

PLAY **BC RACERS** ON YOUR MEGA-CD TODAY!

Mega

POWER



FEBRUARY 1994

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ISSUE 18

not an official sega publication

THE **ONLY** GUIDE FOR SEGA MEGA-CD OWNERS

BC RACERS

Race through the desert in our unique playable demo!

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REVIEWED:

**THE LAWNMOWER MAN
BC RACERS
PITFALL**



FEATURED

★ BC RACERS ★ CORPSE KILLER ★ SUPREME WARRIOR ★
PITFALL ★ THE LAWNMOWER MAN ★ HEART OF THE ALIEN
★ REVENGERS OF VENGEANCE ★

INSIDE



BC RACERS - it's pre-hysterical
Cool n' crazy CLIFF ACE is gettin' in some quality time
with his cave-babe ROXY as they speed n' smash their
way on a dino-powered dirtbike through 32 howlin'
heats in a madcap, 3D, cartoon race against a hardrock
host of rocky racers! Up to 2-players.

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DESIGN LIMITED

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MEGA-CD

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PRESS

s t a r t

Welcome to the February issue of *Mega Power*. Now, you may be wondering what happened to January. Well, due to unforeseen problems with the Xmas *SEGA PRO* CD cover disc, the December issue of *Mega Power* had to be delayed by a couple of weeks. To get the magazine schedules back in sync, this meant that the January *Mega Power* was skipped, so we're straight onto February! At least it meant we had plenty of time to make sure you got the *BC Racers* disc demo we promised. The Core Design prehistoric racer is also reviewed in this issue, so you can check out what the rest of the game's like. Many thanks again to Core for their superb cooperation.

Inside this issue you'll also find previews of Digital Pictures' FMV games *Supreme Warrior* and *Corpse Killer* (plus news of *Slam City* and *Kids On Site*). We also bring you reviews of *Heart Of The Alien*, *The Lawnmower Man*, *Keio Flying Squadron* and *Revenagers Of Vengeance*. Once again, there wasn't room for any *Mega Drive* reviews this month – which is a good sign really, indicating the growing support for the *Mega-CD*.

I hope you enjoy both the demo and the magazine and continue to read *Mega Power* in 1995. Happy New Year.

Phil King

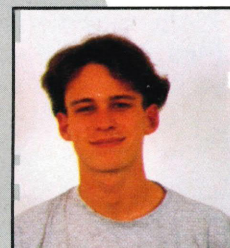
phil king

Phil has enjoyed playing Core Design's *BC Racers* this month, as he really loves punching away at his opponents. If only he could this in real life to other drivers! Although a very quiet guy in the office, when Phil gets behind the wheel he turns into a real speed demon. It's like a scene from *Jekyll And Hyde* as he starts snarling at other road users and making rude gestures when they cut him up. It's just as well he hasn't got missiles built into his Ford Escort or there'd be cars exploding all over the place!



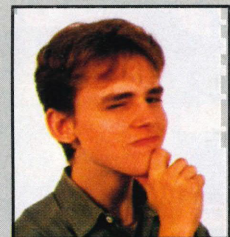
mark hill

Mark got very excited while watching the National Lottery draw the other week, as the first three numbers out were on his ticket! No wonder he was shaking like a leaf. But just as he started thinking of what he could do with the six million quid, it all turned into an anticlimax as none of his remaining numbers came up. Mark says the tenner he won won't change his life! In fact, he's been as busy as ever, providing plenty of reviews for this issue of *Mega Power* – the magazine that never fails to hit the jackpot.



Mark Pilkington

There were gasps of amazement – and screams of horror – in the office when we discovered that young Pilky had passed his driving test at the first attempt. This is particularly amazing as we'd tested him on his highway code the day before, and he didn't have a clue! All the same, we congratulate Pilky on his success. He's already got a Metro car lined up, although it needs a 'bit of work' done on it – it's only got three wheels at the moment!



Extra-special thanks to DREAM MACHINES in Hartlepool (0429 869 459) and VIDEO GAMES CENTRE in Bournemouth (0202 527 314) for supplying our import games.

**MEGA
POWER**

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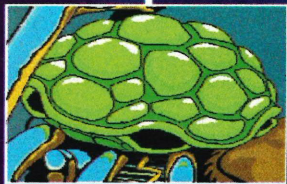
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MEGA

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Find out how to ride your stone-age bike in this month's wacky disc demo. Line up on the *BC Racers* grid on page 10...

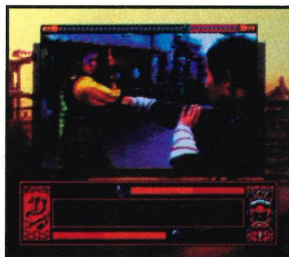
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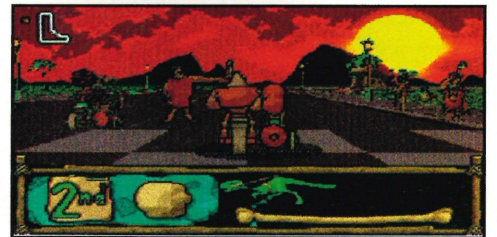


Digital Pictures break new ground in the beat-'em-up genre, replacing sprites with spectacular video footage.

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Activision's Nineties version of their classic platform game hits the CD with three more levels than the cart version.



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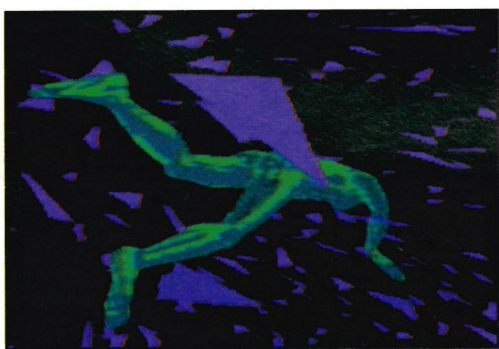


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february 1995

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Interesting Fact #341: 'Lawnmower' has an 'N' in it! But will Time Warner's VR movie licence spell success?



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Mystic Maggie reads her runes to predict which dazzling demo will be on next month's cover disc. Jiggery-pokery!

POWER NEWS



the stock markets and alter historical events. As a cop in the Time Enforcement Commission, Max Walker (Van Damme) is on the trail of a corrupt senator who's using time travel to fund his presidential campaign. At the same time, Walker has the chance to save his wife who was murdered ten years ago.

It's a great movie with some stunning special effects and combat action, so it's ideally suited to a video-game conversion. However, the game will be based more on the original Darkhorse *TimeCop* comic books, allowing the inclusion of more time zones. Thus you'll come up against Neanderthals, German soldiers, midget submarines and even a body double. You're equipped for the platform/combat/shoot-'em-up action with weapons such as sub machine guns, pistols and grenades.

It all sounds promising, but unless you're a time traveller, you'll have to wait for the game's release on Mega-CD in March!



MEGA-CD COPS IT

Jean-Claude Van Damme is set to kick-box his way on the Mega-CD this spring. After their massive chart success with *Rebel Assault*, JVC are hoping for more with their new blockbuster movie licence *TimeCop*.

The Van Damme film, just opened in the UK cinemas, is all about the dangers of time travel. The year is 2004 and a new breed of criminal has emerged, going back in time to storm



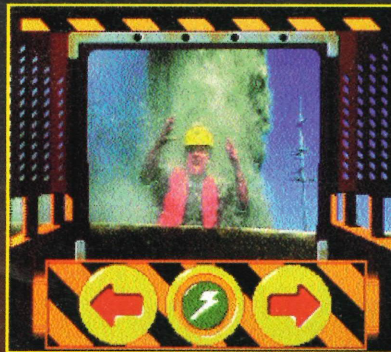
CHART ASSAULT

Knockers of the Mega-CD have had to eat their words recently, mainly thanks to the roaring success of *Rebel Assault*. The Mega-CD classic recently stormed to the top of the ALL-FORMATS charts, knocking none other than *Doom 2* from the number one spot! This marks a strong resurgence in the popularity of the Mega-CD, with recent sales for the format increasing by 47 per cent.

Since being featured as a playable demo on the cover of Mega Power, the superb space shoot-'em-up *Rebel Assault* has claimed 72 per cent of Mega-CD sales! Anyone wishing to get hold of the *Rebel Assault* CD demo (containing the 'Stormtroopers' on-foot section) can purchase the relevant back issue through our mail order department. Please note that the demo disc is not available on its own.



DIGITAL DUNKING



US software house Digital Pictures have announced the release of two more Full Motion Video Mega-CD titles.

Slam City is revolutionary new basketball game where you get to play one-on-one against great street players such as Fingers, Mad Dog, Juice and Smash. Beat these and you can take on the NBA star Scottie Pippen – in person. The action is entirely made up from video sequences of real players performing amazing moves and dunks. Blindingly fast action is promised, with Digital Pictures' InstaSwitch™ system eliminating CD delays.

The other 100% FMV release is *Kids On Site*, an edutainment title that lets you run riot on a building site! In this fun package, you get to control four vehicles: a bulldozer, excavator, steam roller and wrecking ball. Actors from the construction crew help you out, but you can pretty much do anything you like, building things up, knocking them down, bulldozing cars and even burying co-workers!

Both titles should see an official release here this spring, though Acclaim – along with *Supreme Warrior* and *Corpse Killer*, both previewed this issue.

SAMURAI SHODOWN

JVC are currently putting the finishing touches to their Mega-CD conversion of the SNK coin-op *Samurai Shodown*. This classic one-on-one beat-'em-up features 12 Samurai fighters battling it out using punches, kicks and various deadly weapons. For instance, Nazo throws Shuriken stars, Jubei swings a pair of swords, while Galford is accompanied by his fierce pet dog!

As well as the usual energy bar, each fighter has a special POW meter – when this reaches 100% you can unleash a spectacular special move to slice and dice your opponent.

With tournament and battle modes, gorgeous Japanese backdrops, large fighting sprites and bone-crunching sound FX, *Samurai Shodown* is shaping up to be an awesome CD beat-'em-up. Great news for combat fans is that JVC are also converting *Fatal Fury Special Edition* to the Mega-CD. Both titles should be released this February.



Prepare for some brutal battles in *Samurai Shodown*.



MARUBENI'S MYST

The classic adventure *Myst* is set to take the Mega-CD and Saturn by storm. Previously it was not possible to enjoy *Myst* without investing in a PC with a high-speed processor and enormous memory.

Due for an official European release later this year by Marubeni, the game is a first-person perspective adventure, in which you must travel around the smooth-scrolling environment on the island called 'Myst'. The aim of the game is to save one of two people who are locked up in a book in a library! A red page or blue page is needed to rescue one of them. Your quest takes place through four different ages, with loads of objects and characters to seek out. An absorbing atmosphere is generated by the superb CD soundtrack and photo-realistic 3-D graphics.

This epic adventure game is due for a Japanese release very soon, but it looks like we'll have to wait till much later in the year for the official appearance.



Caption Caption Caption Caption Caption



After recently being bought lock, stock and barrel by software industry giant CentreGold (incorporating US Gold), Derby-based Core Design have added yet another title to their strong 32X and Saturn line-up for '95.

Fractal Racer is a 3-D driving simulation that they reckon will give *Daytona Racing* a run for its money. The game will include a host of options, loads of different racing tracks, including some off-road action, and racing that will apparently blow everything else off the track.

Meanwhile Core have obtained a licence for their 32X and Saturn golf sim. Formerly called *Tee Off!* it will now be known as *Scottish Open Golf*. Other planned releases include 32X (cartridge) conversions of the Mega-CD titles *Thunderhawk*, *Soulstar* and *BC Racers*. The latter will feature a split-screen two-player mode. On Saturn, expect *Battlecorps 2*, *Secret Forces*, *Swagman* and *Tomb Raiders* towards the end of the year. There may well also be some more Mega-CD releases – we'll bring you the news as soon as we get it.

POWER dates

January

After Burner	Sega	Mega 32X	UK
Bloodshot	Domark	Mega-CD	UK
Bloodshot	Domark	Mega Drive	UK
Cannon Fodder	Virgin	Mega Drive	UK
Cosmic Carnage	Sega	Mega 32X	UK
Dark Seed	Cyberdreams	Mega-CD	UK
F1: WCE	Domark	Mega Drive	UK
Fatal Fury	JVC	Mega-CD	UK
Flink	Psygnosis	Mega-CD	UK
Flying Nightmares	Domark	Mega-CD	UK
Hardcore	Psygnosis	Mega-CD	UK
Hardcore	Psygnosis	Mega Drive	UK
Itchy & Scratchy's			
Miniature Golf	Acclaim	Mega Drive	UK
Kawasaki Superbikes	Time Warner	Mega Drive	UK
Links	Virgin	Mega-CD	UK
Metal Head	Sega	Mega 32X	UK
NFL Quarterback Club	Acclaim	Mega Drive	UK
Pitfall: The Mayan			
Adventure	Activision	Mega-CD	UK
Samurai Shodown	JVC	Mega-CD	UK
Space Harrier	Sega	Mega 32X	UK
Spider-Man TV	Acclaim	Mega Drive	UK
Starblade	Sega	Mega-CD	UK
Star Gate	Acclaim	Mega Drive	UK
Super Motocross	Sega	Mega 32X	UK
True Lies	Acclaim	Mega Drive	UK
USHRA Monster Truck Wars	Acclaim	Mega Drive	UK

February

36 Great Holes	Sega	Mega-CD	UK
36 Great Holes	Sega	Mega 32X	UK
Addams Family Values	Sony	Mega Drive	UK
Another World 2	Virgin	Mega-CD	UK
Cadillacs And Dinosaurs	BMG	Mega-CD	UK
Corpse Killer	Digital Pictures	Mega-CD	UK
Eternal Champions	Sega	Mega-CD	UK
F1: WCE	Domark	Mega-CD	UK
Fahrenheit	Sega	Mega-CD	UK
Fahrenheit	Sega	Mega-CD 32XUK	
Kids On Site	Digital Pictures	Mega-CD	UK
Loadstar	BMG	Mega-CD	UK
Marko's Magic Football	Domark	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD 32XUK	
Mighty Morphin:			
Power Rangers	Sega	Mega-CD	UK
Mortal Kombat II	Acclaim	Mega 32X	UK
NBA Jam Tournament	Acclaim	Mega Drive	UK
NBA Jam Tournament	Acclaim	Mega 32X	UK
Slam City	Digital Pictures	Mega-CD	UK
Supreme Warrior	Digital Pictures	Mega-CD	UK
Surgical Strike	Sega	Mega-CD	UK
Tee Off!	Core	Mega 32X	UK
Wirehead	Sega	Mega-CD	UK

March

BC Racers	Core	Mega 32X	UK
Elite	Sony	Mega Drive	UK
Skeleton Krew	Core	Mega Drive	UK
Soulstar	Core	Mega 32X	UK
Street Racer	UBI Soft	Mega Drive	UK
Syndicate	Domark	Mega-CD	UK
Theme Park	Domark	Mega-CD	UK
Time Cop	JVC	Mega-CD	UK

April

DiscWorld	Psygnosis	Mega-CD	UK
F1: WCE	Domark	Mega-CD	UK
Sensible Golf	Virgin	Mega Drive	UK
Total Football	Domark	Mega Drive	UK

May

Judge Dredd: The Movie	Acclaim	Mega Drive	UK
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June

Superstar Soccer	Konami	Mega Drive	UK
Superstar Soccer	Konami	Mega 32X	UK

MOSA POWER

CHARTS



high street charts

■ Compiled by Gallup in association with ELSPA

MEGA-CD



1	[NE]	1	Star Wars: Rebel Assault
2	[1]	5	FIFA International Soccer
3	[6]	12	Sonic CD
4	[NE]	1	Mickey Mania
5	[3]	8	Ecco The Dolphin
6	[RE]	8	Thunderhawk
7	[RE]	5	Jaguar XJ220
8	[RE]	1	Wolfchild
9	[7]	4	Prince Of Persia
10	[5]	10	Ground Zero Texas

independent charts

■ Compiled with the help of independent stores

MEGA-CD



1	[1]	5	Star Wars: Rebel Assault
2	[NE]	1	Mickey Mania
3	[3]	5	Vay
4	[4]	5	Heimdall
5	[NE]	1	Revengers Of Vengeance
6	[5]	11	Lunar - The Silver Star
7	[8]	9	Tomcat Alley
8	[6]	7	Heavenly Symphony
9	[NE]	1	Loadstar
10	[NE]	1	Dungeon Master II



MEGA DRIVE

1	[NE]	1	FIFA Soccer '95
2	[NE]	1	The Lion King
3	[NE]	1	Micro Machines 2
4	[NE]	1	Sonic & Knuckles
5	[NE]	1	Jimmy White's Snooker



MEGA DRIVE

1	[NE]	1	FIFA Soccer '95
2	[NE]	1	Mortal Kombat II
3	[NE]	1	Micro Machines 2
4	[NE]	1	The Lion King
5	[2]	2	Battletech

RECOMMENDED

Phil and Mark reveal the games they've been playing this month...

BC RACERS

mega-cd

Core Design take a break from tough-guy shoot-'em-up to bring us this side-splitting caveman racer. It uses the same graphics scaling techniques as *Soulstar* and *Battlecorps* for fast, smooth-scrolling tracks – although there's sadly no split-screen two-player mode. Racing with one of six sidecar couples, you punch your rivals out of the way in an eight-race championship. There are bridge to jump over, nitros to boost your speed and joints of meat to replenish lost energy in this wacky racing game.

phil: "A good attempt at a *Mario Kart*-style racer on the Mega-CD, with lots of humour."

mark: "The lack of a split-screen mode is disappointing, but it's still good fun to play."

MICRO MACHINES 2

mega drive

Codemasters' eagerly awaited sequel to their overhead racing classic features four-player action without the need for a joypad adaptor – thanks to the J-cart's built-in ports. In fact, eight players can join in by sharing joypads! There are several ways to play, but the best is the multiplayer battle mode where the drivers try to scroll each other off the screen to win points – often best achieved by ramming opponents over the edge! The game features lots of wacky tracks and different vehicles to have fun with.

phil: "We've been playing this so much in the office, it's a wonder any work's been done!"

mark: "Even better than the original with a brilliant four-player mode. Incredibly addictive."

PITFALL

mega-cd

Activision have resurrected their classic platform game for another jungle adventure. It's all a far cry from the original's blocky graphics and beepy sound, though. Top Hollywood teams have created stunningly detailed visuals and an incredibly atmospheric soundtrack – recorded in the Costa Rican jungle. As Harry Jr, you run, leap and swing through 14 varied levels, whipping the vicious animals into shape. There are also bonus sub-games to find, including a Simon-style puzzler and the original Atari 2600 *Pitfall*.

phil: "One of the most polished platform games I've ever seen. Very addictive."

mark: "An excellent CD conversion with stunning sound and three extra levels."

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GAMES WORLD

THE MAGAZINE

MEGA DRIVE

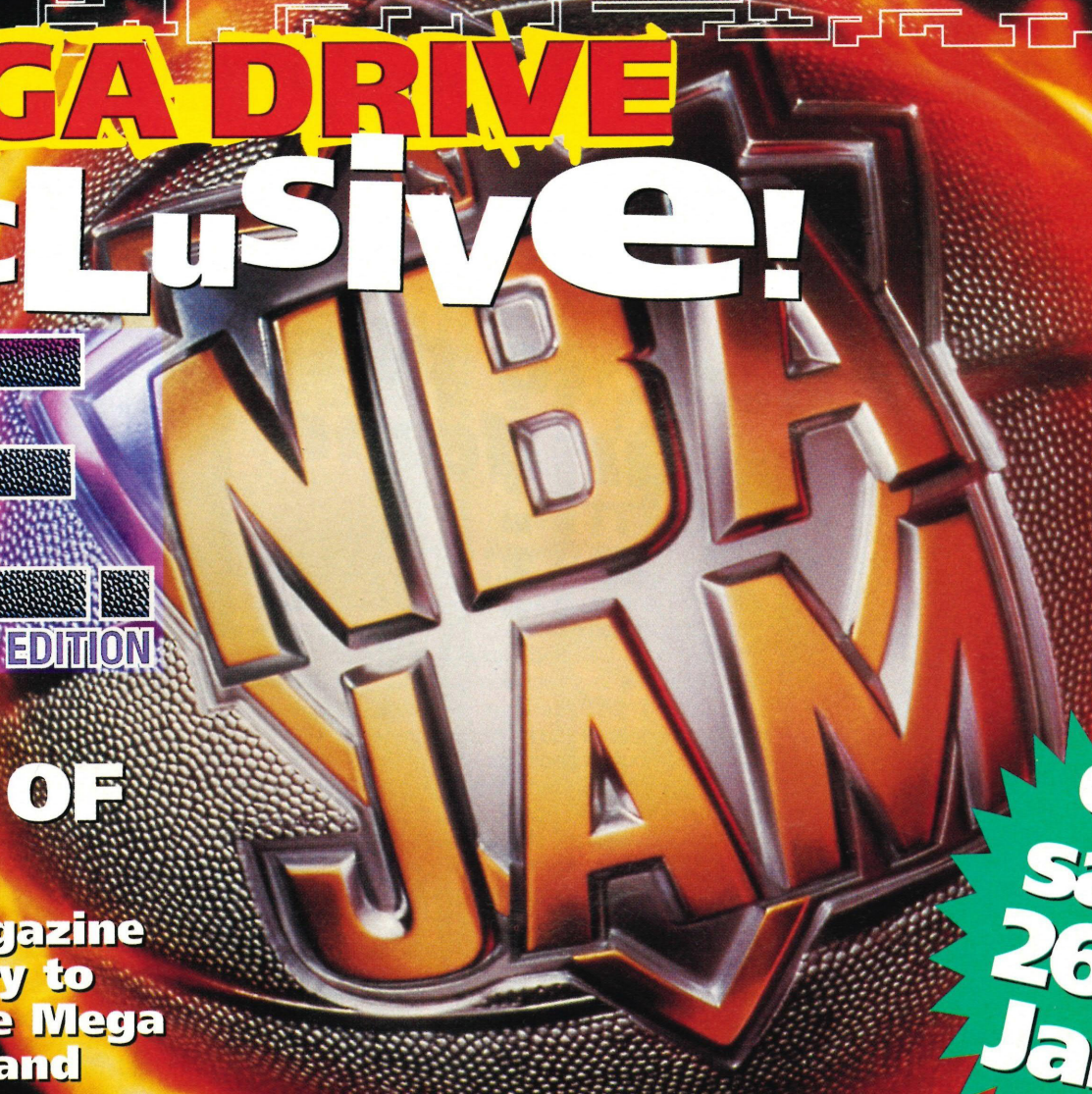
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- Samuari Shodown II - Neo Geo CD

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Mega POWER DEMO DISC

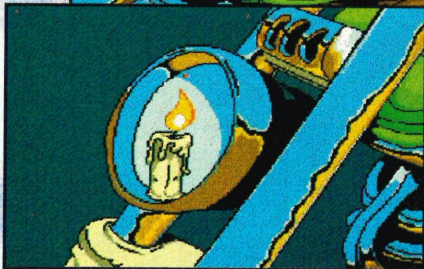
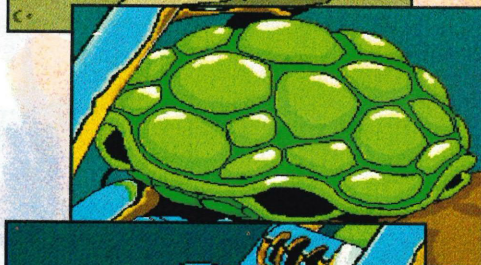


In the full game you'll be able to choose between six sidecar couples, but in this demo you race as Cliff and Roxy.

ABC RACERS



How to play your demo



In this month's playable demo of Core's wacky racing game, you can watch the great cartoon intro and zoom around one of the 32 tracks from the finished game.

Controlling Cliff and Roxy (in the proper game you'll be able to select from six pairs of caveman characters), you ride your stone-age sidecar on the medium-level desert track, competing against seven computer opponents.

To get a quick start off the grid, while holding the B button, also hold Down on the D-pad and release it just as the starter waves his flag. To get well ahead of computer rivals, punch left/right at them as you pull alongside – wham!

Watch out, though: getting hit or crashing reduces your energy (shown by a crumbling boulder) – if this reaches zero, it's race over. To replenish energy and dino-power, simply run over the huge joints of meat in the pits (to the left, just past the start line).

For every completed lap you're given a nitro-boost (shown as an 'N' in the status panel) to temporarily speed you up. It's best to use these on the straights, as the extra speed makes it much harder to corner.

By pausing the game you can choose from three camera angles by moving up/down – the highest makes it easier to see the approaching bends in the track.



Controls

A Punch to the left.

B Hold down to accelerate.

C Punch to the right.

DOWN Apply the brakes.

LEFT Steer your bike left.

RIGHT Steer your bike right.

Hold A & Up Activate nitro-boost.

START Pause the game.

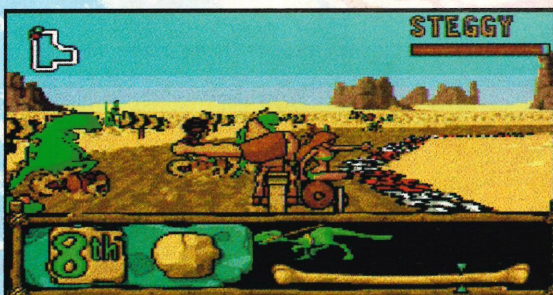
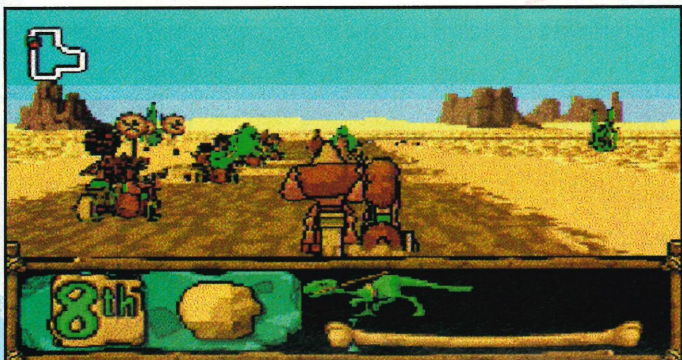
Now move Up/Down to change camera angle.



GET ON THE CASE

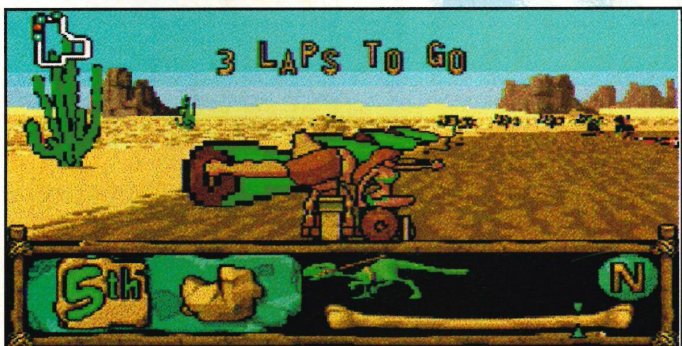
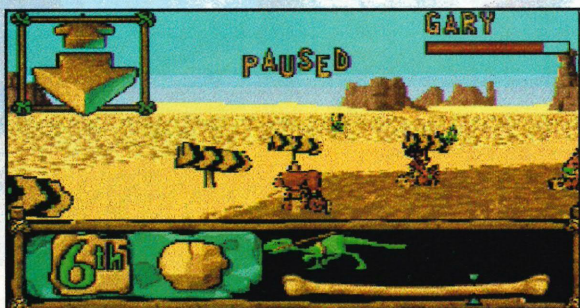
Our special cutout inlay lets you store your demo disc with style in a proper CD case. The inlay has been designed to fit either slimline jewel cases (as used by singles) or standard ones (albums).

For a slimline case, simply cut around the dotted line, score along the fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess.



Both characters can punch to the side to knock back racing rivals.

With the game paused, you can move the D-pad up and down to select from three camera heights.



OVERSEAS READERS

You can obtain a copy of the *Mickey Mania* demo by ordering it directly from Mega Power. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #17 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through... tel: +44 202 299900; fax: +44 202 299955.

THE DEMO

Mega Power proudly presents a playable demo of Core Design's *BC Racers*. Rev up your stone-age sidecar to race against seven other prehistoric opponents in this wacky racing game. Admire the scaled 3-D graphics as you roar to the front by punching your rivals out of the way. Use your nitros to zoom down the straights of the long desert track, and top up your energy in the pits. It's side-splitting racing fun.

CONTROLS

A Punch left
B Accelerate
C Punch right
DOWN Brake
LEFT/RIGHT Steer bike

Hold A & Up START
Use nitro
Pause

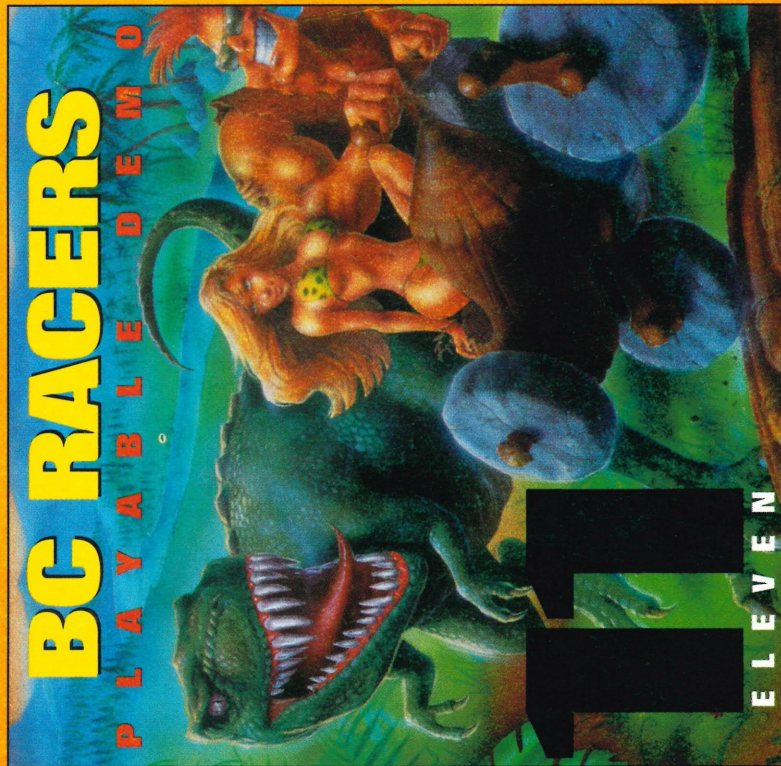
CREDITS

Many thanks to Core Design for all their cooperation. Special thanks to Richard Barclay and Susie Hamilton. Copyright 1994 Core Design Ltd.

MEGA POWER PRESENTS

BC RACERS

PLAYABLE DEMO



ELEVEN

ELEVEN

MEGA POWER PRESENTS BC RACERS

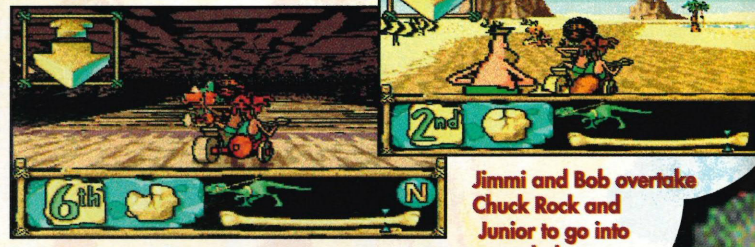
PLAYABLE DEMO
MEGA POWER BC RACERS DISC 11



BOULDERDASH

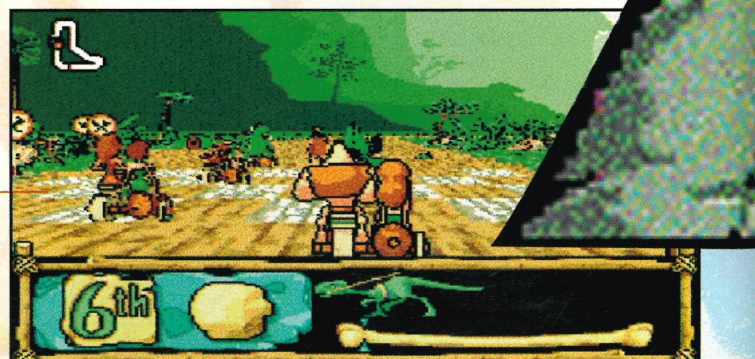
CARTOON CAPERS

To set the prehistoric atmosphere perfectly, a cartoon intro shows the competitors racing each other to win the boulderdash bike.



Jimmi and Bob overtake Chuck Rock and Junior to go into second place.

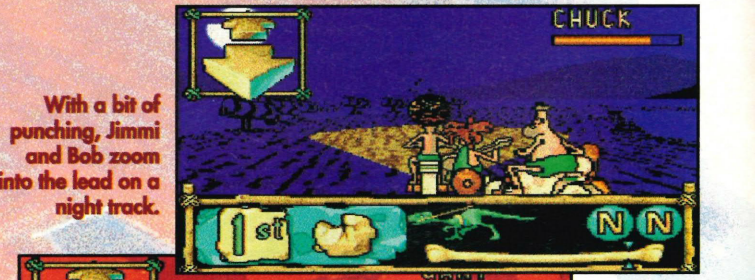
A clever mirror effect was used to create a ceiling in the caves. You must steer straight to avoid falling off the side of the bridges.



Cliff & Roxy rev up their sidecar on the starting grid.



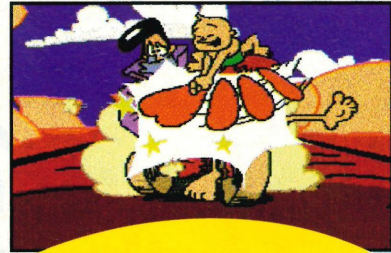
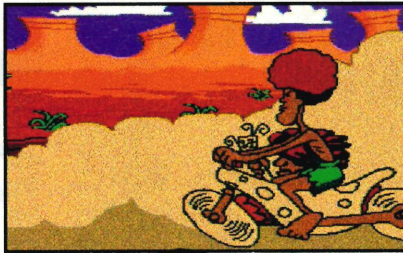
After jumping over a bridge, you zoom miles into the air.



With a bit of punching, Jimmi and Bob zoom into the lead on a night track.



Wham! Bam! It's good fun punching opponents.



...The main disappointment is the lack of a split-screen two-player mode

BARBERS

After producing some top CD shoot-'em-ups, Core Design ride back in time to bring us a wacky caveman racing game...

Core Design have become well known for their stunning 3-D shoot-'em-ups such as *Thunderhawk*, *Battlecorps* and *Soulstar*, which used the Mega-CD's graphics scaling abilities to the full. Now they've employed the same 3-D graphics engine to create a *Mario Kart*-style racer. It isn't their first CD racing game, but hopefully it should be an improvement on their rather dodgy previous effort, *Jaguar XJ220*.

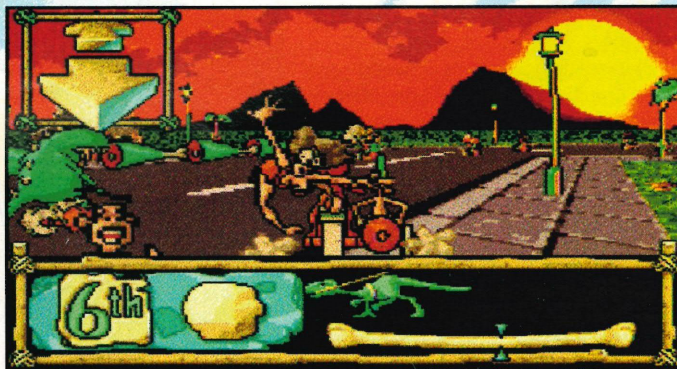
BC Racers is a far more light-hearted affair with a jokey prehistoric theme and some wacky caveman characters. Originally titled *Chuck Rally*, the game was to have starred platform heroes Chuck Rock Snr and Jnr. However, Core decided they needed some new stars for this revolutionary racer, hence the introduction of caveman biker Cliff Hanger and his gorgeous girlfriend Roxy.

Millionaire caveman Millstone Rockafella has organised a racing championship with the first prize of the Ultimate Boulderdash Bike, complete with candle headlight and turtle-shell bodywork! But to get it you'll have to ride your way to the front, punching your rivals out of the way in a no-holds-barred contest. Taking place in varied habitats, the racing action sees Cliff & Roxy competing against seven other zany sidecar teams.

Since our original preview (MP#13), the programmers have had to reduce the choice of characters, omitting Axle Roads and Willy Mammoth – who have

been replaced by the unselectable Steggy Saurus. Still, you can race with any of six character couples, each with different strengths and weaknesses (details on pages 14–15).

As well as deciding on your characters, you have to select from four skill levels – although the hardest two require passwords earned by winning the easier ones. To win the Boulderdash Bike, and see a spectacular end sequence,



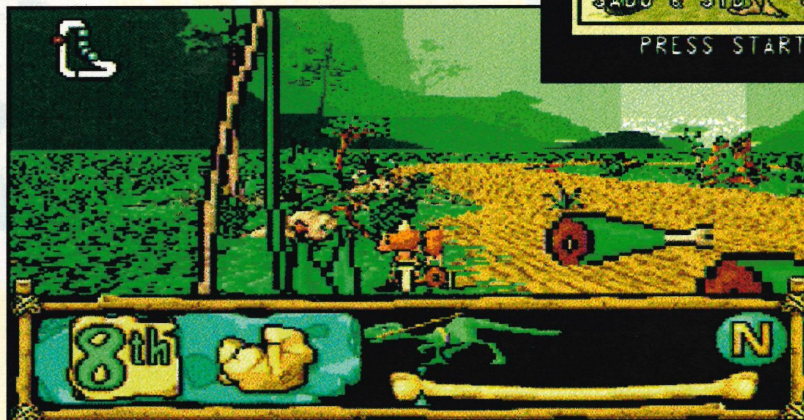
On a Medium level city track, you can run over pedestrians, sending them flying!

OVERALL RANKINGS

CHUCK & JUNIOR	..	012	Pts
GRANITE & STINA	..	011	Pts
CLIFF & ROXY	..	008	Pts
JIMMI & BOB	..	006	Pts
GARY & BRICK	..	002	Pts
STEGGYSAURUS	..	000	Pts
STEGGYSAURUS	..	000	Pts
SABO & SID	..	000	Pts

PRESS START BUTTON

Championship points are awarded for the finishing positions.



By golly, those joints of meat are big! Run over them in the pit lane to restore lost energy and speed.

PREHISTORIC PAIRINGS

Before you start racing, you can choose from six pairs of characters to ride your bike, each with strengths and weaknesses...

Cliff Ace & Roxy

The main stars of the game. Cliff is a cool shades-wearing cave-dude, while Roxy is a foxy babe who packs a mean punch.

Acceleration
Speed
Energy
Attack

Chuck Rock & Junior

The Chucks have one of the fastest bikes with great acceleration. Junior hits rivals with his massive club.

6 Acceleration
7 Speed
6 Energy
6 Attack

you have to win on the toughest Rock Hard level – which should take some doing.

Each of the skill levels has its own set of eight tracks (the game contains 32 in total) set in different environments, including dense jungle, barren deserts, graveyards, and caves. Championship points are awarded according to your finishing position in each of the eight races. As long as you finish in top seven, you can carry onto the next track – only if you come last, or wreck your bike, will you have to use a continue.

More obstacles and features crop up on later tracks, such as humpback bridges to jump over and rising gravestones to avoid, but most of the time all you have to do is keep your bike on the road and punch the odd opponent to knock them back – this is essential when trying to overtake the faster bikes.

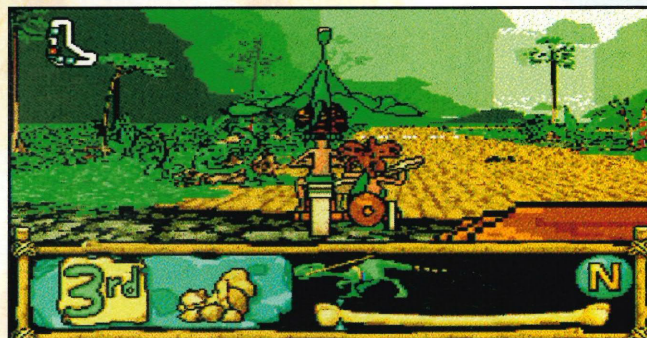
Limited nitro-boosts (one per lap) introduce a tactical element, as does riding through the pits to top up your dino-energy. The latter is reduced by collisions or being punched, as is your boulder power – if this reaches zero, your bike is wrecked and you're out of the race.

Side-splitting scenes during the often-chaotic racing include running over hapless pedestrians, thumping opponents off the road, and leaping high into the air over humpback bridges. If you miss the latter and splash into the water,

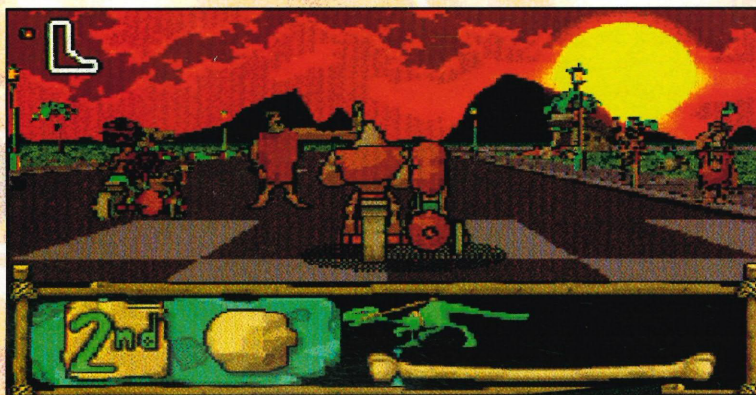
you have to wait while a pterodactyl to lift you back out!

As mentioned in the preview, the planned split-screen two-player mode has had to be dropped due to the Mega-CD's lack of processing power. However, there is a cooperative two-player mode where the second player controls the passenger's punching and leans left or right to help the bike around corners.

So can *BC Racers* offer a yabba dabba doo time for Mega-CD owners, or will the lack of two-player competition be like square wheels?



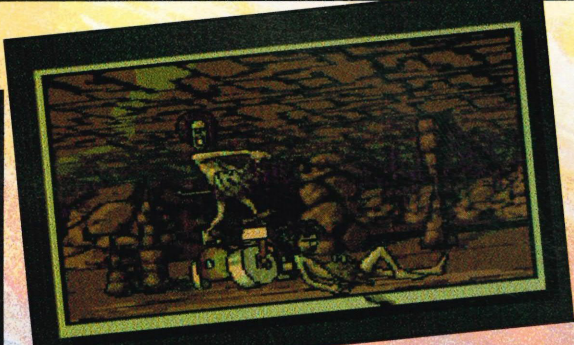
Falling in the swamp costs precious time as you have to be lifted out by a pterodactyl.



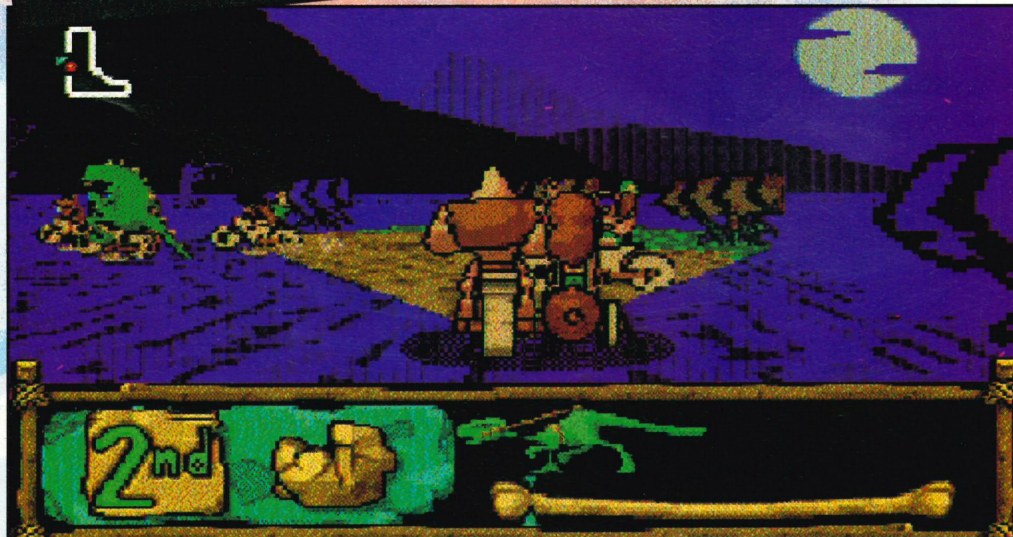
Waiting for the race starter to wave his flag.



More hapless pedestrians get run over as you mount the pavement.



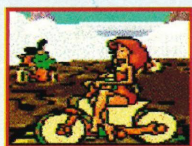
Run over the meat to restore lost energy – if it gets to zero, your bike is wrecked.



Using their famous scaled graphics, Core Design have tried to bring *Mario Kart*-style racing to the Mega-CD. And technically it's a creditable attempt with some great cartoon characters and nice scenery for the various tracks – which can be viewed from three camera heights. One slight problem with the graphics is the way they get quite blocky when close up, but this is an inevitable problem with scaled sprites. The main disappointment, of course, is the lack of a split-screen two-player mode. We were told this wouldn't have been able to run fast enough on the Mega-CD, so you'll have to wait for the 32X version for competitive racing. Otherwise this is pretty playable stuff as you zoom round bends, punching away at nearby rivals to overtake them. The tracks on the lower skill levels are bit simple, but later on more hazards crop up to make the racing more interesting. I particularly enjoyed zooming over humpback bridges, sending the bike flying miles into the air. Although not quite up to the dazzling standards of recent Core releases, *BC Racers* is a good laugh.

PHIL

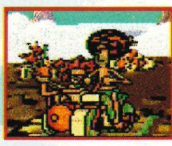
Granite Jackstone & Tina Burna



The girls have the fastest bike of the whole lot. Their weakness is a lack of energy that makes them vulnerable to attack.

Acceleration	9
Speed	9
Energy	3
Attack	4

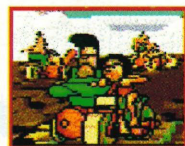
Jimmi Handtrix & Bob Hardley



This rockin' pair can ride through trouble thanks to a fast bike and plentiful energy, but their attacks are weak.

Acceleration	8
Speed	8
Energy	5
Attack	1

Brick Jagger & Gary Gritta



These tough guys can really dish out the punishment to racing rivals, although their bike isn't the fastest around.

Acceleration	6
Speed	5
Energy	5
Attack	9

Sado-tooth Tyger & Sid Viscous



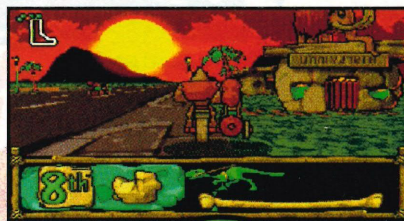
An unusual couple with a sabre-toothed tiger and a punk rocker! They have lots of energy but the slowest bike.

Acceleration	5
Speed	4
Energy	9
Attack	7

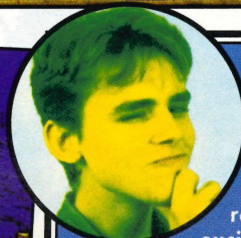
RACING RIVALS

With its zany cartoon characters, texture-mapped tracks and even short cuts, *BC Racers* is very reminiscent of *Super Mario Kart* on the SNES, while the choice of camera angles is straight out of *Virtua Racing*. Unlike both those games, there's no split-screen two-player option – although this will be included in the Mega Drive-32X version due later this year.

On the Mega-CD there are only three other racing games to choose from: the highly realistic *Formula One World Championship* (aka *Heavenly Symphony*), Mindscape's not-that-playable racing gameshow *Mega Race*, and Core's own unfortunate *Jaguar XJ220*.



There's no time to go shopping at the prehistoric department stores – especially when you're currently in eighth position.

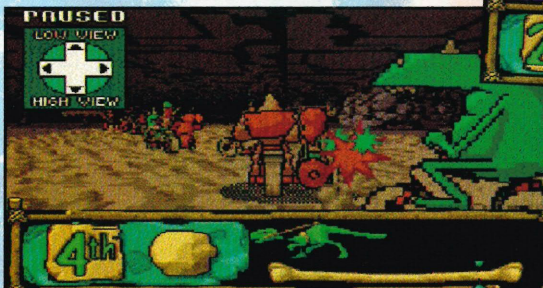


The omission of a competitive two-player mode is the biggest downer in this slightly disappointing Core release. The four skill levels present a good challenge, but racing solo is never quite as exciting as going head to head against a friend – as proved in the recent *Micro Machines 2*.

Although the great cartoon intro promises much fun, the action never quite delivers the speed or excitement required by racing fans. Admittedly it is quite fun at first, but you soon realise there isn't that much to it. The various settings don't have much effect on the action (apart from the nighttime one where you have to use headlights) and the racing is pretty basic: just tapping the accelerator to go round corners and punching the odd opponent. Some Mario Kart-style power-ups on the track might have livened things up, but all you get is a nitro-boost every lap.

Overall, *BC Racers* is an enjoyable ride with some nice touches, but it never really gets your adrenaline pumping.

MARK P



The huge dinosaurs are pretty slow.

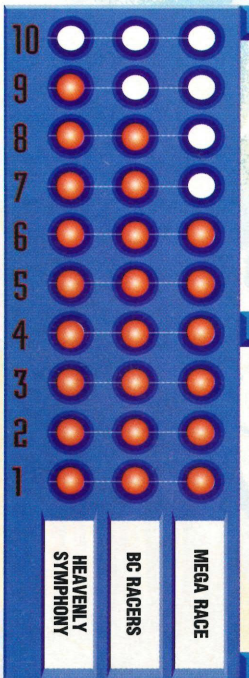
Roxy may be foxy, but she delivers a mean punch to the other racers.

It's easier to see the road ahead when on the zoomed-out view.



MP

"The racing doesn't quite live up to the brilliant presentation and wacky characters, but it's still good fun."



BC RACERS

**CORE DESIGN
£44.99
OUT NOW**



1-2 PLAYERS



MEDIUM ACCESS



CONTINUES

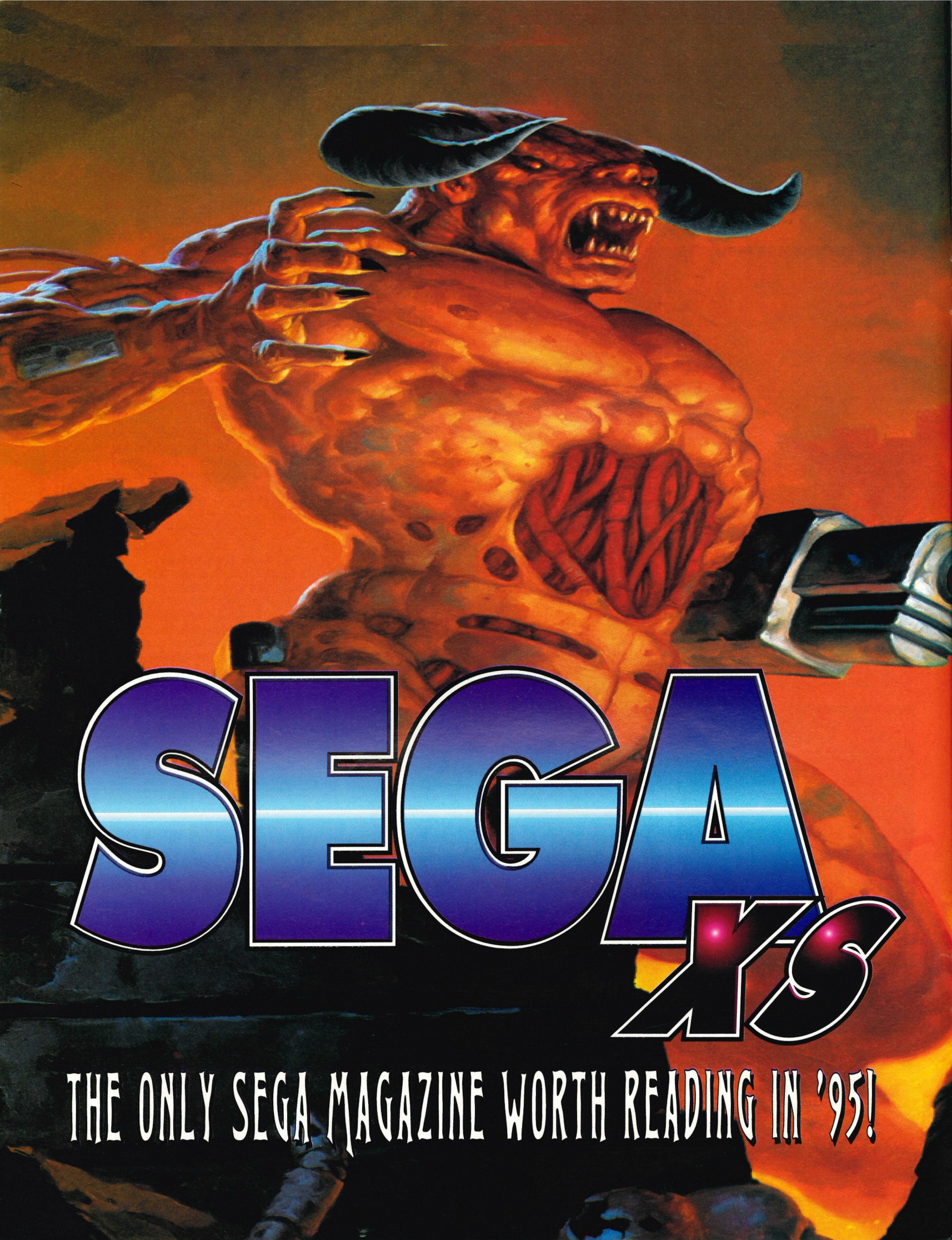


UK RELEASE

GAMEPLAY	79
GRAPHICS	84
SOUND	83
ADDITION	81

OVERALL

80



SEGA X'S

THE ONLY SEGA MAGAZINE WORTH READING IN '95!

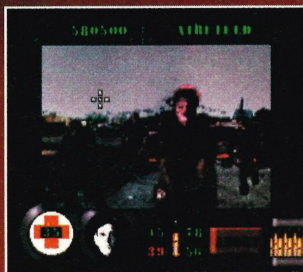
DOOM

WE'LL RIP OUT YOUR ENTRAILS!

32X fever hits SEGA XS next issue with complete solutions to Doom and Cosmic Carnage. Add to this a host of other solutions, such as Samurai Shodown, Clayfighters and Heart of the Alien: Another World 2, for the brightest New Year's read ever.

PREVIEW

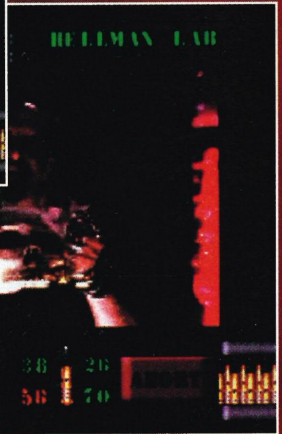
Your friends Winston and Julie take you all around the island in a jeep to reach new scenes.



Whoah! Shoot the stumbling zombies before they get their hands on you.



The evil Dr Hellman (what an apt name) uses a special potion to turn his victims into zombies.



Corpse

Killer

With legions of bloodthirsty zombies out to get you, Digital Pictures' new horror shoot-'em-up could paralyse you with fear...

Digital Pictures are the real pioneers of Full Motion Video games, or interactive movies, starting with the controversial *Night Trap* on the Mega-CD. Since then they've scored successes with FMV games like the atmospheric boxing sim *Prize Fighter* and chart-topping sci-fi shoot-'em-up *Ground Zero Texas*.

Using elaborate movie-style production techniques, they've really raised the stakes in the video-game business, pumping eight million dollars in their four latest releases. One of these 'interactive movies' is *Corpse Killer*, a real spine-chiller that has you battling against hordes of zombies.

The James Bond-style plot has you stranded on a remote Caribbean island populated entirely by voodoo worshippers and the undead cronies of mad professor, Dr Hellman. As part of a Navy SEAL team, you were sent to assassinate the doc, but things went horribly wrong. All your comrades have been made into zombies, and you're slowly turning into one!

With hordes of undead and voodoo natives after your blood, it's time to start blasting. You can use either a light gun or joypad to gun down the enemies in the various FMV scenes. In fact, the pace of the action even adjusts to your shooting skill: the better you are, the faster those zombies come at you!

There's more to this than mindless blasting, though. As you play through the game, tactical decisions have to be made at certain points as you try to survive and find the mad doctor's secret hideout. This involves no less than 60 hours of solid gameplay - all crammed onto a single disc.

To obtain that authentic movie feel, *Corpse Killer* was filmed entirely on location in the Caribbean with a full cast of actors and Hollywood director. As with the *Supreme Warrior* beat-'em-up, Digital Pictures' InstaSwitch™ system means there are no annoying delays for the CD accessing - just nonstop action all the way.

With furious blasting gameplay, a scary



horror theme and lots of exotic scenery, this could well outdo even *Ground Zero Texas*. Get ready to fend off the undead and grab your copy when *Corpse Killer* hits the shelves this spring. An enhanced 32X CD version will follow later in the year.

The sexy journalist Julie needs your help shooting the zombies while she gets the pictures for her story.



Corpse Killer

DIGITAL PICTURES
£TBA
OUT FEB



1 PLAYER



QUICK ACCESS



BATTERY BACKUP



UK RELEASE

PREVIEW



Ever fancied starring in your own kung-fu movie? Digital Pictures' new Full Motion Video beat-'em-up lets you do just that...

Never mind the new *Street Fighter II* movie, who wants to just watch spectacular combat action when you can be a part of it? Following on from their ground-breaking boxing sim *Prize Fighter*, California-based Digital Pictures have done the same thing for the martial-arts beat-'em-up genre, replacing cartoon-like sprites with video footage of real people performing the spectacular combat moves.

Supreme Warrior was filmed on location in Hong Kong, using a cast of top martial-arts actors and directed by veteran movie-maker Guy Norris. It aims to capture the impact and speed of a kung-fu film, with one important difference - here you can join in the fighting.

Playing on any of three skill levels, you come up against 12 human opponents (eight henchmen and four warlords) in the most



"No pictures, please", says this blue-faced baddie. Oh well, you'll just have to snap his spirit in combat.



Ha ha! A well-timed punch sends this guy flying.

Blimey, this bloke looks a bit dangerous to me. Give him a knuckle sandwich.



You put up your hand to block one of this guy's punches.



You can really feel the power of the blows in the FMV bouts. These guys are expert fighters.



Time for another scrap. The energy meters for you and your opponent are shown below the FMV window.

Supreme Warrior

realistic one-on-one combat ever. Beat them all and you face the final big baddie, the Master. Various fighting moves are available to you, including whirling fists of steel, lightning kicks and over 12 seemingly impossible secret moves to discover.

As with previous Digital Pictures releases, the action is completely made up of intercut video sequences, responding to the moves you make. Using compression techniques, they've managed to cram an amazing two hours' worth of video on a single CD. Also, Digital Pictures' special InstaSwitch™ system eliminates those annoying delays normally associated with CD game - as soon as you make your move, the relevant video sequence appears instantly in 64-colour DigiChrome™ video.

The only real question is whether the game-play can improve on the simple action seen in *Prize Fighter*, but at least here you get plenty of opponents for long-term appeal. We can't wait to start fighting when *Supreme Warrior* is released by Acclaim this spring in Europe (simultaneously to its US release). A special 32X CD version is also planned, with even higher-quality video.

Supreme Warrior

DIGITAL PICTURES
£TBA
OUT FEB



1 PLAYER



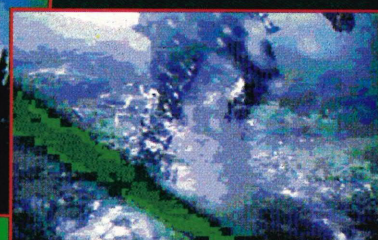
QUICK ACCESS



BATTERY BACKUP



UK RELEASE



PITFALL

THE MAYAN ADVENTURE

Is *Pitfall* the oldest swinger in town? Activision's ancient platformer makes a comeback in an all-new CD jungle adventure...



Boing! You can use these amazingly strong spiders' webs to trampoline way up into the air and reach higher tree branches.



The very first *Pitfall* game appeared on the Atari 2600 console (remember that?), way back in 1982 – during the first video-games boom. It featured a tiny stick-man hero and blocky graphics, but this was 'state of the art' at the time! 12 years on, Activision have taken the basic *Pitfall* concept and introduced top-notch graphics and sound for a true Nineties incarnation of the classic platformer.

The original star of *Pitfall* was a chap called Harry, but here you take control of Harry Junior, his 18-year-old son. While on an African adventure with his father, Harry Jr comes across an ancient temple – where his dad is kidnapped by a creepy Mayan Warrior Spirit! You'll need to trek through dense jungle, abandoned mines, waterfalls and ancient cities to rescue him.

This entails standard platform action as you



Harry Jr uses an exploding stone to get rid of this prickly porcupine. These special weapons are short in supply, though.

run and leap over obstacles, cracking your trusty bull-whip at attacking animals. In classic *Pitfall* style you can grab hold of vines to swing over gaps and hazards, but now you can also trampoline on cobwebs and bungee-jump from rubber plants. In addition to your whip, you have three other weapons: boomerangs, sling stones and exploding rocks. These are all limited in supply, so you need to collect extra ones scattered around the scrolling play area.

This epic adventure incorporates 14 nonlinear levels – there are several routes you can take. There are also hidden warps to find, taking you to either of two bonus sub-games: a Simon-style game where you pull levers in the right order, and an exact replica of the Atari 2600 *Pitfall* game! Incidentally, as well as an FMV intro (taken from the TV ad) and improved sound, the Mega-CD game has three extra levels to the cartridge version. It's also cheaper. Nice one!

...The platform action is instantly playable and extremely addictive

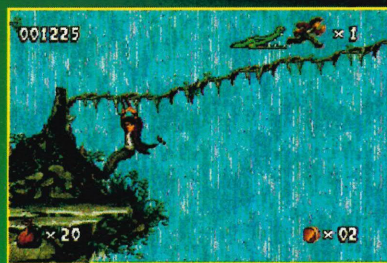
through the jungle...



Harry uses his whip against hostile creatures.



These vines are great for swinging over hazards and gaps in true Tarzan style.



Sliding down a vine in a waterfall stage.



Harry gets in the swing as he explores a jungle level. His animation is excellent.

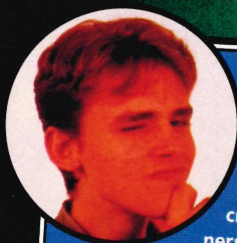


Phew, that was a close shave! Harry uses his whip to scuttle past this hungry crocodile.



When I heard Activision were resurrecting a 12-year-old platformer, I was aghast. But I needn't have worried as it's absolutely top-notch. They've really gone to town in every department. The graphics are gorgeous with super-smooth animation and detailed, colourful backdrops - it's all a far cry from the old Atari game! Even more amazing is the soundtrack. There's over 50 minutes of excellent music, plus some of the most stunning sound FX I've ever heard - close your eyes and you can believe you're in the jungle. Meanwhile, the platform action is instantly playable and extremely addictive, mainly due to the sheer amount of things the hero can do: he swings on vines, rolls down slopes, slides down ropes and even bungee-jumps. This is also a brilliant CD conversion from the cartridge, not only improving the sound and presentation, but also adding three extra levels. Good on you, Activision - if only other software houses put as much effort into their conversions.

PHIL



The attention to detail in all aspects makes *Pitfall* a top-notch platformer. Smooth animation abounds not only on the main character and baddies, but also in the background as leaves fall down and creepy eyes stare out at you from dark corners. Soundwise, sample city is where we're at, with frog croaks, jaguar roars and tweeting birds all making for a very atmospheric experience. It plays superbly too, with loads of puzzles and hidden bonus features to find throughout the levels, which are varied enough to hold your attention span for a good while. My only reservation is that it can get a bit too tricky at times, and having to repeat the same level again and again is a pain - for such a tough challenge, passwords would have been welcome. Otherwise it's a great game.

MARK P

MP

"A great platformer and a really excellent CD conversion with three extra levels to the cartridge - and a lower price tag."

10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
3	●	●	●
2	●	●	●
1	●	●	●
	MICKY MANIA	PITFALL	WONDER DOG

PITFALL: THE MAYAN ADVENTURE

ACTIVISION
£39.99
OUT NOW



1 PLAYER



MEDIUM ACCESS



CONTINUES



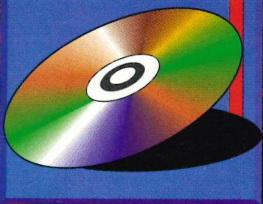
UK RELEASE

GAMEPLAY	87
GRAPHICS	91
SOUND	97
ADDICTION	90

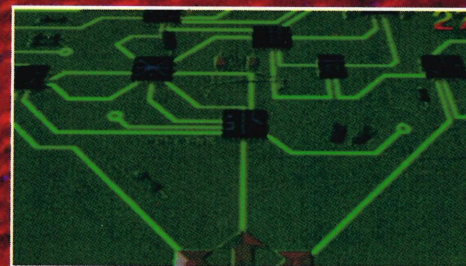
OVERALL

90

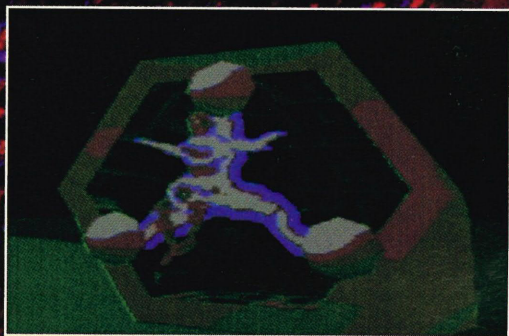
Mark Hill enters the Virtual World of the *Lawnmower Man* on CD for a look at a graphical future humanity can't afford to dismiss...



The Lawnmower Man



By examining the different gate types, you have to work which route is correct.



Nooooo! You chose the wrong route on the circuit diagram puzzle, sending you flying into this electric field and instant death.



The silky dreamy atmosphere, by virtue of some superb CD graphical designs coupled with a fair mixture of mental puzzles and unique arcade action, makes *The Lawnmower Man* on CD by far a superior product to its

MD counterpart.

I was impressed particularly by the weird style this uses – it gave me more incentives to discover what lay ahead in the game. I think the fact that VR is so flexible means you can use numerous ideas in the game without losing track of the main theme. The *Lawnmower Man* CD achieves the atmosphere of the film and in many ways uses it to give the game its shape and off-beat plot. It's a whole new experience.

If you were a *Dragon's Lair* fan you'll find the same pleasures from the flying sequences in this, and for the puzzlers there's a selection of constructive and cleverly presented brain-teasing situations to master. Sounds are essentially atmospheric to portray the virtual drama and the overall gameplay is perfectly balanced for players right across the age scale (three skill levels). A CD title I can recommend – especially for the VR freaks!

MARK H

They predict Virtual Reality will be in widespread use by the year 2000. It will allow you to enter computer-generated artificial worlds as unlimited as the imagination itself. The positive side would enable shoppers to walk around a store in their own home. Roller-coaster buffs could experience the gut-wrenching thrills in their own garden shed. But there's that other fear – the fear of a Cyborg generation – the brain of humanity altered by computer technology.

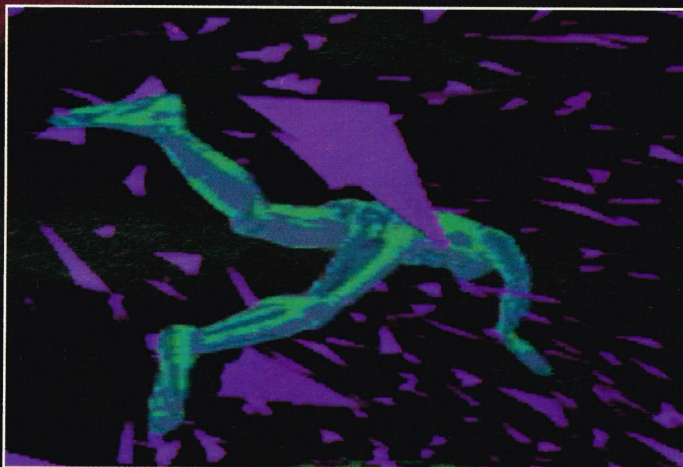
The MD version of *Lawnmower Man* was tame to say the least. But on CD we can expect a more accurate look at Virtual Reality and how it was portrayed in the film. The Mega-CD's rotating and scaling capabilities should be able to handle this well.

The challenge gives one or two players ten different varieties of gameplay, including logical puzzles and cinematic-style platform sections. On the first stage you fly like Jobe or Angelo would in the garage on those flying simulation machines from the film. Following arrows and speech samples, players simply react with a left, right, up, down or fire! Slow reactions result in computer-generated images of your body being dumped in a black hole and shattered. Sharp clean movements on the joystick see you safely through to the next stage.

The effective scaling from the first stage, and indeed other sections in the game involving flight and jump sequences, create that silky dreamy mood of the film. Interaction is limited much of the time, like *Dragon's Lair* for instance, but this is by no means a typical CD spectacle with shallow gameplay.

Puzzle games between the action sequences ensure your mental abilities are tested. For exam-

Arrrrrrggghhhhh! After making a fatal error your virtual man is cast through cyberspace in an impressive death sequence.



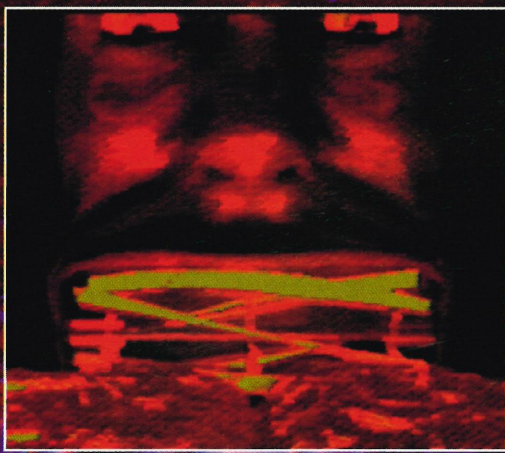
...The gameplay is perfectly balanced for players right across the age scale

ple, four sets of four hexagons bring up symbols and players are asked to pick the odd shape or number out in each set. As an example: rain drops, sun, snow, moon. The odd one here is moon

because it's not weather! When you're up against the clock this is not as easy as it seems. Not all the codes are easy to crack either. The overall effect is like a gold run on Blockbusters – and you can be sure to see those hexagons cropping up numerous times throughout the entire game!

Graphics continually elaborating on VR are of a quality by no means dissimilar to the film. FMV sections snipping actual footage from the big screen also impress, as does the polished touch of that monster red mower with its combine-harvester blades running over a virtual image of Jobe's brain!

Being a sucker for class presentation is an easy mistake to make with the Mega-CD. But here there seems enough variety in the gameplay to ensure you don't lose interest too quickly. *Tomcat Alley* provided more stunning FMV footage than interactive gameplay but still captured the mood with exhilarating screen displays.



Walking along a virtual corridor, your path is blocked by this sliding door. To open it you have to solve the puzzle of the hexagonal symbols.

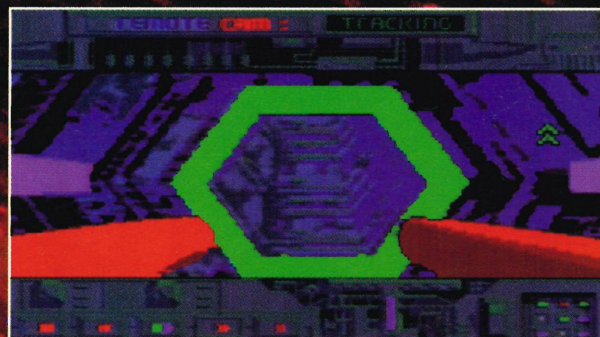


This is a good conversion of the science-fiction movie, recreating the weird world of Virtual Reality very well with excellent rendered graphics – my favourite bit is actually the death sequence where you get run over by a giant lawnmower!

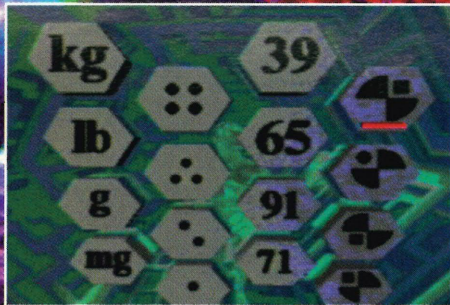
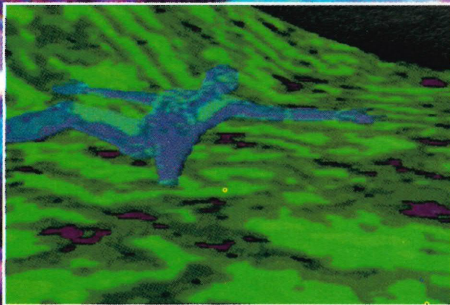
It's also nice to see some gameplay variety in a movie licence for a change. Here you've got virtually every style going, including puzzles, 3-D flying scenes and some clever rendered platform bits. My only reservation is that many of the stages are a bit too simplistic, with little interaction as you follow on-screen arrows or speech. As with many CD releases, the gameplay doesn't quite measure up to the admittedly stunning graphics and soundtrack. Although it's all good fun for a while, I'm dubious about its long-term appeal.

PHIL

On-screen arrows guide you through the tunnels in the first stage of the game.



Power Man



(Left) You have to work out which is the odd one out in each column.



Mega Power

MP

"A good effort at reliving the film with a unique combination of arcade and puzzle play. Graphics and sound still rise above the gameplay though."

10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
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1-2 PLAYERS



MEDIUM ACCESS



CONTINUES



UK RELEASE

GAMEPLAY	84
GRAPHICS	90
SOUND	87
ADDICTION	82

OVERALL

84

REVIEW



The sequel to *Another World* finally arrives on CD. Mark Hill plays the alien in a cool blue world of acid baths, rampant beasts and taxing puzzles...



Not long into the adventure you find this whip. Use it to hit the baddies.



Make sure to jump over these three nasty traps or you'll die instantly.

Welcome to a cool blue world where past and future coexist. Electrical torture chambers are manned by primitive humanoids and the merciful turn merciless just to survive. In the alien prison each passage will give you a nasty turn, every living creature determined to drain your life.

Prepare to draw what could be your final breath. Over 70 challenging rooms filled with mutant guards, vicious beasts, dripping acid and falling stalactites must be faced. Solve puzzles and escape death with electrical weapons, plasma blast and inhuman power. Who'd want to be an alien in another world?

In *Heart Of The Alien: Another World II* you take on the role of Buddy (Lester's alien friend from the first game). Your mission is to return to prison and rescue the enslaved villagers. You must also defeat the deadly prison warden – a humanoid responsible for the attack on your peaceful village.

Landing in a small ruined village on the back of a lizard bird you begin the game with just your strength and brains. The same cold blue world from the original *Another World* numbs your bones once again. Only the eerie winds can be heard whistling and moaning through the barren rocky backgrounds. Spooky.

By use of polygon graphics, atmospheric sounds and a combination of arcade, beat-'em-up and puzzle gameplay, *Another World II* produces a very sinister and spooky scenario.

Controlling Buddy the alien is a real skill. Unlike the simplicity of a bouncy sprite such as Sonic or Bubsy, Buddy treads carefully, calculates his every move and goes from a walk into a sprint – all determined by the situation he is in. It could be said that the controls are not unlike *Prince Of Persia* – frustrating at first but all part of the solid challenge to test real gamers!

Once Buddy's footing is mastered it's onto the whip practice. This whip is picked up early in the game and not only does it make a handy weapon for use on the enemy, Buddy can also flamboyantly attach it to an overhead rock and swing over large pits or chasms. In addition to this, Buddy can use the whip to generate a force field and fire a plasma bolt (you'll need this equipment for the brain-teasing tactical battles with the prison guards!).

To outline some of the scenes... In the village you'll need to fool a Beast by attracting its attention

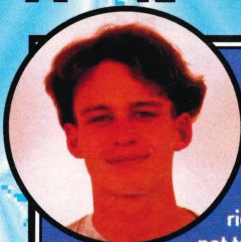
...This epic arcade adventure will keep you glued to the screen

Heart

A N O T H E R W O R L D I I

of the

Alien



I loved this – there is such a unique blend of gameplay. And with CD sounds bringing the sound of dripping acid, whistling winds and horrific death screams in glorious stereo there is no excuse not to take up the challenge.

The original strategy adventure won four major industry awards – and it's not difficult to see why. The polygon graphics so cleverly adapted on the MD add a distinct visual style. The sketchy effects give each and every scene that artistic touch, helping to emphasize that chilling gloom and fear in a hostile environment.

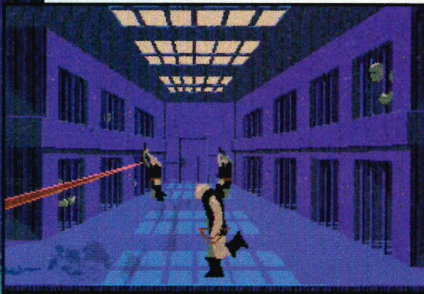
It's worth mentioning the superb introduction sequence too with villagers being slaughtered in battle by whips and lasers, because the detail is breathtaking and action unrivalled for pre-adventure entertainment.

I'd rate this as the most challenging CD title of the year and recommend it to any CD owner.

MARK



(Left) Buddy can use the whip to swing across gaps.



An nice 3-D scene as Buddy runs past lots of laser fire – keep moving or he'll get shot.

to get it to chase you! Meanwhile you run from the mammal and scamper up the rock (so that's why that huge rock is there at the beginning of the game!). After this first puzzler (and it's by no means straightforward) it's time to pick up the whip after carefully timing three jumps over traps laid on the ground – one slip-up and you're dead.

With the whip you can then elegantly swing yourself across a nasty pit. Later you'll be dodging droplets of acid, entering prison and then engaging in battle with tricky prison guards. Screen perspectives change for detailed looks at the action a lot of the time, coupled with polygon action sequences (such as the 3-D suicidal dash across a prison passage infested with laser-firing guards) to perfect the sinister atmosphere.

A lot of gaming styles are rolled into one here to give the toughest of warriors a meaty battle of mental will-power and constructive decision-making. This is certainly an improvement over the original – and better still – you can decide this for yourself since the original *Another World* has been included in this package too!



The whip can create a force-field to protect you.

(Below) Buddy's an agile fellow who can easily climb up rocks.

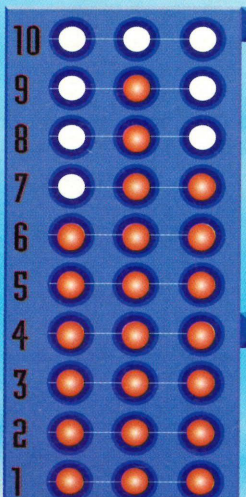


Buddy's rotoscoped animation is incredibly smooth. Here's a special shot showing how he makes a realistic leap.



MP

"The distinct visual style combined with excellent arcade adventuring makes this one of the most challenging and pleasing CD releases of the year."



HEART OF THE ALIEN: ANOTHER WORLD II

VIRGIN
£TBA
OUT JAN



1 PLAYER



MEDIUM ACCESS



PASSWORD



UK RELEASE

GAMEPLAY	91
GRAPHICS	92
SOUND	94
ADDICTION	90

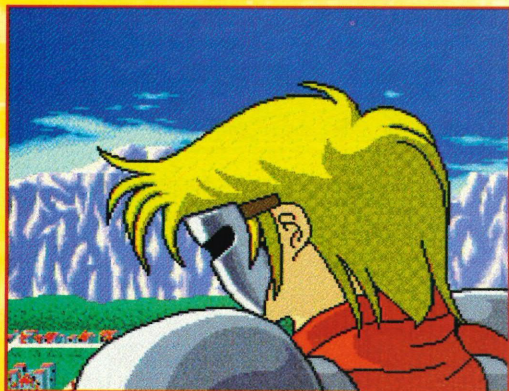
OVERALL

91

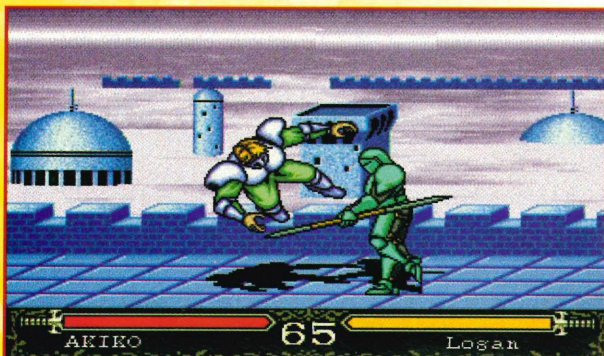


Revenge Vengeance

There are lots of excellent cartoon sequences to introduce the characters.



This RPG incorporates a stand-alone one-on-one beat-'em-up as well!



With such a variation in the gaming styles this is instantly compelling. I particularly enjoyed the fact that you can interact more than ever before in the RPG game mode. In many senses this is perfect for the novice RPG player since the amount of text is relatively light and there's plenty of shoot-'em-up and beat-'em-up action thrown in to keep you interested for a long time. The graphics are superb during the intro sequence – each character has his or her own cartoon story, backed up by superb CD sound. There's a very comical element in these too that you'll enjoy. It's also worth noting that although the beat-'em-up sections use animation of a stiffer kind to the super-smooth *SFII*, some of the special moves are still awesome and well worth pulling off. All in all I rate this very highly. Certainly this is one of the most rewarding CD adventures available on the market to date.

MARK

Mark Hill enters an RPG world with interactive shoot-'em-up and beat-'em-up action thrown in. Variety is the spice of life as they say...

Cheer when Barko the Man-Wolf shreds his enemy with a flurry of claws! Scream with feverish joy when the mighty Algos fells his opponent with the foe-crippling Gut Ripper! Get ready for some heart-stopping, limb-tearing, hand-to-hand combat action. Get dragged, kicking and screaming for mercy, into a fantastic and violent world.

Revenge of Vengeance is an RPG, shoot-'em-up and beat-'em-up all rolled into one. It's all about ten tragic and inspiring tales of reluctant heroes battling the evil devil king Venum! If you ever felt the need to pummel an evil-doer into the dirt, this may just be the video game that changes your life...

After admiring the impressive series on cartoon sequences with Dungeons & Dragons-type backgrounds and fantasy characters, up pops the main intro screen with four boxes you can select depending on how you wish to play.

Three of the boxes are different game modes. The first is a Tournament where you can select one

of 12 characters to fight in a beat-'em-up contest structured much like *Street Fighter II*. The next is an Arena of Death game mode – this betters the Tournament in the fact that players can create their own character, with all his or her attributes (such as foot speed, intelligence, charisma, stress, offensive power and luck). Custom-made Revengers (as the characters are known) have their fighting styles adjusted in accordance with the strength and weakness controls.

...An enjoyable mixture of game styles.

The final game mode is known as 'The Quest To Destroy Venum'. It incorporates the beat-'em-up action of the two previous game modes in an epic roleplaying quest. With a *Shining Force*-style town and command windows, you select your

Revenger and visit the shops (for potions, scrolls etc), the Gym (to train for the fights), and a Guild where you can purchase quests in the shape of arcade shoot-'em-ups! Complete the task you've spent your hard-earned money on and it's just like the villagers or somebody will shower you with gold pieces. This gives you the power to build your characters' fighting skills, including the reward of more experience points – something that's vital if

you're to stand a chance in the beat-'em-up sections of this RPG game mode.



The swordplay in this RPG is done in a proper beat-'em-up section. It's good fun.

S of nce



Go to the gym to shape up your character's physical skills.

A scene from another of those great cartoon intros.



The sheer gameplay variety is something that pulls this aside from your average RPG release. The actual roleplaying is pretty limited, but it does leave space to program the interactive parts, and so this is quite unique in comparison to the many similar Mega-CD titles we've seen - particularly the many Japanese RPG imports such as Eye Of The Beholder and Vay.

I particularly enjoyed the beat-'em-up bits - you can even ignore the main adventure and just play a standard combat tournament. The cartoon stories are also very amusing, although I reckon hardened roleplayers might be a bit disappointed with the RPG itself. It's all a bit weird and unrealistic as you can keep repeating the same quests over and over again to earn loads of cash.

All the same, this is an enjoyable mixture of game styles that should keep you entertained and challenged for a long time.

PHIL



I wonder what this pair of birds are up to? These intro sequences are really watchable.



There's an option to play the beat-'em-up part only: called Arena Of Death.



There are loads of locations for fighting on the island. Where will you go next?

MP

"An RPG with a variety of shoot-'em-up and combat gameplay you can't afford to miss.

Challenging and very rewarding."

REVENGERS OF VENGEANCE		SEGA £49.99 OUT NOW	
 1-2 PLAYERS	 MEDIUM ACCESS	 BATTERY BACKUP	 USA RELEASE
GAMEPLAY	85	OVERALL 84	
GRAPHICS	82		
SOUND	84		
ADDITION	86		

As usual, we have some very interesting readers' letters in this month's Feedback, including some more complaints about the demo! If you have any point to make about the magazine, the Mega-CD, or anything else, send your letters to: **Feedback, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.**

FEEDBACK

TAKING THE MICKEY?

Dear Mega Power,

You've done it again. I'm a subscriber of Mega Power and SEGA PRO CD, and I enjoy two CD demos every month. And as Mega Power is a supplement to SEGA PRO CD, the demos should be different. But was this to be the case for Xmas? I don't think so.

Tell me I've made a mistake, tell me they are different, tell me anything but that I've wasted £5.

Julian Owen, Kenton, Middlesex

Dear Mega Power,

Just what the hell is going on? A once great magazine is now reduced to little more than a pamphlet.

I note from your reply to Rawinder Bhandari that "Mega Power is now intended as a supplement to SEGA PRO CD, especially for those who want more than one CD demo a month", so I can overlook any shrinkage.

Well, I am one of "those who want more than one CD demo a month", so I subscribe to both magazines, and what do I get for my subscription? The same bloody CD demo, that's what!

I am, of course, referring to the *Mickey Mania* CD demo. Both magazines arrived on the same day (Mega Power was, unsurprisingly, 19 days late!), and when I noticed that a *Mickey Mania* CD demo was attached to both, I presumed that they would feature different sections of the game, as the *Rebel Assault* CD demos did previously. But no, both were identical.

Well, correct me if I'm wrong, but they hardly seem to "supplement" one another.

I recall a previous cock-up when you supplied a *Battlecorps/Soulstar* CD demo, despite supplying both as separate CD demos beforehand. On that occasion you made amends by giving subscribers an extra copy on their subscription. Will you be prepared to do something similar for those of us who subscribe to both magazines?

Kevin McGuire, Lasswade, Midlothian

Well at least you can't say we only print letters of praise! Once again I must apologise for this unfortunate foul-up. It was actually caused by a problem with SEGA PRO CD rather than Mega Power, which is just an innocent victim in this case.

You see, Mega Power was printed on time with the *Mickey Mania* CD demo (which replaced the planned *BC Racers* demo as explained in last month's Press Start). This demo was never intended to be used on SEGA PRO CD, but when the planned cover demo (JVC's *TimeCop*) for the latter fell

through at the last minute, the publisher took the decision to use the Mega Power *Mickey Mania* demo instead. To ensure that SEGA PRO CD's sales didn't suffer from being second with the demo, Mega Power's release was therefore held back so both mags came out at the same time.

Unfortunately, all of this meant that subscribers of both magazines obviously received the same demo. So, as you suggested, we're going to give Mega Power subscribers an extra issue to compensate. Sorry for any inconvenience caused by this mishap.

Incidentally, next month's planned *TimeCop* demo will definitely be different from the one on SEGA PRO CD – that is, if JVC finally get it to us in time.

SENSIBLE REPLAY

Dear Mega Power,

After playing your *Sensi Soccer* demo, I ordered the full game from my mail-order company. I changed all the teams and names to the proper ones. Now the names work on the demo and the full game.

I have also had a strange experience on the *Sensi* demo. I have witnessed the full 90-minute game where the sound breaks up. At first I thought the full game CD was in, but it was the demo. WEIRD!!!

Dave Dent, North Shields, Tyne & Wear

Dear Mega Power,

I am writing regarding Chris Yardley's letter (Mega Power #16). I also managed to get a full 90-minute match on your *Sensible Soccer* demo. It happened twice. No need to worry, I bought the full game anyway.

As Sony have had to axe *Flashback CD*, what will happen to the game if no-one decides to release it? Perhaps you could give it cover-mounted as a special edition.

I am getting worried about the way games are reviewed. Whenever a magazine has the game in a competition it seems to get higher marks than in all the other mags.

How do you qualify a mark of 92% for *Heavenly Symphony* when all the other mags gave it marks as low as 52%?

When Mega Power first came out it was worth the money, but now it has been halved in size. You say this is because it's a supplement to SEGA PRO CD. Why? SEGA PRO CD is identical to SEGA PRO (except cover) and it is a second-rate magazine. Mega Power should increase in size and become independent from SEGA PRO as Mega

Power is a much better mag.

As soon as the few minor problems have been sorted out (expressed in other letters) Mega Power will have a bright future. I don't want any excuses – leave SEGA PRO!

Despite all these complaints, I do enjoy the magazine very much and look forward to *BC Racers*. Have a good Xmas.

Richard Grant, Baugh, Isle Of Tiree

PS. Why is Rangers FC (Glasgow) not in *FIFA '95*?

Thanks for writing, both of you. It's interesting to know that someone else has managed to get a full match from our *Sensible Soccer* demo – although I've never managed it myself, despite plenty of attempts. Maybe it's just as well that this quirk doesn't happen very often or Sony/Psygnosis would be up in arms!

Richard, I'm afraid the news isn't good about *Flashback CD*. After seeing an old press pack from the American wing of US Gold, saying that they were going to release the Mega-CD version in the States, I rang their British office to find out if this was still the case or if they would now release it in the UK – after all, they originally released the game on the computer formats. But no-one knew of any plans to release it here or abroad. Sadly it seems that we will never be able to buy this game. It's a nice idea of yours to cover-mount the whole game on Mega Power, but we'd undoubtedly have to pay so much money to do so that it wouldn't be viable – these software firms don't like to give games away free, even if they never release them. In fact, during the first video-games boom Atari even buried a whole load of their *ET* cartridges (that they couldn't sell) in the desert, because they thought their release might damage the games market! If you really want to play *Flashback* that much, the only thing is to buy the cart version.

I agree with you about those suspiciously high ratings in other magazines for games featured in competitions (or as exclusives). You can rest assured that Mega Power will never resort to such disgraceful tactics. As for *Heavenly Symphony*, it got a high mark because we enjoyed playing it (we never ran a competition!). I can't figure out why other mags disliked it so much – maybe they're biased against the Mega-CD.

It's also nice of you to say that Mega Power is better than SEGA PRO... but hang on, I work for that magazine too – how dare you call it "second-rate"?! Anyway, I can't just "leave SEGA PRO" – I just do what I'm told!

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GAME BUSTERS

Hand-brake turn, second gear, national speed limit applies... Yes, I've got driving on my mind this month, readers. In fact, by the time you read this, I should have hopefully passed my test! Anyway, even though I've got other things to think about, that's still not going to stop me putting together the biggest and brightest tips section in Britain! If you have a top tip that you want to give to me, then jot it down on a piece of paper and send it to: Mark Pilkington, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. A ding-dang-doogily-darned fashionable Mega Power sweatshirt is up for grabs to the hottest tip!

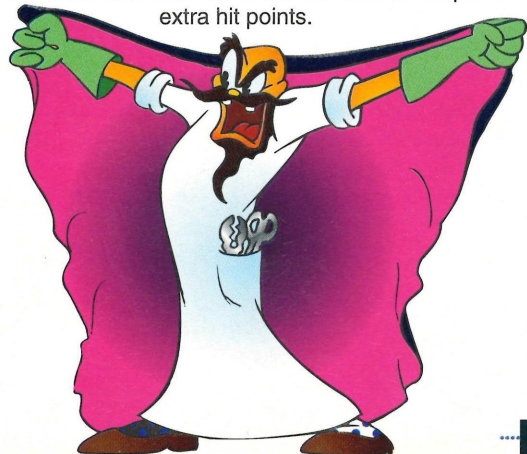
mega-cd

MICKEY MANIA

Secret Room

Reader Jeff George from Barking knows a thing or two about games featuring rodents with big ears. Take this secret room that he's discovered, for example...

On the second level of the second stage (The Mad Doctor), instead of running straight into the pipe at the end, jump on top of it and look upwards. Having done this, get Mickey to jump, and amazingly he will perform an extra-high leap enabling him to walk off screen to the right. He will be rewarded with an extra life and a couple of extra hit points.



DOUBLE SWITCH

Solution

The complete solution to this cracking Mega CD game? Yeah, that's right – the whole game completely busted! Read on, erm, readers and prepare to be shocked, amazed and generally gobs-macked...

ACT 1

Storage	Catch man power box
Storage	Catch man power box
Bruno	Get Code
Grads	Get Code
Band	Get Code
Bruno	Catch Luigi punch
Alex	Get Code

BONUS TRAPS

Dancer	Band
Bruno	Storage
Handyman	Bruno's Room

ACT 2

Bruno	Get Trap
Grads	Get Trap
Band	Catch man lamp
Alex	Catch man window
Grad	Disarm coffin – arm bands, catch mummy
Basement	Get trap
Bruno	Disarm – rearm basket,

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

ACT 3

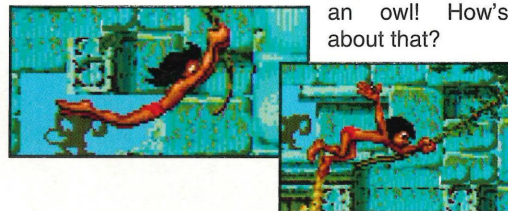
Storage	Catch Woman power box
Lobby	Catch Eddie column
Basement	Catch Eddie conveyor
Alex	Catch Eddie conveyor
Basement	Catch man elevator
Grads	Catch Eddie's bands
Storage	Catch man phone-trap

mega drive

THE JUNGLE BOOK

Top, top reader, Alexander Wright from Norwich, apparently found this *Jungle Book* cheat all by himself! How's that for using your initiative? Start the game as normal and collect as many weapons as you can on level one. Do not finish the level, but pause it and press A, C, A, C, A, C, A, C, B, B, B and B. You should be warped to the last level, The Wastelands, to fight Shere Khan. However, you only have one life to kill him in and you don't get a chance to see the end sequence. Doh!

Harvey Williams from Sussex has a different cheat. Press UP, LEFT, DOWN, RIGHT 12 times, then press A and START together. Pause the game. Pressing A rotates between one banana, two bananas and a boomerang, pea-shooter or an owl! How's about that?



STREETS OF RAGE 3

Reader Billy Hobert is a bit hard, you know. He forced his way into the office, just the other day, and kung-fu-karate-chopped all of the special moves for the *Streets Of Rage* characters my way! Each character has three special moves using the X button on a six-button control pad.

AXEL

- 1 X + FORWARD + FORWARD
- 2 X + DOWN + FORWARD
- 3 X + BACK + DOWN + FORWARD

BLAZE

- 1 X + FORWARD + FORWARD
- 2 X + FORWARD + UP
- 3 X + DOWN + FORWARD + UP

SKATE

- 1 X + FORWARD + FORWARD
- 2 X + FORWARD + DOWN
- 3 X + UP + FORWARD + BACK

DR ZAN

- 1 X + FORWARD + FORWARD
- 2 X + BACK + UP
- 3 X + UP + BACK + DOWN

THE LION KING

Level Select

ROOOOAR! To get a level select on the go for this funky game, input the following, my good chums...

Start playing the game, and then press pause. Now press RIGHT, A, A, B and START to skip a level. If that doesn't work, go into the options screen and press UP, DOWN, RIGHT, LEFT, A, B, C and START. Now skip that level!

MAXIMUM CARNAGE

Guide To The Moves



This brilliant beat-'em-up is just bristling with brutal moves. You can barge any baddies with your body locks that you find if you just follow this blinding guide...

ROUNDHOUSE:

Hit JUMP and PUNCH at the same time to make Spider-Man leap into the air while attacking both sides of the screen.

BODY LOCK:

Face your enemy and then press TOWARDS and PUNCH. They won't escape from this cunning little move.

FLYING KICK:

Leap into the air and hit the PUNCH button to cause some serious pain. These kicks are deadly stuff!

WALL CRAWL:

Spider-Man can climb on any sturdy-looking wall that you care to mention. Watch his agility and be amazed.

JUMP KICK:

A good-looking move that should be more than enough to get anyone hurtin'. Try it out and see the evidence.

WEB SHIELD:

Press the WEB button and hold it down. This protects you from some of the enemy's nasty firepower.

OBJECT PICK UP:

There are loads of objects to collect around the levels. Simply walk up to them and press the PUNCH button.

WEB SHOOTER:

Shoot the web and then drag the opponent towards you to give them a beating!

SHOULDER BARGE:

Press TOWARDS twice to break into a run and then press the PUNCH button while pushing away on the pad!

WEB SWING:

Press DIAGONALLY UP and the WEB button to create a web, allowing you to swing across almost any gap in the level.

PUNCH:

A simple press of the PUNCH button is all that it takes for you to carry out this move!

WEB TRAP:

If in doubt, fire your webbing at an opponent and it should leave him all tied up.

SYLVESTER & TWEETY

Cheats

The brilliant Andrea Simpson from Time Warner Interactive has managed to smuggle some *Sylvester & Tweety* cheats into the office! She had to kill five people in order to bring them to me, though, so let's make the most of them...

Press START to access the inventory screen, then input the following.

Extra Time: A, A, B, C, C, A, Up, C, C, C, Up
To win 'Shrunken Lab' level: A, A, A, C, B, A, C, L, Up, Up, Up

Cheers for that, Andrea!

MORTAL KOMBAT II

Infinite Credits

Thanks to Greg Montgomery from Kent for his Infinite Credits cheat. When you lose a match, press START on pad 2. Select two characters and beat up one, then carry on. Credit saved!

New Death Move

Meanwhile Kevin Smith from Glasgow has found a new death move for Rayden! Tell us what it is, mate - tell us, or DIEEEEE!!! (Erm, sorry about that. I got a bit carried away there).

After the intro, go to options. Go down to Done. Press LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT and RIGHT. Go to new newly opened options and 'Ooh, nasty!' Choose background 6, the weapons room. Pick Rayden as your fighter, when you beat your opponent, and 'Finish Him/Her' appears, press AWAY, AWAY, AWAY + BLOCK. Now watch the results!

MIGHT & MAGIC

Raghib Ismail from Bognor has sent in some rather spiffing tips and cheats for *Might & Magic*. What a star!

Infinite Food

Access the command list and choose share, then choose food. Continue using this command and your party's food supply will continue to grow up to the limit of 40 units.

Super Weapons

Choose 'View Character' from the non-combat menu. When "View Which?" appears, press LEFT, A and C, then release all buttons at once. When the Character menu appears, keep pressing LEFT until you see a character with cool weapons and armour. Then trade these between your group.

SONIC & KNUCKLES



Special thanks to Derrick Hoskins from Liverpool for his brilliant *Sonic & Knuckles* tips and cheats...

Action Replay Codes

FFFE120003.....INFINITE LIVES
FFFE240007.....INFINITE TIME
FFFE210032.....ALWAYS HAVE 50 RINGS
FFF7620001.....INSTANT TOP SPEED
FFBO2800FF.....CAN BREATHE UNDERWATER WITHOUT DYING
FFBO2B0001.....INVINCIBILITY
FFFFB10007 + FFFE210063 - SUPER SONIC / KNUCKLES

Backwards Compatibility

To play *Sonic & Knuckles* on *Sonic 1*, press A, B and C simultaneously and the screen will say 'Stage One, Press Start'. If you press Start, you can play the bonus levels. If you press A, B or C you can change the colour of the stars from blue to pink. The codes for all the bonus levels are...



- L1: 3659 8960 3263
- L2: 2965 3192 9023
- L3: 3610 2354 7327
- L4: 2921 0274 3999
- L5: 3737 7423 1487
- L6: 3053 9029 9071
- L7: 3698 8191 7375
- L8: 3009 6111 4047
- L9: 3482 7286 3167
- L10: 2809 6267 2575
- L11: 3454 5429 0879
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The programmer of *Ottifants* gets a grilling. US Gold's first attempt at a Sega chopper flight sim is taken for a whirl. And are film licences all they are cracked up to be? Reviews this issue include *Chuck Rock 2*, *Fantastic Dizzy & Jurassic Park*.



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A 16-page pullout tells you everything you need to know about the Mega-CD with reviews of all the games available for it. We also preview *Ground Zero Texas*. Plus Mega Drive previews of *Sonic 3*, *Virtua Racing* and *Castlevania*.



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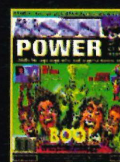
Score every time with our special playable demo of *FIFA International Soccer*. We also hit the net with previews of *Flying Nightmares*, *BC Racers*, *Dark Seed* and *Mortal Kombat II*. Yesss!



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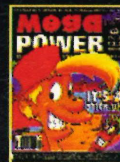
Cut the grass with our spectacular playable demo of *The Lawnmower Man*. Inside, check out our previews of *Novastorm*, *Lethal Enforcers II* and *Bloodshot*, plus a review of

NBA Jam CD.



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Packed second issue containing an exclusive interview with Sega head honcho, Nick Alexander; first look at Sega World; previews of EA's many Christmas releases, including *EA Soccer*, *Super Baseball 2020*, etc



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We bring you an exclusive preview of Core's *Bubba 'n' Stix*, a feature on imported games, plus the big review match between *FIFA International* and *Sensible Soccer*. On Mega-CD we review *Microcosm* and *Lethal Enforcers*.



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Play the first three stages of Core's ace 3-D shoot-'em-up *Soulstar* on our cover demo. Then check out the preview inside, plus reviews of *Third World War*, *Tomcat Alley* and *Powermonger*.



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Be a cartoon star in our marvellous *Mickey Mania* playable demo and check out the review inside, along with those of *Snatcher*, *Lethal Enforcers II*, *Novastorm* and many more.

Plus a preview of *World Cup Golf*.



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which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!



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Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!



DISC 8: THE LAWNMOWER MAN DEMO

Enter the virtual world to take on the evil Cyberjobe. Witness spectacular intro sequences before flying through electronic circuits in a fully playable stage from the game: *Cyber Boogie*.



DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo,



DISC 9: MICKEY MANIA DEMO

Join Mickey Mouse in one of his most famous cartoons, *Steamboat Willie*. Admire the excellent graphics and soundtrack as you enjoy classic platform action. NB. This is identical to the SEGAPro #40 cover demo.

next month

Next Time?

If everything goes to plan, we'll be bringing you a playable disc demo of JVC's forthcoming TimeCop (different to the demo planned for SEGA PRO CD).

Based on the current Jean-Claude Van Damme movie, the game will feature a combination of platform, blasting and beat-'em-up action. You'll be able to travel to different time zones where you'll meet such diverse enemies as midget submarines, German soldiers and Neanderthals!

If, by some quirk of the space-time continuum, we can't bring the TimeCop demo, you can be sure we'll have another equally exciting one instead. So make sure you're in the right time zone for the next Mega Power.

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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.



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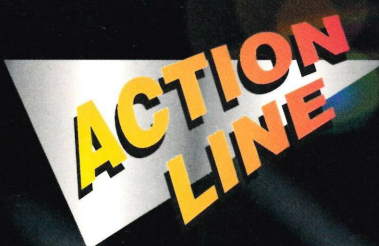
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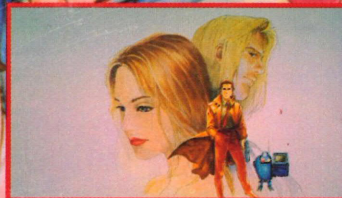


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