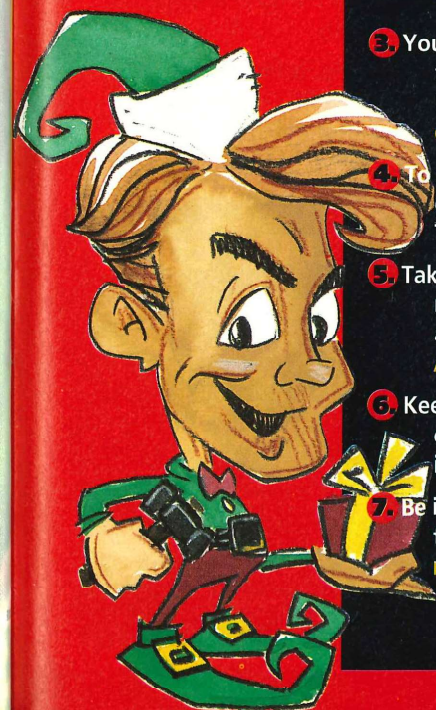
Answer each question to be in the running for that prize (all info can be found in this month's Megazone). If one section isn't applicable for you, then don't answer - give others a fair chance, and be more likely to win a prize that's relevant to you.

Only one entry per household, and write answers on a postcard or the back of a sealed envelope. Send 'em to Megazone, Cracking Christmas Compo, PO Box 746, Darlington, 2010. Make sure they reach us by January 4, 1994.

Finally, a big 'Onya' to everyone who donated prizes and helped put this competition together.

Good luck!

1. You could win one of six **Electronic Arts** packs, comprising a copy of the fab *FIFA International Soccer* for Mega Drive and an EA T-shirt. Just let us know by what score **Sega United** thrashed **Nintendo Town** in '76.
2. Fancy getting hold of one of 10 Game Gear accessory packs, containing a deluxe carry case, screen magnifier and car adaptor, courtesy of **Valjean**? You do? Then answer **True or False** to the following question:  
"I'll never have the chance to train as an astronaut."
3. You could walk away with one of six transparent Mega Drive joypads, thanks to **Playcorp**. There are three Programpads and three Pro Pads in the offing. To be in the running, tell us how many move combinations can be programmed into the Programpad.
4. To get your mitts on one of five **Sony Electronic Publishing** goodie bags, comprising a *Last Action Hero* soundtrack CD, T-Shirt and pin badge, tell us what position **Large Cod Piece** plays.
5. Take home one of 10 SG-60 table-mounted joysticks, thanks to our mates at **Kaylee Computing**. They're suitable for the Mega Drive and Master System, and could be yours if you tell us how fast the **Action Replay** code lets you go in *Super Monaco GP*.
6. Keep cool this summer with one of 30 Blow Your Mind baseball caps from **Sega**. This essential fashion item is up for grabs if you can name **Sega's original company title**.
7. Be in the running for one of 40 Blow Your Mind T-shirts from **Sega** by simply indicating the name of the monkey in *Aladdin*.





# HINTS

## MORTAL KOMBAT

MEGA DRIVE

Several readers have written in with the *Mortal Kombat* 'blood 'n guts' code – thanks a lot guys, but we're gonna give the glory to the Sega Hotline.

When the code information screen appears, key in A, B, A, C, A, B, B. The writing will turn red, and you will hear Scorpion say "Get over here". The game will now have all the blood and fatalities of the arcade version.

Three **VIC** readers – **Maciej**, **Peter** and **Michael** – have supplied us with special fatalities to use when you have accessed the gore zone.

**KANO:** To pull the victim's heart out, move close to him, then tap once back and once towards him. Then hit a high punch.

**RAYDEN:** Sizzle the victim's head with electricity by (when close) tapping two times towards him, then three times back before hitting a high punch.

**SONYA:** To send a lethal fireball at a victim, tap twice towards, then three times behind, and hit block. This can be done anywhere.

**CAGE:** Punch a victim's head off by tapping three times towards them and hitting a high punch. Make sure you're close.

**SCORPION:** When two body-lengths away, incinerate a victim by holding block and pressing Up twice.

**SUB-ZERO:** Pull off a victim's head the easy way. At close range, tap towards him once, then Down once, towards again, then punch.

**LIU KANG:** To cartwheel violently into a victim, make sure you're two body-lengths away, then spin the pad towards the victim. If the victim is on your right, move it clockwise; if he's on your left,

move it anti-clockwise.

You can also enter a special cheat screen that holds a wealth of options. When you come to the 'Game Start/Options' screen, press Down, Up, Left, Left, Button A, Right, Down. A new option, 'Cheat Enabled' will appear. On this screen, you'll find a heap of options: you can view the end sequence of every character, alter the number of bonus rounds, and change them to Ruby and Diamond. You can also select which scene you fight in, and find eight flags – each with an on/off option. Three of these have an effect when turned on:

**FLAG 0** makes your opponent die from just one hit, but this doesn't work on your second opponent in the endurance matches, or on Goro, Shang or Tsung.

**FLAG 1** makes you die from only one hit. This is a great challenge for those who have beaten the game.

When **FLAGS 1** and **2** are switched on, the first round is fought as normal; but in the second and third rounds, whoever makes the first hit, wins the game.

When **FLAG 4** is switched on, the Reptile will appear at the beginning of every round, and will give you a clue as to



how to find him.

**THE REPTILE** is a special bonus character who you must find and defeat. He has the special moves of Sub-Zero and Scorpion, and is very tough cookie indeed. When you do manage to conquer him, you gain a whopping 10,000,000 points.

To beat him, you have to be playing in single-player mode and be in the pit stage. Before you fight, a shadow must pass over the moon, but you must have won two rounds flawlessly. You can lose a round, so if you take a hit, let yourself get beaten and try again. Remember: you cannot use block at any stage of the fight, and you must perform a fatality.

If all this is done correctly, you will now face the Reptile.

## STREETS OF RAGE 2

MEGA DRIVE



## ACTION REPLAY CODES

FFEF6 90000 – Player one never gets hit  
FFF06 90000 – Player two never gets hit  
FFFC3 C0099 – Infinite time

To locate extra tunes, go to the sound test and have a listen to these: 01, 02, 08, 09, 13, 17, 18, 19, 21 or 25. You will find that some are new, and others are different from how they appear in the game.



# & TIPS

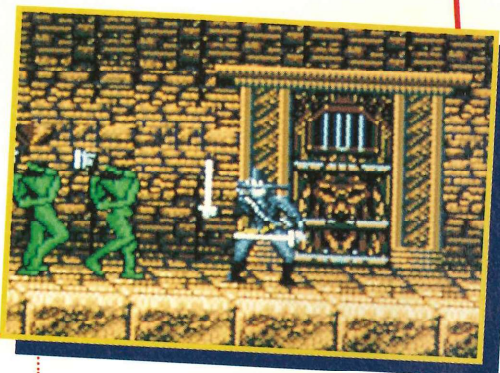
## CHAKAN

MEGA DRIVE

Adam from NSW has been mixing those potions. Here's what he came up with:

- 1 BLUE, 1 GREEN – Slows down enemies
- 2 BLUES – Chakan becomes invisible
- 1 GREEN, 1 RED – Fire bombs
- 1 RED, 1 CLEAR – Cold fire sword
- 2 CLEARS – Restores energy
- 2 REDS – Fire sword
- 1 BLUE, 1 CLEAR – Super jumping boots

- 2 GREEN – Air sword
- 1 BLUE, 1 RED – Earth sword
- 1 RED, 1 CLEAR – Acts as a restart point

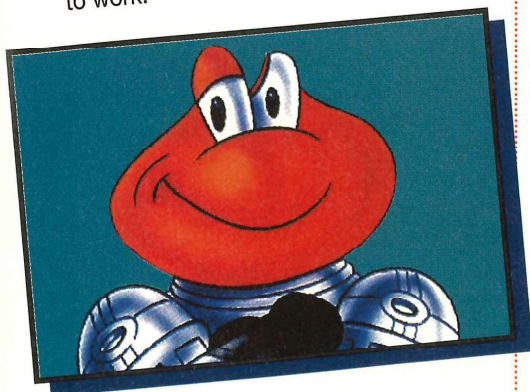


## JAMES POND 2: ROBOCOD

MEGA DRIVE

To achieve invincibility, start the game as normal, but walk left before entering any of the doors. You'll see a roof, and on top of this is five items. Collect them in the following order: Cake, Hammer, Earth, Apple, Tap.

After doing this, you can also make the game very tough and interesting. Pause the game and press A, B, B, A. The screen will now flip upside down! You must, however, do this on every screen to get it to work.



## JAMES POND: THE DUEL

MASTER SYSTEM

You need two joypads to use this code, which gives you a level select and extra men.

On the title screen, hold diagonal Up and Left. Hold both buttons down, and press Start on control pad one. This will take you to an options screen, where you can select your goodies.

## HIT THE ICE

MEGA DRIVE

From Steven of Brisbane: if you can't beat a team in the League, these codes will allow you to skip into the next playing zone.

Play against:

- 2nd team – 2BIJ
- 3rd team – 2SRJ
- 4th team – 3C2J
- 5th team – 3TAJ
- 6th team – 4CIJ
- 7th team – 4TRJ

## ACTION REPLAY CODES

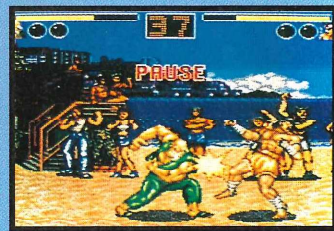
MEGA DRIVE

### ATOMIC RUNNER

- FFC32 1000F – Infinite continues
- FFC32 30004 – Infinite lives

### FATAL FURY 1

- FFD81 60058 – Infinite energy
- FF00B F0049 – Infinite time



### SUPER MONACO GP 2

- FFFC2 B00FF – Go 496kph
- FFFC0 B0000 – Only one lap in race

### POWERMONGER

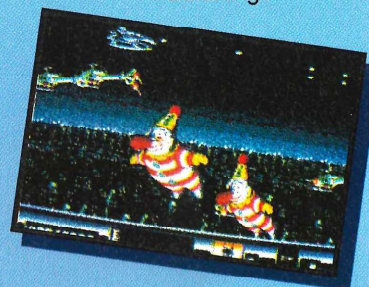
- FFD06 F00FF – Infinite troops
- FFD0A B00FF – Infinite food

### DESERT STRIKE

- FF10B 70003 – Infinite lives
- FF10A B0064 – Unlimited fuel

### BATMAN

- FFFE3 40009 – Unlimited Batarangs
- FFFE3 80001 – Unlimited guided Batarangs

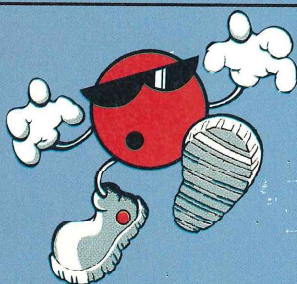




# HINTS

## ACTION REPLAY CODES

MEGA DRIVE



### COOLSPOT

FF077 00001 - Invulnerable

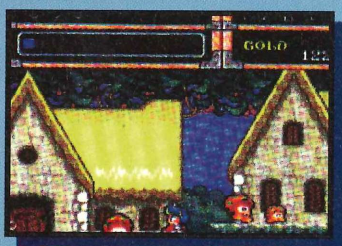
### LHX ATTACK CHOPPER

FFF1B D00D0 - Infinite chain gun

FFF92 A004A - Unlimited fuel

### WONDER BOY IN MONSTERLAND

FFDA0 0000A - Infinite energy



### TERMINATOR

FF147 D001F - Infinite energy

### SUPERMAN

FFF83 900FA - Infinite energy



## TEENAGE MUTANT NINJA TURTLES

MEGA DRIVE

FFC05 90050 - Unlimited life for player one  
FFC05 B0050 - Unlimited life for player two



## SHINOBI 2

GAME GEAR

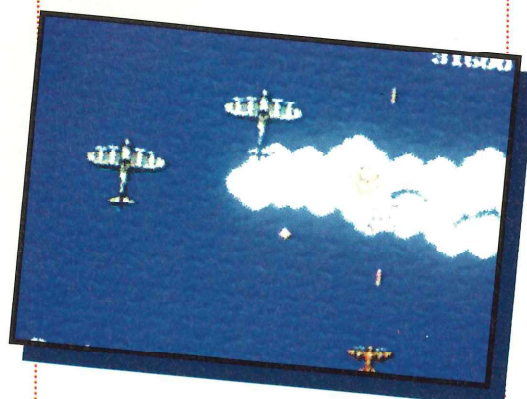
Here is the easiest way through this very big game:

1. SCREEN A
2. SCREEN B
3. SCREEN C (Exit via top door)
4. SCREEN F (Exit via bottom door)
5. SPIDER BOSS
6. SCREEN M
7. SCREEN P (Exit via bottom door)
8. SCREEN F (Exit via bottom door)
9. SPIKED BOSS
10. SCREEN L
11. SCREEN P (Exit via top door)
12. SCREEN R (Exit via top door)
13. SCREEN T
14. SCREEN U (Four Ninja)
15. BLACK NINJA
16. FINAL BOSS

## BOMBER RAID

MASTER SYSTEM

To obtain infinite lives, Jarrod from NSW says you'll need two pads. On the title screen, push Up, Left and buttons one and two on control pad two. Then, on control pad one, push button one twice. Then select your mission, and away you go!



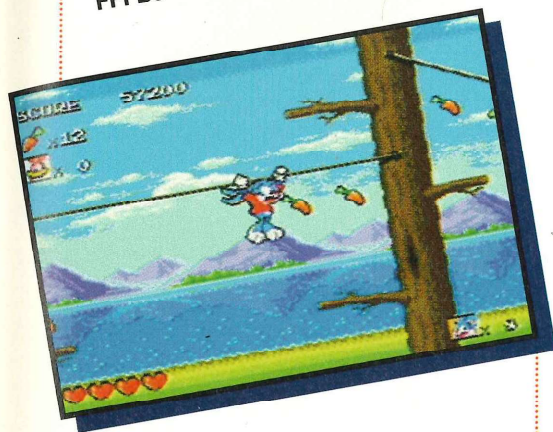
Reckon you can do better? Send your best cheats to:



# HINTS & TIPS

## TINY TOONS MEGA DRIVE

FFB09 00002 – Infinite lives  
FFFB0 B0002 – Infinite energy



## OUTLANDER MEGA DRIVE

Use these level codes for an easier time of it.

1. FYBY1QZFQ240Q0
2. 89D020JCY8CZ8
3. P69H0SK7YCKCX
4. TZZY2159Q9YK80

## MORTAL KOMBAT GAME GEAR

If you want gore on Game Gear, Wesley from NSW has the answer. Simply turn on the game, hold down all the buttons and wait for the codes screen. Keep holding all the buttons down, but wiggle the directional pad up and down. 'Now Entering Kombat' should come up, and once you start, all that tomato sauce will be flying.

## BATMAN: REVENGE OF THE JOKER MEGA DRIVE

For a level select, go to the password option and enter 5257. Press button A, and a lot of strange symbols will appear beneath the password. You can now use your level codes. To choose levels, first enter the level number, then the stage number. Always follow these digits with 00, or the code will not work.

## WONDERBOY MASTER SYSTEM

Ben of NSW has a new tip: when you are Hawke Man, and have collected the legendary sword from the castle, return to the village and save the game. Turn the system off, then back on again. Continue (using the new password), and then proceed to the room where you found the sword. Open the chest, and you will receive a stack of gold and a large heart. You can then return to the village and do the same cheat again, if you wish.

## GOLDEN AXE MASTER SYSTEM

From Hayden of VIC: when Game Over appears, press Up and both buttons for an extra credit. This can be done twice, and apparently works for *Afterburner* too.

## PITFIGHTER MEGA DRIVE

Jarrold from NSW tells us how to score three continues: start in one-player mode and fight through to level eight. Pause, plug in a second pad, then press Start on joystick two.

## SONIC THE HEDGEHOG MEGA DRIVE

Yes, it's Sonic again... Julian from SA swears that this is a goodie, so we'll trust him on it.

In the Design mode, pause the game, then hold down button B. You'll find that you can move around in slow motion; but don't press A while holding down B, or the game will be reset. To jump, use button C. Also, while holding B, button C can be used as a frame advance.



## LEMMINGS MEGA DRIVE

FFF49 1000F – Infinite diggers  
FFF49 0000F – Infinite miners  
FFF48 D000F – Infinite blockers  
FFF48 F000F – Infinite bashers  
FFF48 B00XX – Infinite floaters (XX can be any number from 0 to 63)





**Flashback contains some of the best animation around. On top of that, it's a huge and challenging adventure—not to mention tricky to finish. Tim Gadler is no stranger to flashbacks, so is just the fellow to guide you through.**

# Flashback

## Gamebuster

**J**ust for the record, *Flashback* is huge. To do it justice, we're running it in two parts, with the remaining levels explained next issue.

There are three grades of difficulty, but gameplay and layout are identical—there

are just more baddies in the harder modes.

This guide is based on the easiest, but is equally applicable to the more difficult versions—you'll just have to use that trigger finger more.

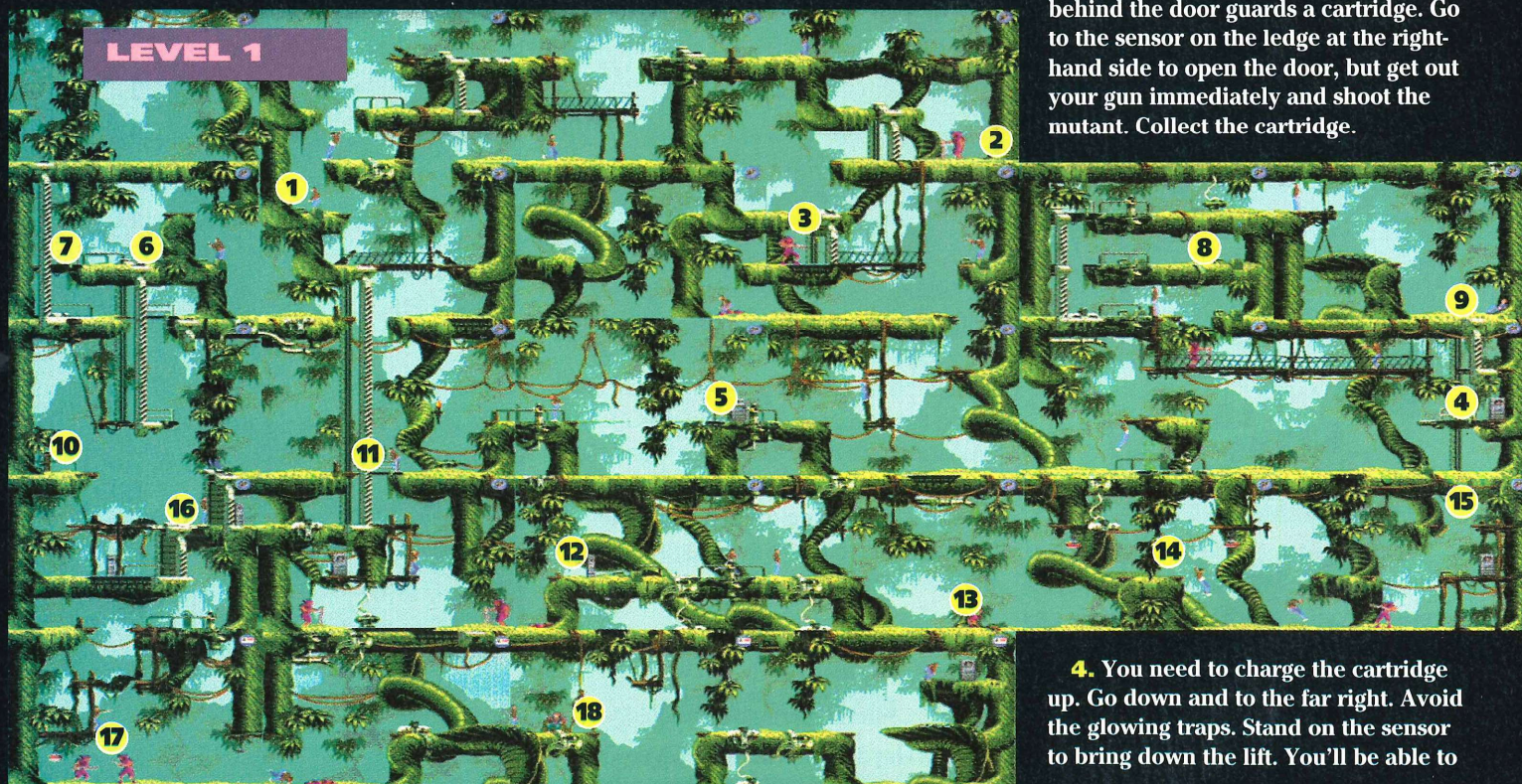
### LEVEL 1

**1.** Collect the Holocube. It's on the screen directly below you.

**2.** Go back up and head right as far as you can. You'll encounter the first of many mutants.

**3.** This is a teeny bit tricky. The mutant behind the door guards a cartridge. Go to the sensor on the ledge at the right-hand side to open the door, but get out your gun immediately and shoot the mutant. Collect the cartridge.

**4.** You need to charge the cartridge up. Go down and to the far right. Avoid the glowing traps. Stand on the sensor to bring down the lift. You'll be able to



### PASSWORDS

Lvl	Easy	Normal	Expert
1	PIXEL	FALCON	CLIO
2	BETSY	DATA	ARCTC
3	PANCHO	MILORD	BLOB
4	STUDIO	QUICKLY	STUN
5	TOHO	BIJOU	MIMOLO
6	AKANE	BUBBLE	HECTOR
7	INCBIN	CLIP	KALIMA

**To see the end sequence, enter:**  
CYGNUS

Here's a sneaky cheat that enables you to run through walls, doors, etc. Go right up to the wall you want to go through and turn around. Press A and push away from the wall. As soon as you start to move, let go of the A button, change direction, and press and hold A again. With a bit of luck, you'll go straight

through the wall. It does take a bit of practice, but makes for great short cuts.

### Action Replay code

You can play the Genesis import version on the Australian Mega Drive with these codes:

0018E86000

followed by

0024526038



## LEVEL 2: ASIA



grab onto it and reach the energy generator. Recharge the cartridge.

**5.** Run to the left, as far as you can go. When you get to the large, impassable gap, insert the cartridge into the cartridge lock and a bridge will appear.

**6.** Go left, being careful to avoid the glowing traps. Take the lift up, and go left again, over a ledge or two, until you find the stone. Drop the stone on the sensor to

card. Now go all the way back to the right, to where you found the teleporter. Pick up the stone you left on the sensor and the lift will go up. Drop through the hole it leaves and go down on the lift to the right.

**10.** There's a save point here; you'd be wise to save your game so far.

**11.** Go left and find a hole where previously there was a lift. Fall down the shaft and lower yourself down the ledges. Don't drop completely to the floor, but hoist yourself up quickly again. With any luck, the guards at the bottom will shoot each other. Head right.

**12.** Activate the switch, but jump over the sensor. This will get rid of the deadly force field.

**13.** Use the old 'throwing the stone behind the alien' trick to attract the mutant's attention, then jump down and let him have it.

**14.** Pick up the key. Draw your gun and roll onto the next screen to the right, firing immediately. Otherwise, there's a mutant who'll get you.

**15.** In the top-right corner, there's 500 credits, which is all you need (ignore the other cash lying around, as you lose it when you finish the level). Try and get it without setting off the sensor - it will make your life a lot easier if you can, as it activates the robot lasers on the previous screen. Climb onto the ledge to the left,

do a running jump and hoist yourself onto the overhanging ledge. Jump across and get the cash.

**16.** Now go all the way back to the left, past the lift shaft, and you'll be faced with a door. It's opened with the key; the door below is opened with the ID card.

**17.** Lower yourself into the next screen and move to the left, until you're on the platform immediately above the robot laser. Throw a stone and it should trigger the laser and kill the mutants. Roll to the right.

**18.** Go right 'til you reach the old man. Buy the Anti-G belt from him and leap into the pit. Level one, finito!

## LEVEL 2

**1.** Go right and lower yourself down the hole and drop. Bring up the elevator and climb onto the lower platform.

**2.** If you haven't yet perfected grabbing a ledge while doing a running jump, now's the time to learn - it's dead simple. Hold down A and tap left once. Keep A held down, and push up when hanging from the ledge.

**3.** Go left, climb the ledge and draw your gun so that you can immediately blow away the baddies on the screen to the right. After that, your friend Ian will give you your memory back. Talk to Ian again, and he'll give you a force field.

**4.** Lower yourself into the hole and kill the mutant. Pick up the fuse and climb onto the ledge on the right. Make a running jump, grab the platform, and clamber back up to the screen above.

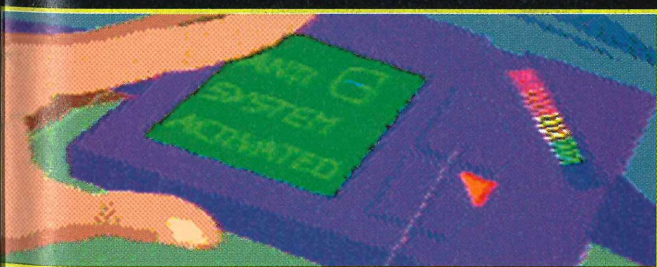
**5.** Use the fuse to fix the switch. Call the elevator and go up. Go up on the next elevator and go left. Press the switch and take the elevator down. Take the train to America. Get out and take lifts up (by pressing switches and tripping sensors) as far as you can go. Go left.

the right. A lift will come down.

**7.** Grab the teleporter from the lift and go back the way you came, all the way to the right, until you come to the generator again. This time, take the lift up and go to the left, making sure you kill the mutant.

**8.** On the screen above, trigger the sensor to the right and the lift will move up. Jump over to the sensor to the left and clamber up the platform. Repeat this on the middle platform. Clamber up and go right.

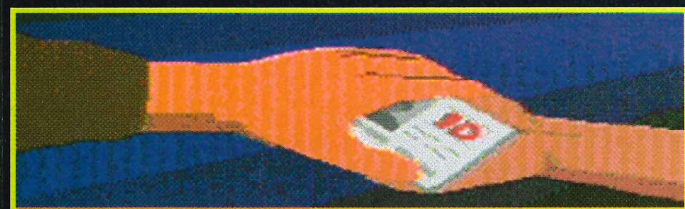
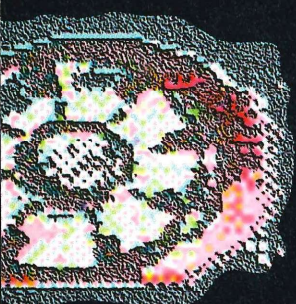
**9.** Give the wounded man the teleporter. In return, he'll hand you an ID





# Flash Back

## LEVEL 2: AFRICA



**6.** Talk to the barman. Go right as far as you can and take the lift up to the forger.

**7.** Jack (the forger) will say you need money. Looks like the only thing for it is an honest day's work... Go back down to the train station and get off at Africa. Go up on lifts as far as you can, and go left.

**8.** Talk to the first man and take the lift up. Go to windows A, C and B and then go and talk to the boss. Give him your ID card and he'll give you a work permit. Go back to the subway and travel to Europa.

**9.** Take lifts to the top, once again, and go left. There's a set of screens – go to the one that's working and you'll be given your first job. Note the save point below you – it's worth using between jobs. There are five jobs, which must be completed in order.

### Job 1:

**10.** Go to Asia and go right as far as you can. Talk to the woman and she'll give you a parcel.

**11.** Go to Africa and up to the top – be wary of a mutant ambush – and right. Give the man behind the desk the parcel. That wasn't so bad, was it?

### Job 2:

**12.** Go to Africa and take the lift up to Restricted Area Two. Talk to the VIP and bring up the elevator for him.

**13.** Go right, climb up and go through the open doorway at the top.

**14.** Go right and jump over the mine. Lower yourself down and go back to the left, 'til you see the VIP. He'll follow you all the way to the right. Take the lift down.

**15.** Climb up and kill the mutant. Pick up the key, climb over the wall to the left and put the key in the lock. Draw your gun and go left, firing as soon as you get onto the next screen.

**16.** Go left and shoot the hovering droids. Climb to the top and pick up the key. Go down and head right, back to the lock. Insert the key, walk left to the elevator, then go down and walk left. The VIP will thank you for a job well done and you'll be teleported back to the CES.

### Job 3:

**17.** Go to the right and give the man the photograph. He'll tell you he's seen the guy you're after in the bar. Take the train to America and go up to the bar (you know the way by now).

**18.** The guy at the left-hand end of the bar will tell you to go to Restricted Area One. It's just down the elevator.

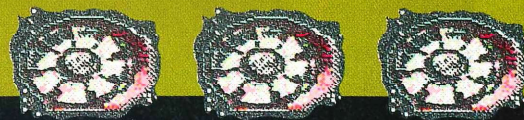
**19.** The rather dubious-looking cop will tell you that the guy you want is at the back of the bar. Here we go again, back up the elevator.

**20.** Draw your gun when you see the man. A mutant will appear, so blast him away. The man will tell you to go back and see the cop. Sigh! The cop shows his true colours, so blast him away and grab the key he leaves. Then go back to behind the bar. Put the key in the lock.



Level two consists of four main areas, linked through the subway. The map tells you where you are.





## LEVEL 2: AMERICA



## LEVEL 2: EUROPA

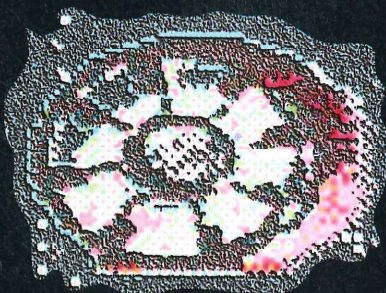
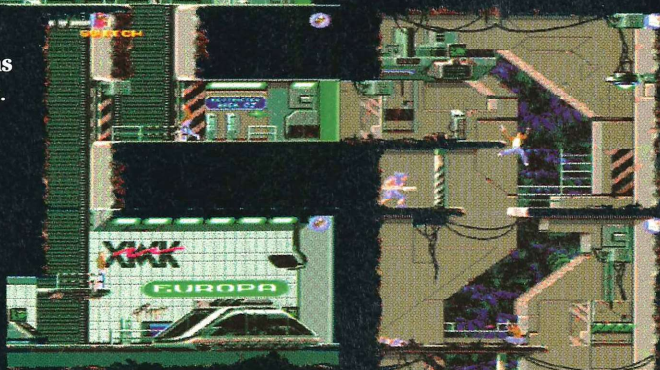


**21.** Drop down the hole that opens and save the game at the Save point. Now, move right and don't stop firing.

**Job 4:** See over the page.

**Job 5:**

**26.** Go to Restricted Area Three. Get your weapon out for this one and use your force field lots – there are tons of mutants



around. Jump off the platform and then lower yourself down into the next screen and get the key from the bottom.

**27.** Go down again, through the door, then head left and open the second door with the key. Go left.

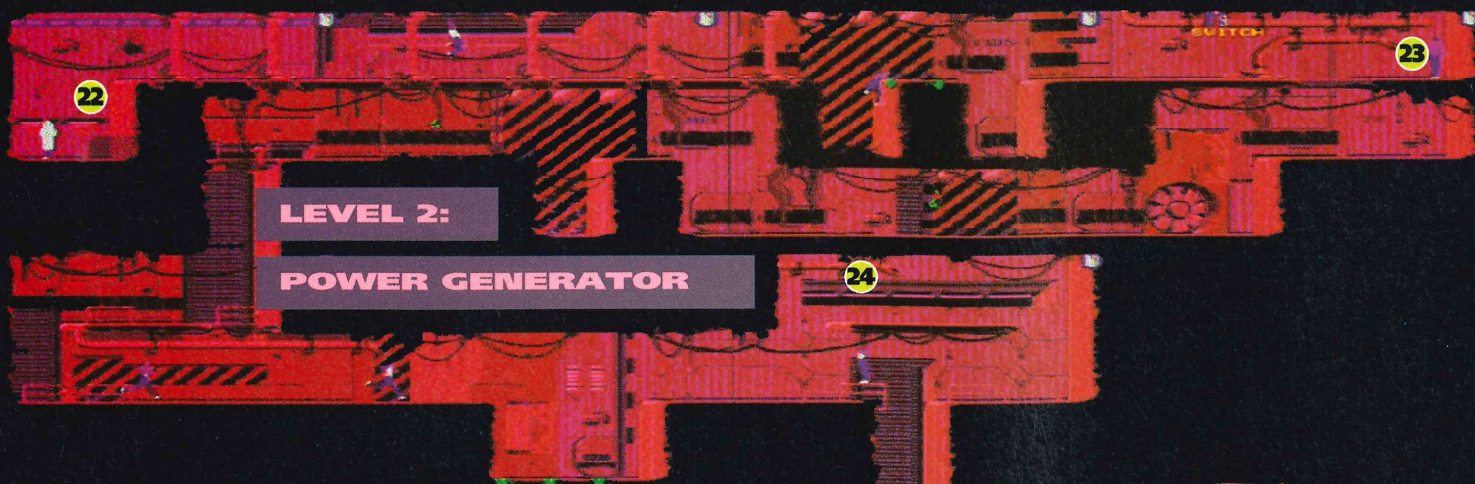
**28.** Pick up the stone and throw it at the sensor. A door will open above you. Go through it, being careful of the bomb that drops from above. Take just one step onto the screen to the left, and then jump over the mine, hanging on the ledge as you land, and pulling yourself up. Climb up to the top of the screen and activate the sensor, then come back down again and jump to the screen below.

**29.** Go to the immediate right, jumping over the sensor so you don't set off the robot laser. Pick up the credits and the key at the bottom-right of the screen and head back. Drop down and head to the right.

**30.** Kill the mutant that wears the hover pack. Drop down and insert the key into the lock and kill the hovering robot. That's the final mission over and you'll be loaded. Head back to the forger, give him the dosh and the identity papers are yours.

**31.** Head back, through Europa, and go right, past the lift. Give the bloke behind the desk the papers and you're on telly!





## Job 4:

**22.** Go to the teleport directly below the job screens. Make sure you're holding the board in your hand as soon as you arrive at the generator sub-level. Speed is most definitely of the essence—you're going to have to be fast. Climb the ledge and run, doing a running jump when you see the pit. Do a normal jump over the next pit and run all the way to the right.

**23.** Press the switch and the floor opens up. Jump down and run to the left, doing rolls under the jets of poison. You'll have to climb up a wall and jump a

pit on the way. Go down the lifts and run to the right. Do a running jump over the large pit. *Don't* drop down the pit on the next screen!

**24.** Climb onto the platform and a lift will come up. Go down on the lift and run to the right.

**25.** The card fits into the third slot on the generator. Wipe the perspiration from your brow and get ready for the last dead-end job.

## LEVEL 3

*Some simple ground rules: The tower is cyclic; go far enough and each level will come back on itself. There are lots of mines and bombs that drop from above. Keep an eye out. Be ready to use your gun at all times – if it isn't you, then kill it.*

**1.** Go as far as you can to the left (or right, it doesn't really matter) and activate the switch. Then go as far as you can in the opposite direction and take the lift up.

**2.** Climb up the ledges and go to the left. Activate the switch and go through the hole in the floor. Go left.

**3.** There are a couple of little hovering robots who jealously guard a save point. To get to the save point you have to roll under the barrier, which is highly recommended. Kill both robots to open a door to the

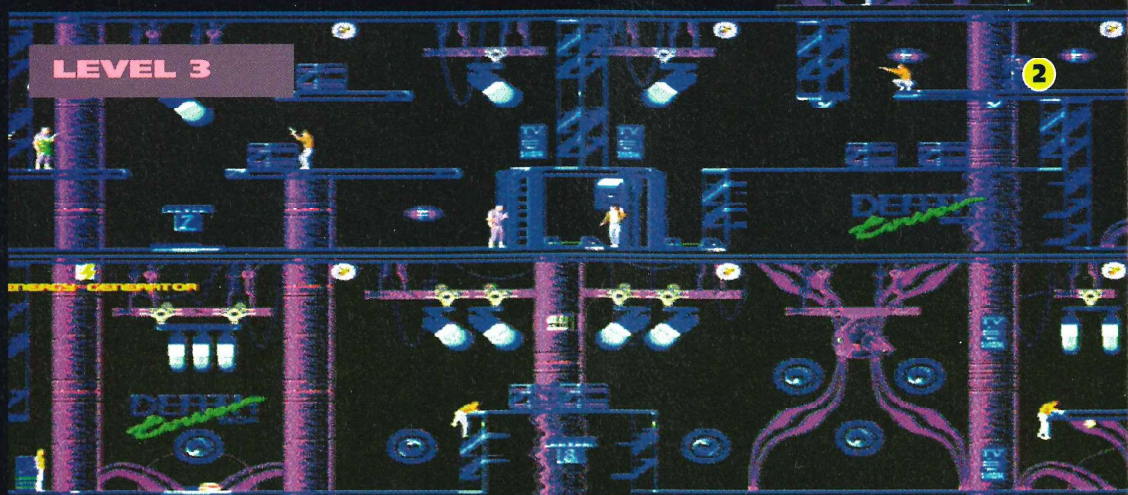
left. Go through it and up, on the lift.

**4.** Climb up, go to the right and activate the switch. Then head back left.

**5.** Roll into the laser beam trap which fires the gun. Remain in a crouch. As soon as the gun fires, jump up and pull yourself over the ledge.

**6.** Head left. The floor just before the Energy Generator collapses, so be careful. You'll more than likely need your batteries topping up at this point.

**7.** There are more collapsing floors just above these bombs. Be careful! Once safely past, carry on to





# Jawsnapper

the left and you'll reach the elevator.

**8.** Roll under the low platform, then through the laser beam, which simultaneously opens a hole above you and fires a gun. Go up through the hole and save your progress. Walk towards the edge of the screen and then jump to the left. You should find yourself clinging to a ledge. Do a running jump from the next ledge along and pull yourself up to the high platform. Carry on to the lift.

**9.** Go right and activate the switch. Climb onto the top-left platform and make a running jump across to the top-right platform.

**10.** Head right and top up your flagging

levels with the Energy Generator.

**11.** Carry on to the right on the middle platform. Climb up and activate the laser switch. Go back to the left and down to the lower level and go to the right. Trip the laser switch and go to the lift.

**12.** Not much else to do but kill everything you see. Save

your position and head to the lifts.

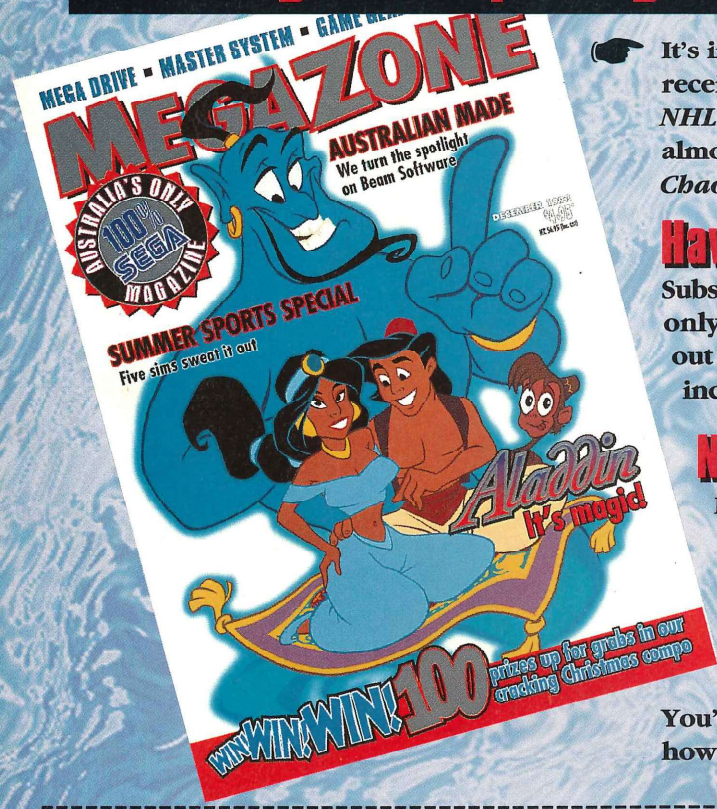
**13.** Hit the switch and head to the lift.


**14.** Just don't stop firing! Kill the final guy and it's Earth, here we come! (And you'd jolly well better buy the next issue of Megazone to see how to get through the rest of the levels!)





## Great games up for grabs in our fabby EA Mega Draw



 It's incredible, but true. One exceptionally lucky subscriber will receive a super EA pack containing *General Chaos*, *Jungle Strike*, *NHL Hockey '94*, *Haunting* and the 4-Way Play Adaptor. And 10 almost-as-lucky readers will have their very own copy of *General Chaos*. You've got to be in it to win it!

## Have more cash to spend on games

**Subscribing saves you money. For a 12-month subscription, you only pay for 10 issues. Choose the six-month option, and shell out for just five. And you'll be protected against any future price increases for the duration of your subscription.**

# Never leave your house again

**Megazone will be delivered to your door every month, fresh, crisp and lovingly wrapped in polythene. Save yourself the trouble of ransacking the local newsstands for a copy.**

## Be more attractive to the opposite sex

**Megazone is packed full of reviews, news, hints and tips. You'll be able to talk with authority about the latest games *and* how to beat them. Admirable qualities in everyone's book.**

**YES** Get busy and send me ☐ **12 issues** of **MEGAZONE** for \$49.50 **OR** ☐ **6 issues** for \$24.75

**And** enter me in the the draw to win exciting **Electronic Arts** goodies.

☐ I am a new subscriber      ☐ I am extending a current subscription

☐ I enclose a cheque/money order payable to Mason Stewart Publishing. OR debit my credit card

☐ BANKCARD ☐ VISA ☐ MASTERCARD ☐ AMEX

[illegible]

Cardholder Name \_\_\_\_\_ Signature \_\_\_\_\_

Subscriber's Name \_\_\_\_\_

Address	Postcode
---------	----------

Contact Phone	<input type="text"/>	Home	<input type="text"/>	Work	<input type="text"/>
---------------	----------------------	------	----------------------	------	----------------------

Send coupon to Freepost 33.\* The Subscription Manager, Megazone, PO Box 746, Darlinghurst, NSW 2010

Allow 6-8 weeks for delivery of the first issue. \*No postage stamp required if mailed in Australia.

Offer available to Australian residents only. Please ring for overseas rates. Offer expires 31/12/93

MZ 1293





# MEGAZONE READER SURVEY

**OK, TELL THE TRUTH  
OR THE HEDGEHOG GETS IT**

**1 Which Sega machines do you own, intend to buy, or have access to (via friends, etc)?**

	OWN	INTEND TO BUY	HAVE ACCESS
A) Master System	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
B) Mega Drive	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
C) Mega-CD	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
D) Game Gear	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>

**2 Which computers or other games systems do you own?**

	OWN	INTEND TO BUY	HAVE ACCESS
A) Amiga	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
B) PC	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
C) Atari ST	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
D) Apple Mac	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
E) Super Nintendo	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
F) NES	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
G) Game Boy	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
H) Atari Lynx	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>

**3 How long have you been playing video games?**

- 1 ☐ Up to 3 months  
2 ☐ 4-6 months  
3 ☐ 7-12 months  
4 ☐ 12 months-2 years  
5 ☐ More than 2 years

**4 Please tell us how many games you own?**

- 1 ☐ None  
2 ☐ 1-3  
3 ☐ 4-6  
4 ☐ 7-10  
5 ☐ More than 10



**5 Please tell us how many of these would have been bought for you as presents?**

- 1 ☐ None  
2 ☐ 1-3  
3 ☐ 4-6  
4 ☐ 7-10  
5 ☐ More than 10

**6 How often do you buy or get given a new game, on average?**

- 1 ☐ Never  
2 ☐ 1-3 per year  
3 ☐ 4-6 per year  
4 ☐ 7-11 per year  
5 ☐ 1 per month  
6 ☐ More than 1 per month



**7 How often do you rent a game?**

- 1 ☐ Never  
2 ☐ 1-3 per year  
3 ☐ 4-6 per year  
4 ☐ 7-11 per year  
5 ☐ One per month  
6 ☐ More than 1 per month

**8 To what extent do the following factors influence your choice of games?**

	A LOT	A LITTLE	NOT AT ALL
A) Games magazine review	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
B) Games magazine preview	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
C) Recommendation by a friend	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
D) Advertisements	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
E) Saw it on TV	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>
F) Saw it in shop	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>

**9 What extras do you intend to buy within the next 6 months?**

- 1 ☐ Joystick or joypad  
2 ☐ Cheat cart  
3 ☐ Foreign cart converter  
4 ☐ Other \_\_\_\_\_

**10 Where do you normally buy your games and equipment?**

- 1 ☐ Specialist computer shop  
2 ☐ Via mail order  
3 ☐ Virgin Megastore  
4 ☐ Electrical retailer (eg: Brashs)  
5 ☐ Department store (eg: Grace Bros)  
6 ☐ Discount variety store (eg: K-mart, Woolies)  
7 ☐ Toy shop  
8 ☐ Other \_\_\_\_\_

**11 How often do you buy import games?**

- 1 ☐ Never  
2 ☐ 1-3 per year  
3 ☐ 4-6 per year  
4 ☐ 7-11 per year  
5 ☐ 1 per month  
6 ☐ More than 1 per month

**12 What do you think of the price of games?**

- 1 ☐ A good deal  
2 ☐ About right  
3 ☐ Too expensive

**13 How long do you spend playing games per week?**

- 1 ☐ 1 hour or less  
2 ☐ 2-4 hours  
3 ☐ 5-10 hours  
4 ☐ 11-20 hours  
5 ☐ Over 20 hours



**WHADDYA MEAN  
YOU WANT MORE  
MADONNA PICS?!**

**14 How often do you buy Megazone (or have it bought for you)?**

- 1 ☐ Every issue  
2 ☐ Every couple of months  
3 ☐ Once or twice per year  
4 ☐ This is the first time

**15 What made you buy this copy of Megazone?**

- 1 ☐ The cover  
2 ☐ A competition  
3 ☐ A giveaway  
4 ☐ A games review  
5 ☐ A feature  
6 ☐ Hints & Tips  
7 ☐ I always buy Megazone  
8 ☐ I'm a subscriber  
9 ☐ Other \_\_\_\_\_





**16** How likely are you to buy the next issue of Megazone (or have it bought for you)?

- 1 ☐ Definitely will buy it  
2 ☐ Very likely to buy it  
3 ☐ Fairly likely to buy it  
4 ☐ Not likely to buy it  
5 ☐ Definitely won't buy it

**17** How long have you been reading Megazone?

- 1 ☐ This is the first time  
2 ☐ Less than 3 months  
3 ☐ 3-6 months  
4 ☐ 7 months to a year  
5 ☐ Over a year

**18** How many people will read this copy of Megazone?

- 1 ☐ Just me  
2 ☐ 1 other person  
3 ☐ 2-3 other people  
4 ☐ 4-5 other people  
5 ☐ More than five other people

**19** Where do you usually buy Megazone?

- 1 ☐ Subscription  
2 ☐ Newsagent  
3 ☐ Computer store  
4 ☐ Other retailer



**20** Who pays for it?

- 1 ☐ You  
2 ☐ Your parents  
3 ☐ A friend

**21** Compared with the price of other magazines, do you think Megazone is:

- 1 ☐ A good deal  
2 ☐ About the right price  
3 ☐ Too expensive

**22** To what extent do the following factors influence you when you decide to buy a magazine?

- |                                | A LOT  | A LITTLE | NOT AT ALL |
|--------------------------------|--|----------|------------|
| A) Picture on the cover        | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| B) Number of pages (thickness) | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| C) Price                       | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| D) Particular articles         | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| E) How fab and cool it looks   | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| F) Poster                      | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| G) Free gift                   | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |
| H) All my friends buy it       | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |          |            |

**23** How do you rate Megazone?

- 1 ☐ Utterly brill  
2 ☐ Good  
3 ☐ OK  
4 ☐ Bit dodgy  
5 ☐ Totally crap



**24** How would you rate the following sections of the magazine?

- |                              | UTTERLY BRILL  | GOOD | OK | BIT DODGY | TOTALLY CRAP |
|------------------------------|--|------|----|-----------|--------------|
| A) Cover                     | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| B) Mega Mouth                | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| C) News                      | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| D) Psychic Sandy's Game Gaze | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| E) Reviews                   | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| F) Hints & Tips              | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| G) Gamebusters               | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| H) Rex Vector                | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| I) Competitions              | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| J) Posters/Gifts             | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |

**25** In the past three issues, we've featured three gifts. If you have bought these issues, please rate each gift.

- |                     | UTTERLY BRILL  | GOOD | OK | BIT DODGY | TOTALLY CRAP |
|---------------------|--|------|----|-----------|--------------|
| A) Poster (Oct.)    | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| B) Postcards (Nov.) | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| C) Tattoos (Dec.)   | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |

**26** We redesigned Megazone from the October issue. Comparing this mag with the 'old' Megazone, how would you fill in our report card?

- |                      | UTTERLY BRILL  | GOOD | OK | BIT DODGY | TOTALLY CRAP |
|----------------------|--|------|----|-----------|--------------|
| A) Easy to read      | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| B) Informative       | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| C) Spunky to look at | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| D) Relevant          | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |
| E) Good value        | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> |      |    |           |              |

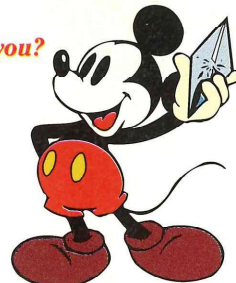
## C'MON, C'MON, SPILL THE BEANS

**27** Are you

- 1 ☐ Male  
2 ☐ Female

**28** How old are you?

- 1 ☐ 9 or younger  
2 ☐ 10-12  
3 ☐ 13-15  
4 ☐ 16-18  
5 ☐ 19-21  
6 ☐ 22-30  
7 ☐ Older than 30



**29** What do you do?

- 1 ☐ School student  
2 ☐ Uni/tech/college student  
3 ☐ Full-time employment  
4 ☐ Part-time employment  
5 ☐ Unemployed  
6 ☐ Other \_\_\_\_\_

**30** What do you enjoy doing out of the following?

- |                        | LIKE   | IT'S OK | DISLIKE |
|------------------------|--|---------|---------|
| A) Watch TV            | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |
| B) Play sport          | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |
| C) Watch videos        | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |
| D) Listen to music     | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |
| E) Play arcade games   | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |
| F) Go to the cinema    | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |
| G) Listen to the radio | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> |         |         |

**31** Which of the following do you regularly buy?

- 1 ☐ CDs and tapes  
2 ☐ Takeaway food/drink  
3 ☐ Books  
4 ☐ Comics  
5 ☐ Videos  
6 ☐ Clothes



## THIS IS YOUR LAST CHANCE...

Name the best game of the year on

MEGA DRIVE \_\_\_\_\_ MASTER SYSTEM \_\_\_\_\_  
GAME GEAR \_\_\_\_\_ MEGA-CD \_\_\_\_\_

Name the best game EVER! \_\_\_\_\_

SEND COMPLETED SURVEY TO: Freepost 33\*  
Megazone Reader Survey, PO Box 746, Darlinghurst 2010

\*No postage required if mailed in Australia



SEGA

MEGA DRIVE



# Disney's Aladdin

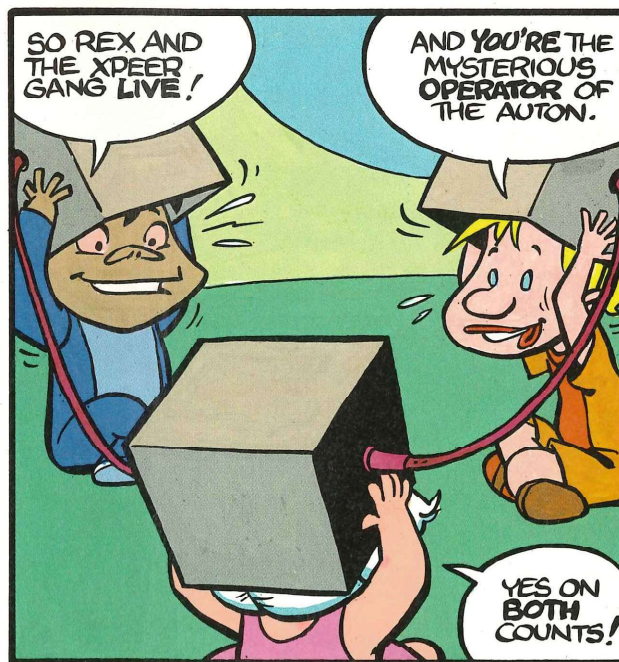
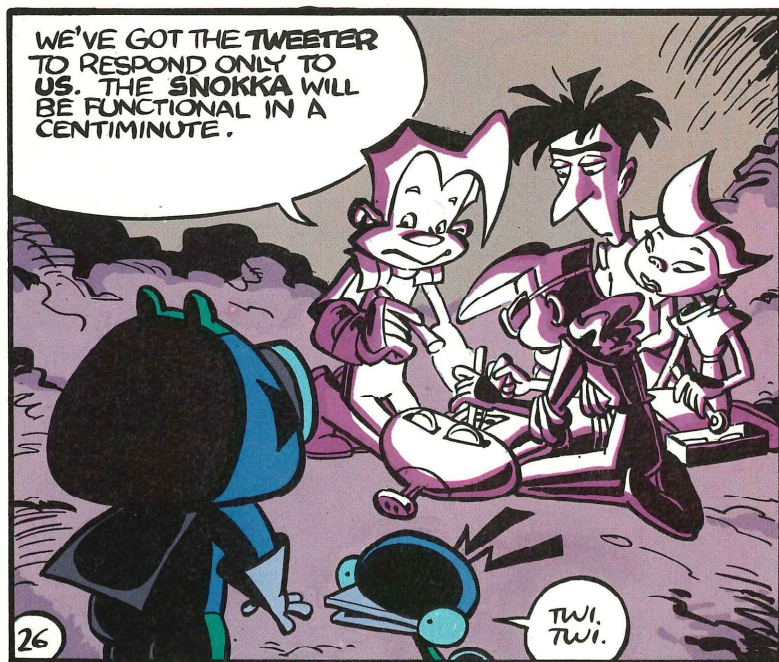
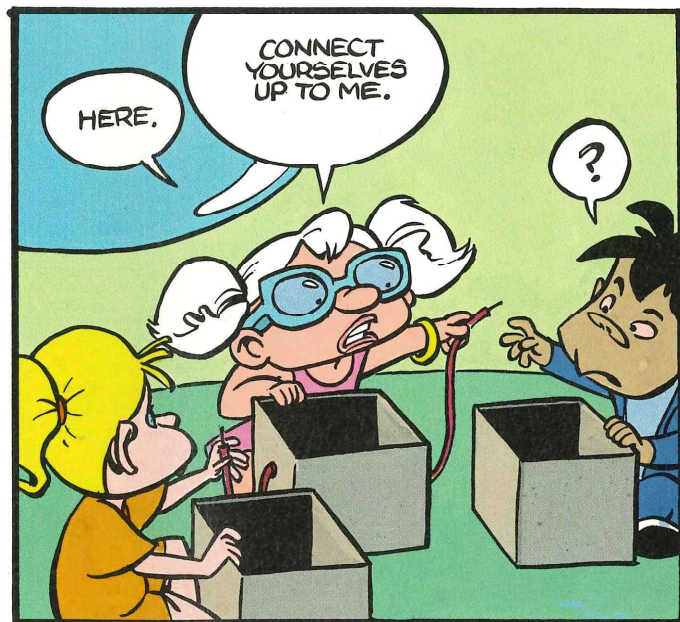
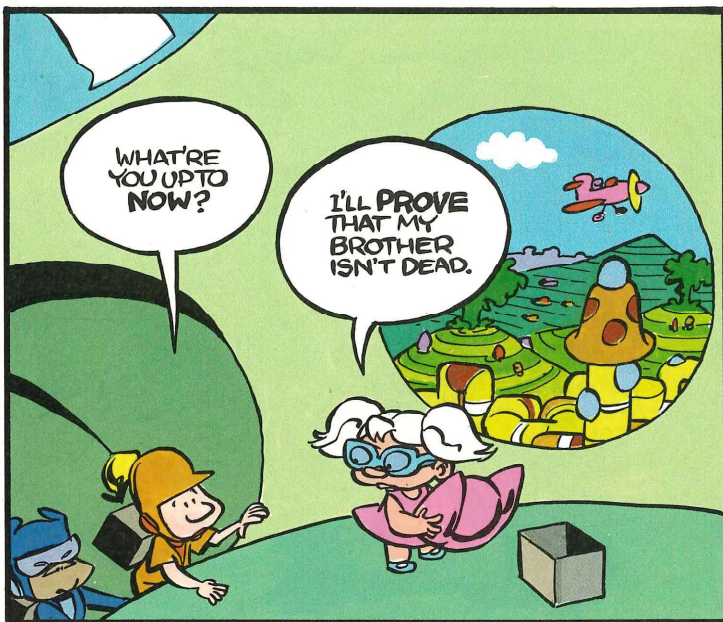
Disney  
SOFTWARE

16-BIT CARTRIDGE

FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM

Virgin





TO BE CONTINUED...

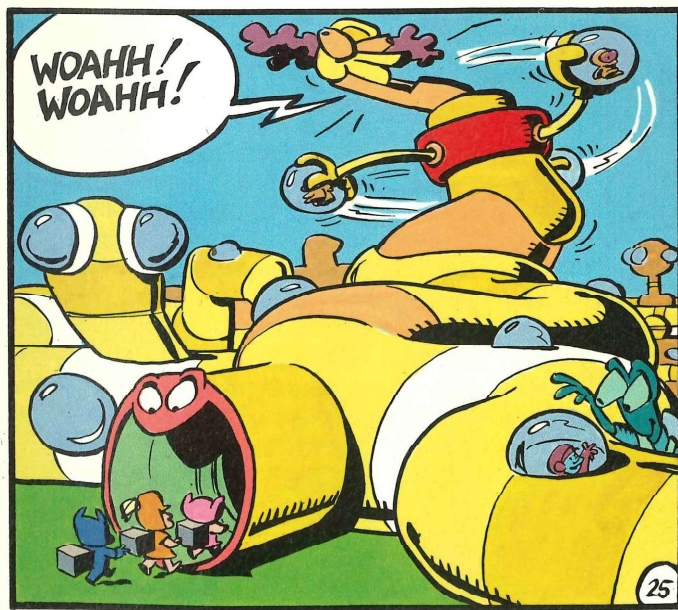
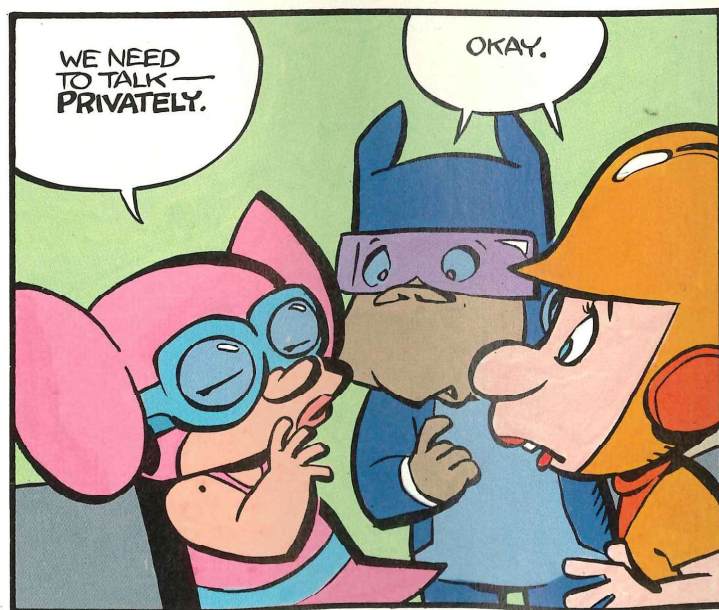
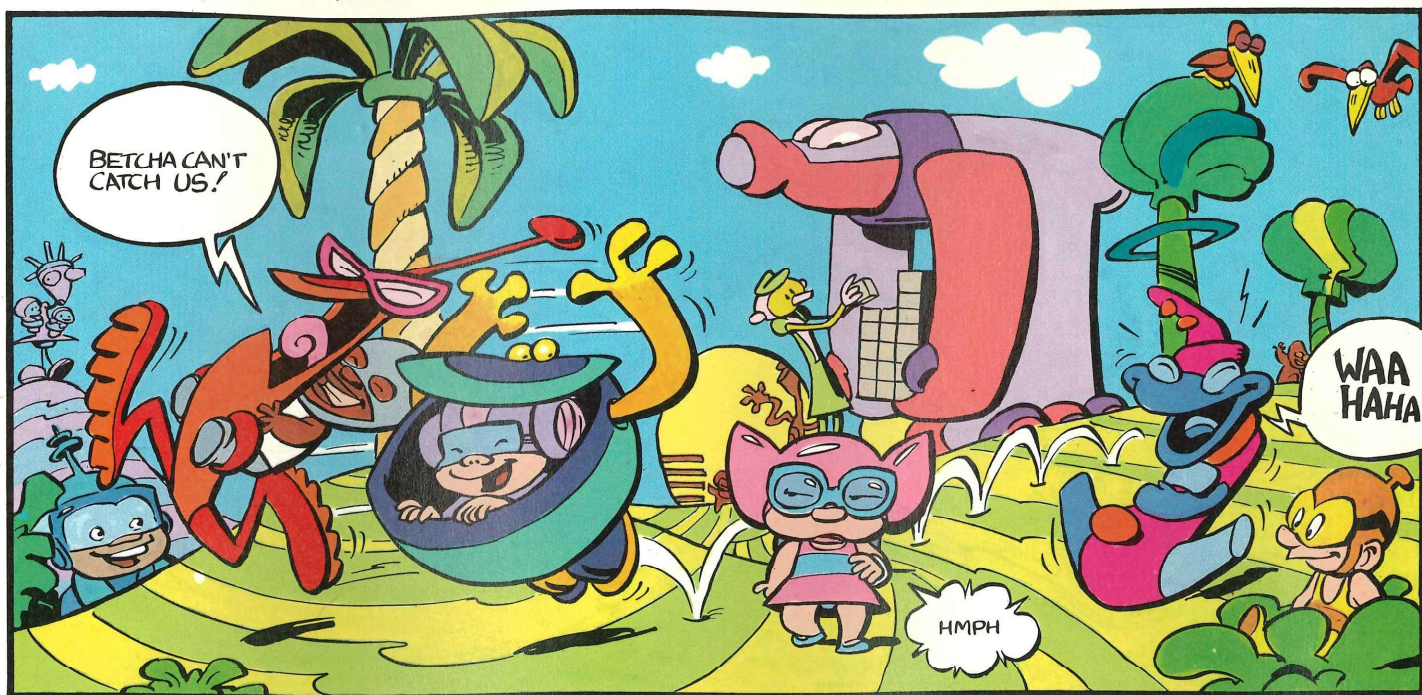


# REX VECTOR

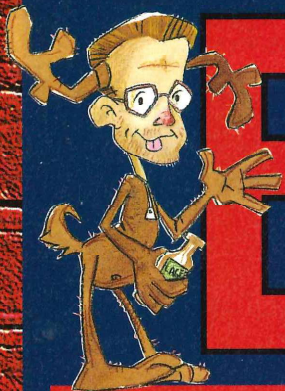
BY FIL  
BARLOW

©COPYRIGHT 1993

THE STORY SO FAR:- REX AND THE XPEER GANG ARE HIDING ON THE PSEUDO-WORLD VIOLANTIS. WHILE REX'S SISTER, MERTIL, HAS JUST ARRIVED AT PLAYMALL...







**C**hristmas is the time of year when everyone is full of festive cheer, and folk are brimming with goodwill, not to mention Christmas 'swill'.

Oh yes, and of course there are all those pressies too...

The Megazone crew went to Santa's grotto and took turns sitting on the big man's knee.

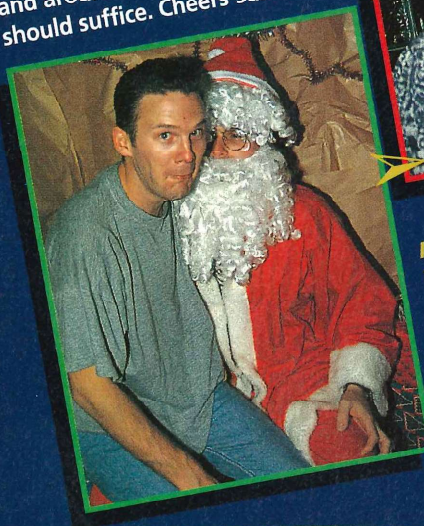
Hello little girl, would you like to see some reindeers? No, don't do that, it makes Santa uncomfortable. What can I do for you, Sandra? A nice doll's house, perhaps...?

All I want for Christmas is world peace, an end to poverty, and for people to live together in harmony.

Oh yes, and a Mazda 121 in metallic green wouldn't go amiss!

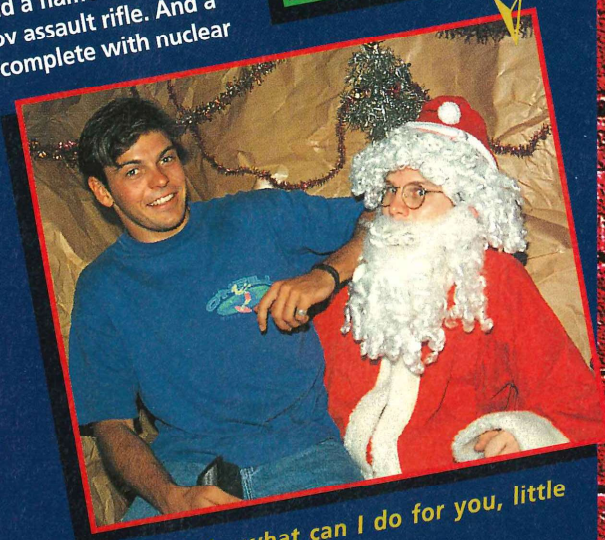
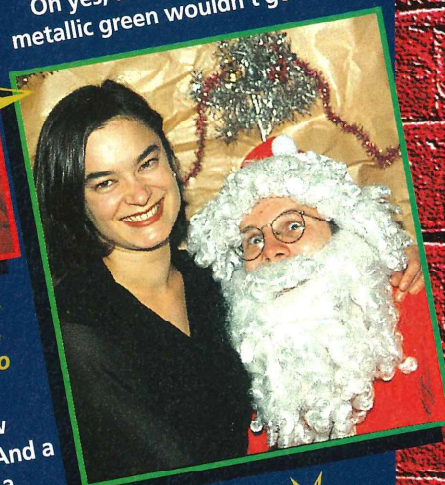
Ho, ho, ho. Adam, is it? You're witty, charming, devilishly handsome. What more could you possibly want?

Well, now you mention it, a personal yacht, a private island and around three million dollars should suffice. Cheers Santa!



Hmmm, I see. Moving swiftly onwards. Duane, I've got surplus of these wooden rocking horses. They used to be very popular, but I can't seem to shift them nowadays...

Not for me, buddy. I've had my eye on a new petrol-driven chainsaw. And a flamethrower. And a semi-automatic Kalashnikov assault rifle. And a Tomahawk cruise missile, complete with nuclear warhead...



Ah, Chris, what can I do for you, little chap?

I don't want anything. What, nothing at all?

No.

Well, at least somebody's going to get what they want!

## COMPETITION WINNERS

**W**e'd like to say congratulations once again to those who have won prizes announced in issues in the four months prior to October.

Unfortunately, some of you may be wondering where the hell your prizes are.

They're ready and waiting for you. It's just that your addresses (ahem) got 'lost in the move' when the magazine absconded from Sega.

If your name appeared on the prize winners' list, then get in touch with Sega direct. Call (02) 317 0000, and ask to speak to marketing; or write to Sega Ozisoft, Locked Bag 7, Rosebery 2018.

**MAKE IT YOUR NEW YEAR'S RESOLUTION:**

**ISSUE 35**

**IS AT YOUR LOCAL NEWSIE'S FROM 29TH DECEMBER\***



When it comes to speed Wiz 'n' Liz take on all-comers and leave them standing.

They're the greatest magicians on the Planet Pum, their spells are truly amazing, their huge collection of pet wabbits, legendary.

But now everything's gone wrong. In a rash moment of mis-spelling they set their beloved wabbits free and now it's a race against time to capture them.

With exploding wabbits, a crazy cauldron, hundreds of spells and the fastest gameplay ever, Wiz 'n' Liz's

frantic Wabbit Wescue will kick your video gaming into warp speed.

Catch them now on Mega Drive – if you can.

Need help? Call the Wiz 'n' Liz spell line.

"The two player game is everything that the jerky,

fuzzy head-to-head option on Sonic 2 should have been."

MEGA UK

"Fantastically fast and furiously funny."

MEGA DRIVE ADVANCED GAMING UK

"It's one of the fastest things since pre-puberty."

DOMINIK DIAMOND, SMASH HITS UK

**CATCH THEM IF YOU CAN**



WIZ 'N' LIZ AVAILABLE ON MEGA DRIVE FROM ALL MAJOR VIDEO GAMES OUTLETS.  
FOR HINTS & TIPS ON WIZ 'N' LIZ AND INFORMATION ABOUT THE LATEST VIDEO GAMES RELEASES FROM SONY ELECTRONIC PUBLISHING RING 0055 33135\*  
\*70c PER MINUTE. IF UNDER 18, PARENTS O.K. REQUIRED.



**EA SPORTS**  
ELECTRONIC ARTS



**FIFA**  
**INTERNATIONAL**  
**SOCCER**



BY ELECTRONIC ARTS  
Licensed by Sega Enterprises Ltd. for play on the SEGA™ MEGA DRIVE™

"From what we've seen of EA SPORTS Soccer, this release is set to blow every other MD footie sim off the pitch...miss it and you'll be sick as a parrot!"  
**SEGA FORCE MEGA**

"The players move superbly...The graphics really capture the feel of grandstand football"  
**MEGATECH**

"This game looks set to advance videogame soccer further than any title before."

"A great feat of simulation detail."  
**MEGA ACTION**



Composite screenshot

**Unique 3D gameplay perspective for the most realistic view of Soccer ever**

**EA SPORTS**  
ELECTRONIC ARTS