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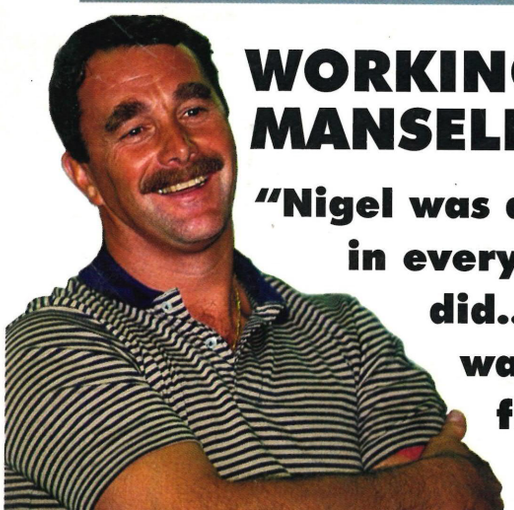

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My Mum

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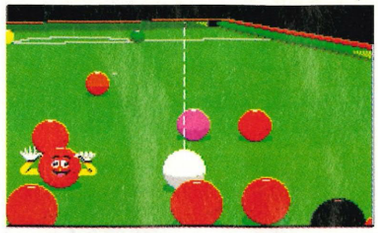

BC RACERS **48**
Chuck Rock is back in a game completely different from his other adventures

BONKERS **42**
Madcap cartoon fun that is 'aimed at kids'. Just about says it all really

CANNON FODDER **22**
Shoot, collect more ammo, shoot a bit more and then lose your legs on a landmine. Just what the Doctor ordered

DAFFY DUCK **38**
Daffy and Yosemite Sam must have made friends as they are helping each other out in this latest platformer from Sega

JIMMY WHITE'S SNOOKER **36**
Plop some balls on the table and smack 'em about a bit. That's how I play snooker anyhow. Maybe that explains why I don't earn millions at it

MIGHTY MAX **54**
The first contender for worst game of the year steps into the ring

NBA JAM CD **60**
Slam it, jam it, wham it, bam it, spam it, roast lamb it. Whatever. You want basketball? You got it.

PAGEMASTER **50**
I love Macaulay Culkin. Mind you, I'm completely insane and eat my own foot scrapings for tea

PGA III **26**
Caddyshack was on telly last night, and mildly amusing it was too. Relive that gopher fun

POWER DRIVE **40**
Rallying will never be the same again

RISTAR **32**
Another original platform hero comes to save the day

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He's tall, hard, and eats lard. OK, so I made that last bit up.

SNATCHER **56**
A manga style adventure where you find mutilated bodies, drink a bit and chat up the ladies

SYNDICATE **44**
The thinking man's Cannon Fodder, which still involves lots of mindless killing

WWF RAW **52**
More wrestling joviality courtesy of Acclaim

YOGI BEAR **30**
Smarter than the average bear? Crapper than the average game more like

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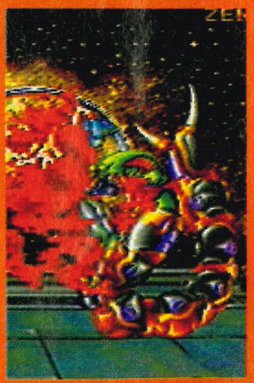
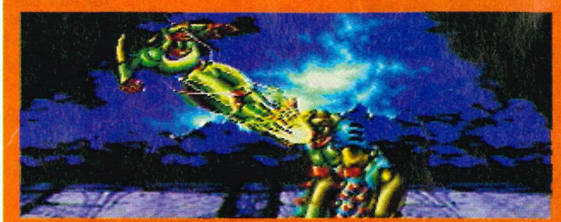
Christmas has come and gone and all the fuss made over the 32X has died down. You're probably thinking that now you've forked over the reddies for the 32X that software companies will take their time producing more games, leaving you with only a few to play with. Not so! There are over forty 32X games currently under development and the next one to be released is Cosmic Carnage. It may look like Street Fighter and admittedly it does play similarly, so what's so special about it? 32bit processing, that's what. This is a graphical tour de force as the action scales in and out, the fighters throw each other towards your TV screen, and pull each others limbs off. As if that's not all some of the characters have armour plating which gives them extra powers and special moves. All 32X owners should turn to page 12 NOW!





REGULARS

MEGA CITY 6
There's a lot of exciting stuff going on this month, including the announcement of a brand new machine! What could it be? Read on and see

MEGA PLAY.....66
All the latest games have been played by our experts and the result is the infamous tips page

MEGA CODES 72
Did you know if you use all of the codes on these two pages then you are a very sad parson. Get a life

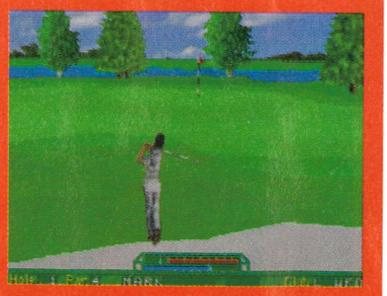
SUBSCRIBE 80
CHEAP GAMES! CHEAP GAMES! Get your cheap games here and subscribe to Mega at the same time

TOP 50 74
The best games of '94 can be found here

LETTERS 64
Please write to us. We have no friends and get very lonely. Go on. As Bob Hoskins would say, It's good to talk. No, he's the phone bloke. I meant that other bloke who tells you to get off your fat arises and be nice to people by writing to them. You know the one

PREVIEWS...

Most games have been released in time for Christmas which means things are probably going to dry up in the new year. Good news for 32X owners though, as we have these two beauties for you.



GOLF 32X 16
Some geezer called Fred Couples has travelled the world and selected his 36 favourite holes in this brand new Sega golfing simulation

MOTO CROSS 18
Remember Enduro Racer? This is similar, but with knobs on. If motorbikes jumping high into the air before crashing down in a sickening thud is your thing then check this out

MEGA

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VIRTUA FIGHTERS

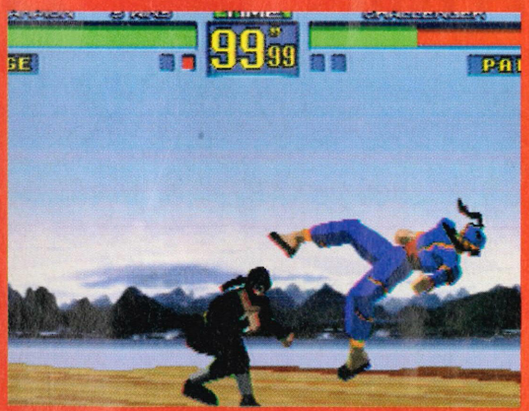
The Saturn has finally been released in Japan and has already out sold the 3DO and looks as if it is going to be more popular than Sony's playstation. With games like Clockwork Knight, Panza Dragoon and Rad Mobile due imminently this looks like THE machine to have. Unfortunately the Saturn won't be released over here until next autumn which means that most people will be denied the pleasure of playing the finest beat-em'up yet, namely Virtua Fighters.

Fighters boast incredible polygon graphics which move just as smoothly as their arcade counterparts. Any doubting Thomases among you who think that the machine can't handle it will be shocked to find that it is virtually arcade perfect. The only differences of note are that the characters look more blocky as they use less polygons and that there are delays before each fight as the CD is accessed. Other than this Fighters is a fantastically playable fighting game with many hidden moves and combinations.

Until last month Fighters was easily the best looking arcade game around, but it isn't any longer because arcade goers amongst you will probably have already seen Virtua Fighters 2. This just has to be seen to be believed. The playability is almost exactly the same as the original but the presentation has been enhanced like you would not believe. The graphics are a visual feast as you are bombarded with spectacular imagery during each match and the sounds are simply stunning.

Presentation is not the only enhancement as there are also two new characters to play as, as well as a whole host of new moves for the existing fighters. Lion is an expert of Preying Mantis Kung Fu and fights using very stylised low stances. He also has a very nasty move where he grabs his opponent by the scruff of the neck and jabs his fingers in their eyes.

The other new character is Shun, the proverbial Drunken Master who drinks alcohol as he fights! Based on Chinese legend (namely Wong Fei Hung), and the odd Jackie Chan movie, Shun is permanently drunk and beats his opponents by passing out on them! He is now the most versatile character by far, and he can even do handstands and move about whilst kicking other people in the face. What a guy. The good news is that AM2 (the programmers) have already started work on the Saturn version of Virtua Fighters 2, and it is possible that eventually Fighters 1 could appear on the 32X as that possibility has not been ruled out yet.

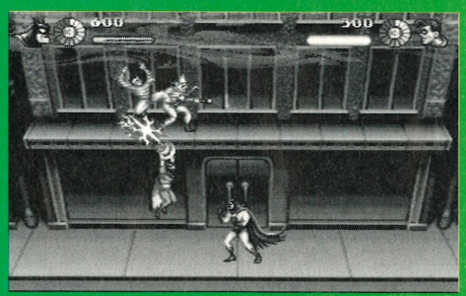


SAMURAI SHOWDOWN

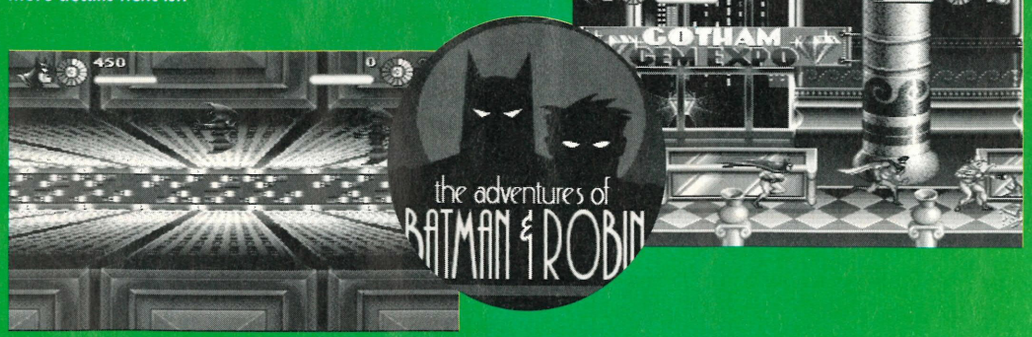
Fresh from the arcades comes a conversion of Samurai Showdown from JVC. Designed by SNK for the Neo Geo system the Mega Drive version is due for release early in the new year. Essentially a Street Fighter clone Samurai Showdown is set in ancient China, in the years of swords and sorcery, the game features many fearsome warriors including Samurais (surprisingly), Kabuki fighters, Magical Ninjas, and lets not forget the fat geezer who is always completely useless. The game has been described as Street Fighter II with weapons by some bloke I met down the pub who sounded very well informed indeed. With a fair bit of swordplay, lots of gratuitous punching and kicking and the occasional bit of magic Samurai Showdown has all the ingredients for a top beat-em'up. If you want a bottom beat-em'up I've got phone numbers of ladies in Brighton.

BATMAN

Dinna dinna dinna dinna BATMAN! Batman's great isn't he? I bet he gets a bit cold in those tights though. New from Sega comes the adventures of Batman And Robin, based on the popular cartoon animated series. OK, so the original Robin buggered off to join some other group of trumped up superheroes, the Joker killed the second one, the third one was this young girl and Bruce Wayne was crippled but who cares? They're back and they're both great. We all love them tremendously.



The game is a slick platform affair which is very reminiscent of the grossly underrated Gunstar Heroes. Most of the levels scroll and have the dynamic duo using fists and feet to right wrongs and punish evil doers. Other stages are set high above the streets of Gotham as they swoop around in their fancy flying machines, and where they both have to run into the screen in a similar fashion to the bonus stages in Sonic 2. We saw a very early version up and running and the graphics just have to be seen to be believed. Look out for more details next ish



NEPTUNE

With the 32X having just been released you would have thought that Sega would be resting on their laurels for a while, proud of their technically fantastic machine. Well, that's what we thought but they have proved us wrong yet again, as they have many more tricks up their sleeves.

Hot news has just reached us that they are about to announce a new machine at the Winter Consumer Electronics Show in January. Provisionally titled the Neptune, it will be a combination of a Mega Drive and 32X all in one small unit, retailing at £200. Bearing in mind that the 32X add on by itself costs £170 this represents great value for money.

The machine will be compatible with both the Mega CD and the Mega CD 2, making it compatible with all the current 32X CD titles in development like Midnight Raiders and Fahrenheit.

Other rumours currently going around concern the portable Mega Drive, which is probably called the Jupiter or Uranus (no predictable jokes please). We were going to tell you about how this was to be another biggie but sadly this idea has been shelved at the last minute because it would be too expensive.

CHAMPIONS

We don't like to blow our own trumpets or anything, but we're the best! It's true! Last month when Sega launched the 32X officially they held an industry do at their offices in Earl's court for all us scumbag journalists and posh sales executives and a Virtua Racing Deluxe competition was held. Many people tried to qualify and the 32 best people went on to enter the main competition. After many exciting heats the winner was declared, and it was Lee! Yes folks, our Ed won the title and many other prizes too. Unfortunately Rich had to retire from the semi finals after refuelling himself excessively at the bar. Needless to say, good fun was had by all and Lee would just like to point out to Tom Guise that he's just checked and he thinks acorn was a little unfair. Could he settle for oak-tree?

And while we're on the subject of hello's, it's a big wave to Melanie and Phonella (probably spelt wrong), and Georgina the harmony singer. Thanks girls.

THOR

It isn't often we see original games nowadays so it seems strange that the most original up and coming title completely rips off virtually every style of game, but presents it in a unique way.

Story of Thor is viewed from above, like Soliel but it doesn't have much of an RPG element. The whole thing is basically a scrolling beat'em-up a bit like Streets Of Rage, with special moves like the ones in Street Fighter! It all sounds completely bonkers if you ask me, but the game itself looks stunning. Only time will tell

MORE MANGA

More Manga stuff is heading this way from the far East, including the latest AD Police title (above), as well as Geno Cyber part 2. Check out your local importer, now!

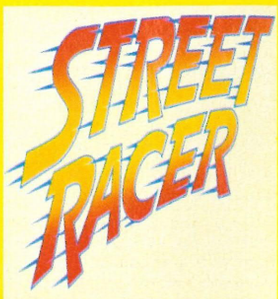
ZERO THE KAMIKAZE SQUIRREL

Remember Aero the Acrobat? How could you forget? It could possibly be the worst platform game that I have ever seen in my whole life. OK so it's better than Yogi Bear but it's still a load of reproductive organs. Anyway, one of the bad guys in that is a guy by the unlikely moniker of Zero the Kamikaze squirrel. He is now the star of his own game and surprisingly it doesn't involve a squirrel in a Japanese plane committing suicide and taking lots of the enemy with him as the title would suggest. No. He may be a Kamikaze but you have to keep him alive at all costs so that he can foil the evil Jaques Le Sheets plans of producing counterfeit cash made out of paper from the rainforests.

STREET RACER

Forget Donkey Kong Country, the game at the moment that SNES players are playing is Street Racer, a Mario Kart clone that some reckon is even better than the original. Basically it is a racing game but it can be played by four players simultaneously and features three different game styles. There is the normal racing championship, a rumble where eight cars race around trying to force each other out of an arena and even a football game!

There are 8 different characters, 8 unique courses, 24 tracks, 3 football pitches, 1 arena and 1 secret bonus game to play. Sounds good doesn't it? To top this off, all the tracks have been texture mapped to give a more realistic feeling too. Lets just hope that the Mega Drive can match the speed and playability of the SNES version. If it can then we will have a classic on our hands.



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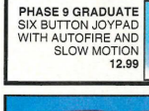
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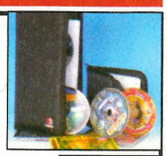

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BOOM

It would seem that the current fall in the video games' market has seen a sudden turn of events in the run up to Christmas. Demand has incresed by a remarkable rate, as console games look set for another fantastic Christmas time. Best seller has been Donkey Kong Country, although both FIFA '95 and EarthWorm Jim have performed well.

STRIKER

Due in for preview next month is a conversion of the SNES football game Striker. The original used the machines mode 7 routines to the full, so quite how the Mega Drive version will work is beyond us. We shall wait and see. In any case, the original played an excellent game of footy, although it was eclipsed by Sensible in the playability stakes.

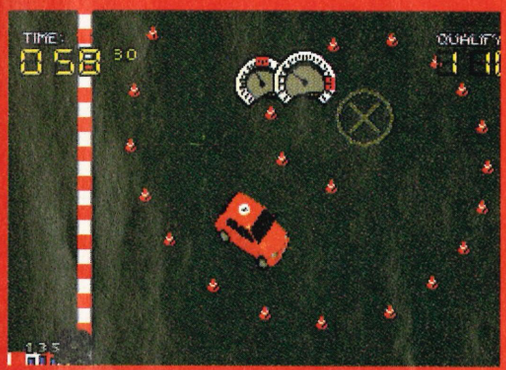
The Mega Drive version has multiplae viewpoints and generally looks pretty good. How it will fare against the all-conquesring FIFA '95 we'll have to wait and see about.

POWERDRIVE COMPO

If you flick ahead through the mag this month, you might notice a rather impressive polygon racing game. No, it's not Virtua anything, it's Powerdrive, and it scores a hefty 83%

Well, after a hefty wrangle with the lovely Andrea Griffiths from US GOLD (and wasn't it fun, eh Rich?), we managed to organise a fantastic Powerdrive competition.

The first prize is a 1/10th scale replica remote control Escort RS Cosworth. Believe me when I tell you this is well smart! Five runners-up will each receive a copy of the game, a baseball cap, a t-shirt and a coach's jacket! Plus, a further 20 runners-up will receive the cap, t-shirt and a powerdrive poster.



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"But, what is the bloody question?". Okay, here goes. Simply read the review, and tell us the difficulties encountered on the Corsican terrain. Easy isn't it? Anyway, if you fancy winning, send you entries to:

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SMURFS

Does anyone out there remember the smurfs? I think it was about the early 80's when they were about. In any case we should have a preview of the new Smurf's game due in next month. It's a platformer by all accounts, so don't expect too much.

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AWESOME SOFTWARE

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Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS 5931	JAN '95	TBC
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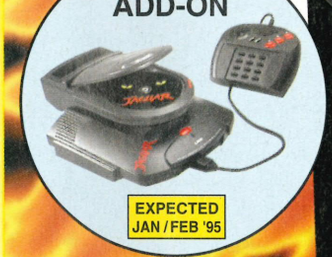

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COSMIC

There's nothing like a spot of fist fighting every now and then is there? Super Street Fighter II and Mortal Kombat II have proven that beat'em-ups are supremely enjoyable. On paper Cosmic Carnage beats both of these hands down as it has the power of the 32X behind it, but does it come off?

It has to be said that I like fighting games. Only this weekend I spent an inconceivable amount of money in the arcade playing Virtua Fighters II and left with very empty pockets. Aside from this my favourite beat'em-up at the moment is without a doubt Super Street Fighter II. Some claim that Mortal Kombat II is much superior because it has digitised graphics and blood but SSFII has one main advantage; it is extremely playable.

Studying the recent flux of one on one fighting games it is possible to list what makes a good game of this genre. As far as I can tell the list is as follows, in no particular order:

UP FROM THE DEPTHS

1) People are happier if a game they have just bought looks good and they can use it to impress their friends.
2) Being able to play as different characters improves the games longevity no end. Only being able to play as one specific character gets boring very quickly.
3) Special moves can make or break a beat'em-up. If they are too hard to do then no-one will be able to do them and they'll be disappointed.
4) The moves should be as smooth and fluid as possible. It also has to be possible to string together sequences of moves so that a player can become more proficient and pull off impressive combinations.
5) The ability to change the difficulty of the fighters and possibly the speed of the whole game makes it more appealing to both novices and experts.
6) The controls have to be respond instantaneously to every joypad move the player makes. If it isn't it can become incredibly frustrating.
7) Some also feel that if each character has a background and is fighting for personal reasons that it makes the game more enjoyable.

Most of these points can be applied to MKII, and all of them apply to SSFII. Sega have obviously realised that this and tried to make their first 32X fighting game satisfy all these criteria. Have they succeeded? Well, sort of.

THIRTY STOREYS HIGH

The story behind Cosmic Carnage is very strange indeed. Some prisoners in an interstellar prison were being transported to a mining colony in a prison ship. They decided that the only way to escape was to make the ship crash into another vessel. The vessel they chose to collide with unfortunately turned out to be a military spaceship full of soldiers. Only four people from each ship survived but both crafts were damaged so much that only one survival pod was still in operation, and the remaining wreckage was falling apart around them. There was only one thing for it, a survival of the fittest contest that Darwin would be proud of.

An easy victory, but can Tyr win his right to live?

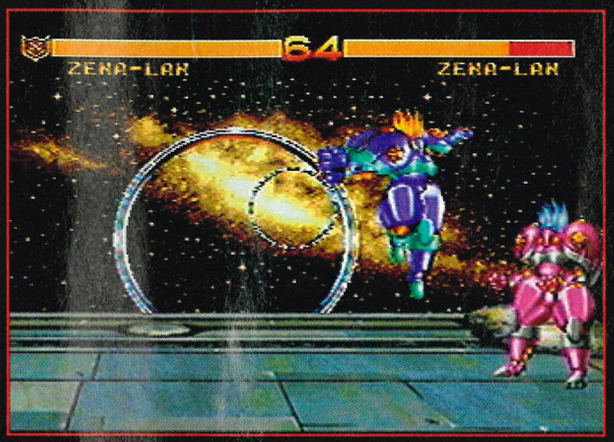
Without many special moves Deamon has to rely on sheer brutality

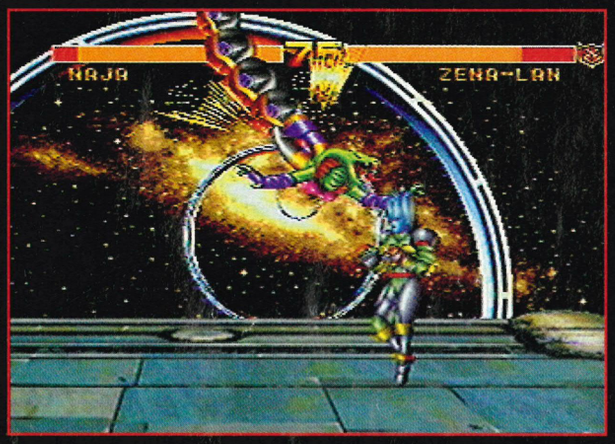
CARNAGE

BREATHING FIRE

The fugitives are four of the meanest looking monsters you'll ever set your eyes upon. Talmac is tall and dark with claws that Freddy Krueger would give his right arm for. It looks like he wears a mask, but nobody knows for sure. Naja is a serpentine siren and she uses her elongated tail to whip or strangle opponents. Next up is Yug, who resembles a gorilla. He may be a bit slow and is limited to punches but he has built in armour to protect him from the most powerful attacks. Deamon resembles the Alien

(Below) Zangief's moves have been handed down throughout history



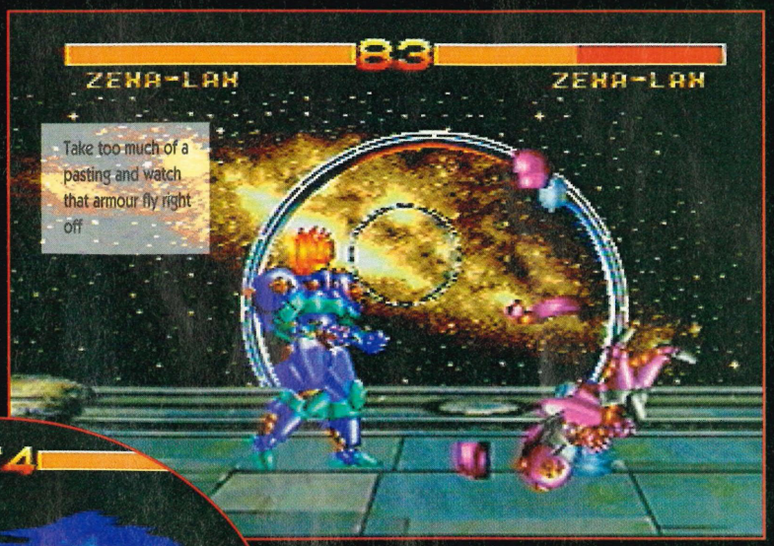


(Above) Have some of this matey

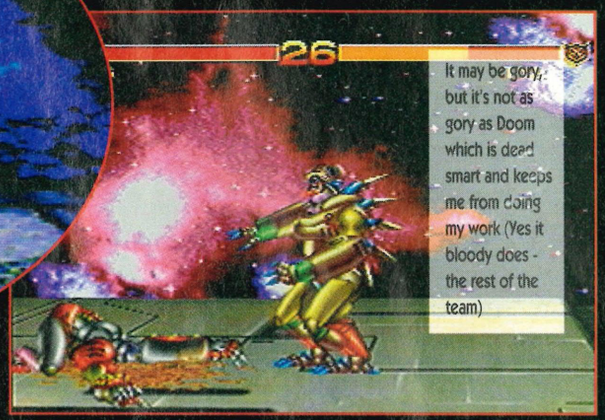
(Below) That must be the worst case of athlete's foot I've seen in a long time

(Above) Kill an opponent with a powerful move and watch them fall to pieces

(Below) Who needs weapons?



A pseudo 3D effect is used when throwing opponents around as they get larger the closer they are

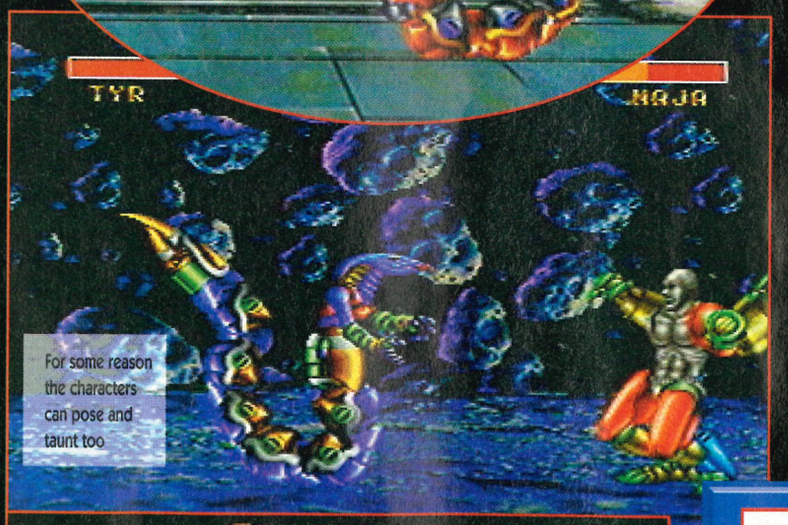


from the film of the same name and he's just as hard. He also has claws and has a scorpion sting on the back of his head. These four are even more of a motley crew than Motley Crüe (Excuse me, but isn't that like the worst pun ever made through history? - Lee)(No, this is. I was rolling this barrel into my house but it wouldn't go through the front door so I had to bend over and take it up the back passage - Rich)(I can see your point - Lee)(What, even from that distance? - Rich, the king of crap jokes)(Shut up or die - Lee).

LASERS FROM HIS EYES

The other four fighters are the soldiers, and these guys don't have to just rely on their natural fighting prowess. Each soldier has three different types of armour to wear, covering their arms, legs, and torso. The more armour the character is wearing the slower they move, but the more damage they can take. The advantage is that wearing armour gives them more special moves, and certain moves can only be performed when wearing specific armour combinations. Each of these characters has about eight special moves at their disposal. Unfortunately after taking hits it is likely that some of the armour will break and simply fly off, changing the special moves available.

The person who designed the armour and body suits is Tyr, who invariably saved the best designs for his own use. Using the weight of his armour against his opponent he has a devastating range of slams and presses. Naruto is highly trained in martial arts and is a dab hand with the old sword. Cylcic on the other hand is a mutant who is very fast and has mastered many projectile attacks. The final character in the game is Zena-Lan, a fire lady whose electrical powers have shocking results (cut out



the pathetic puns or else - The man who gives out the P45s)

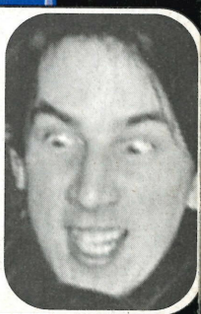
GODZILLA!

The problem with Cosmic Carnage is that it doesn't have many characters, after all MKII has twelve and SSFII has sixteen, and they don't have any personality at all unlike the two aforementioned titles. Admittedly there are a lot of special moves to master and on paper they look quite simple but the controls aren't as responsive as they could be and so sometimes they don't come off.

Put simply, Cosmic Carnage is an above average one on one fighting game that looks good and uses the 32X's scaling capabilities to good effect but it suffers on the playability front. It's good, but when you consider that you can buy Super Street Fighter II for the same price without having to have a 32X things become a lot clearer.

77 PERCENT

"A competent beat'em-up but it doesn't do the 32X any justice at all"



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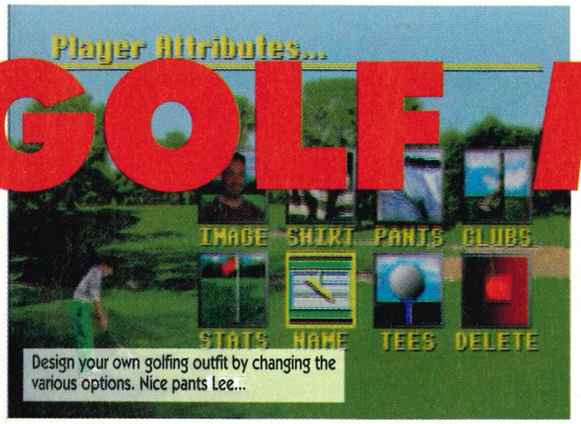
SOUND	8	GAME SIZE	6



Design your own golfing outfit by changing the various options. Nice pants Lee...

GOLF MAGAZINE PRESENTS

In a stroke of grammatical genius Sega are about to release Golf Magazine Presents Greatest 36 Holes.

Golf is a strange sport. It looks dead easy as Nick Faldo wallops a small dimpled ball into outer space before it lands very neatly in a small hole five hundred yards away. These guys effortlessly sink ball after ball and earn a respectable amount of cash for doing it. It looks so easy in fact that I had a bash at this 'effortless' sport and returned home completely knackered with a score about three times as much as everyone else's. My best performance was one over par and I went via the green of another hole! Maybe I'm not ready for the Open just yet.

CADDYSHACK

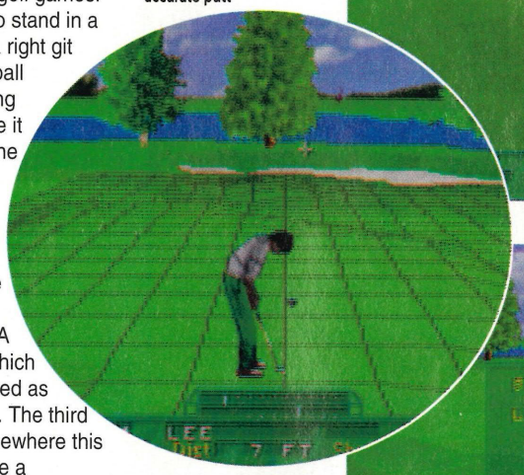
This brief excursion into this exclusive sport showed me that I would do much better sticking to computer golf games. For a start you don't have to stand in a funny position looking like a right git and it doesn't matter if the ball goes completely in the wrong direction as most of the time it is possible to simply undo the last shot and try again.

The first noteworthy computer golf simulation was Leaderboard, a simple yet engrossing game where the graphics took forever to update. Then came the PGA series on the Mega Drive which are now widely acknowledged as the best golf games to date. The third in the series is reviewed elsewhere this issue and has received quite a respectable score too.

The next noteworthy golf game due out is Golf Magazine Presents Greatest 36 Holes. The reason for getting excited about it is because it is the first title of this sort to be released on the 32X. The gameplay in the PGA games is pretty

(Right) Lee lines up and takes the shot which lands right in a bunker

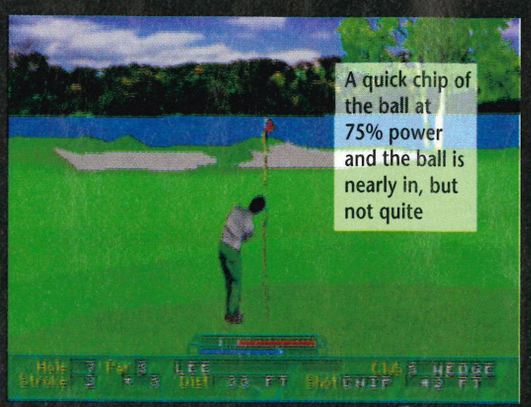
(Below) Call up the grid to see the contours of the green for that extra accurate putt

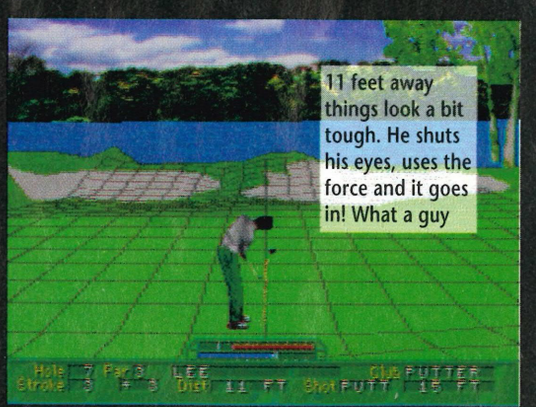


(Right) Replay spectacular shots again and again to your hearts content

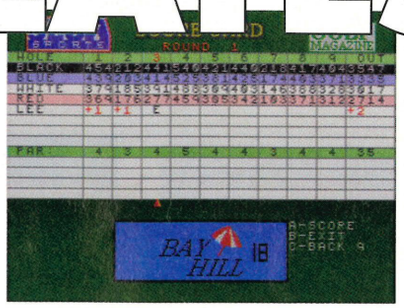
LEE PLAYS A ROUND

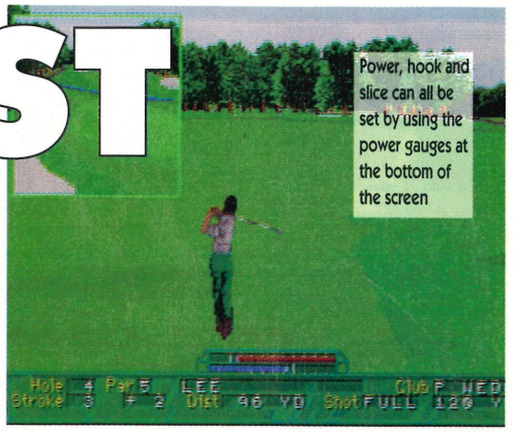
Lee is the king of golf, or so he reckons. This hole is par 3 and our Leesa is going to try his best to do it right.





36 GREATEST HOLES





much spot on so if you can imagine PGA with state of the art graphics and sound then you are imagining Golf 32X. The tournament is hosted by Fred Couples who I'm told is a famous golfing star. He has chosen his favourite 36 holes from around the world, sponsored by Golf Magazine, which explains the curious title of the game. Tournaments take place of eighteen of these holes and the game can be played solo, against fellow humans, or against the computer pros.

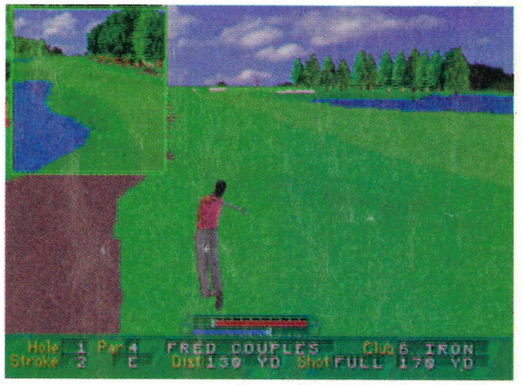
GOPHERS

The main attraction of Golf 32X is the graphics. The main sprite animation just has to be seen to be believed as the player takes their shot. All of the player graphics have been digitised and is animated so well it looks like watching someone play on the telly.

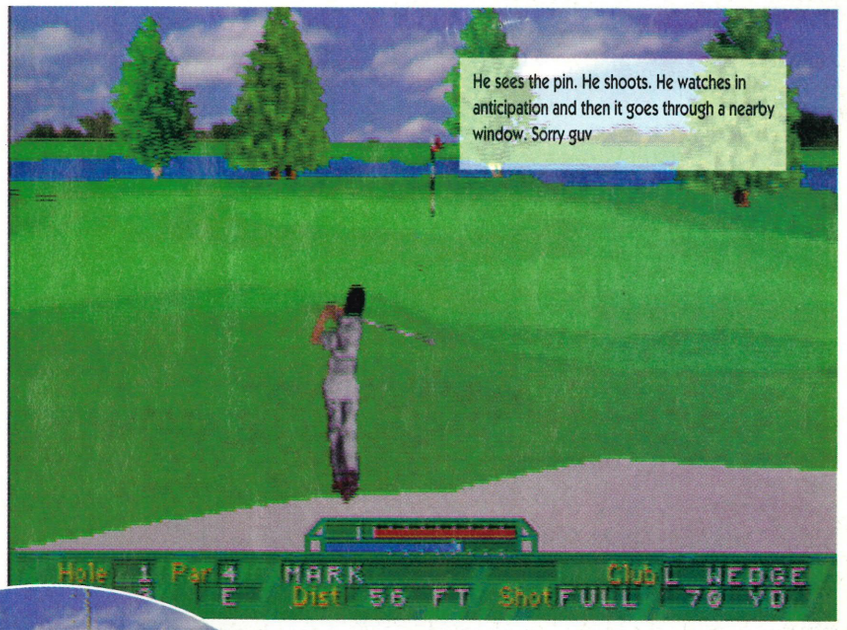
The screen update is virtually instantaneous which means there is no waiting around for the screen to redraw like there is in other lesser titles that shall remain nameless, like Jack Nicklaus.

The objective of the programmers was to produce a realistic game that captured the atmosphere and fun of golf without completely doing your shoulders in. As you can see by the various screen shots dotted around these two pages it certainly looks as realistic as anyone could ever expect, but as always the main question has to be whether it plays as good as PGA III or not. Unfortunately if you want to find out then you'll just have to buy next month's issue of Mega and find out what our expert games player (i.e. me) thought of it.

(Above) Two over par on the third hole. Not a good start



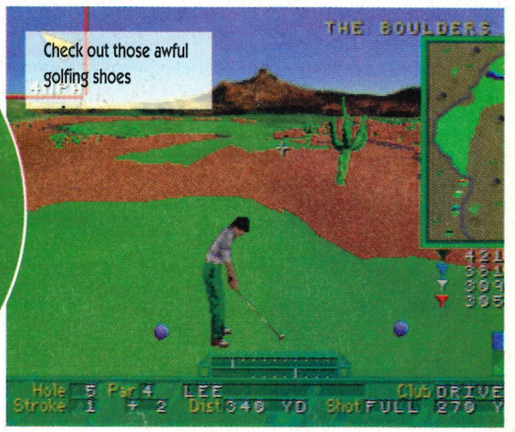
(Right) Another gratuitous shot of a bloke hitting a white ball with a long pointy stick



(Left) Look at that. Six different types of game to play

(Below left) It's an over view shot. Good isn't it?

(Below) Lee takes his best shot...and lands in the water. What a pity



MOTO-X CHA

Remember Enduro Racer all those years ago? Imagine something like that, but much better and you'll probably be thinking of Moto Cross

So, you're one of the lucky ones that bought a 32X before they sold out in the Christmas Rush. You've got Doom, played it to death and mastered all the tracks in Virtua Racing. Star Wars doesn't appeal to you and other titles like Metal Head, Afterburner and Space Harrier aren't out for a while. So what do you do now? Feel disappointed and sit in your room sulking all day? No, because we have news of yet another top title soon to grace that mushroomy Mega Drive add on.

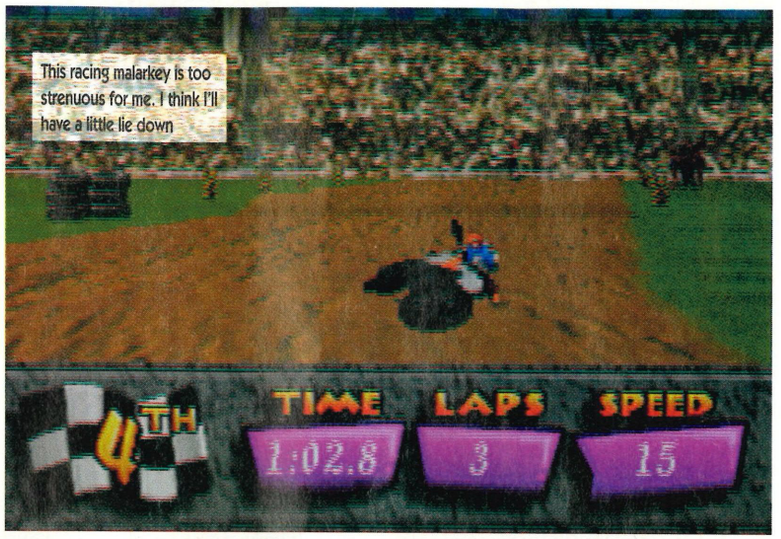
Moto Cross Championship is a two player racing game set in the dirty world of Trial-biking. Virtua Racing Deluxe has pretty much cornered the market as far as car racing games are concerned but Moto Cross Championship is much different.

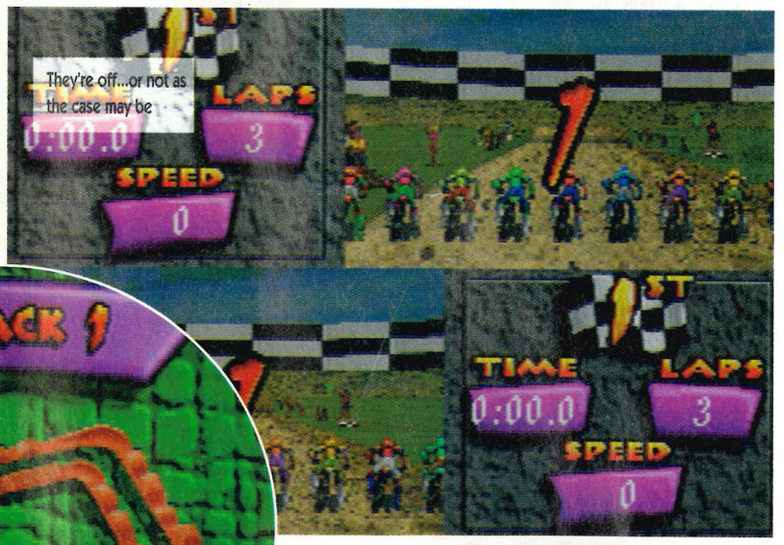
Arcade goers may remember a classic machine called Enduro Racer where the player sat on a replica motorcycle and raced around dirt tracks. Moto Cross is very similar except there is more emphasis on out and out action, and the other racers fight back!

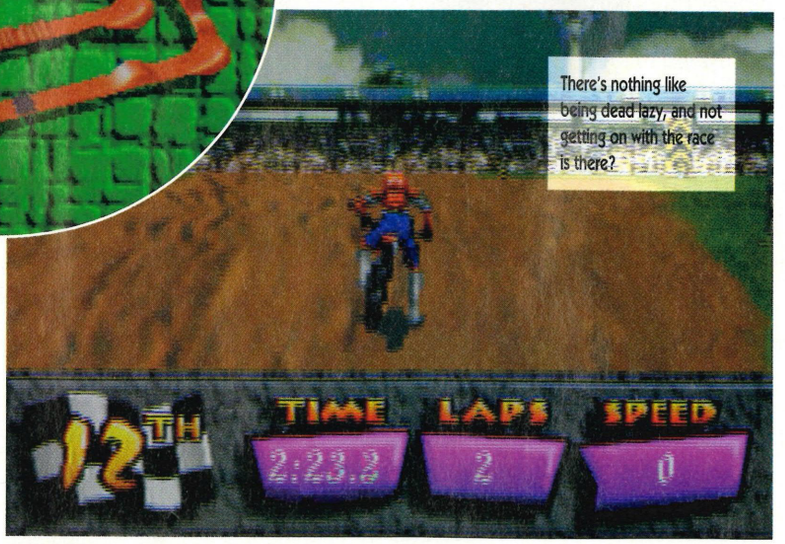
HOT X BUNS

There are three different motorbike classes to choose from. The first class is the 125cc machine which doesn't go very fast and is incredibly light. This means that the tracks aren't as dangerous as they could be and the bike is lighter making it more manouvreable. Then there is the 250cc class where the action is rougher and tougher, and the bikers are meaner than ever. Then comes the Super Bike league, where anything goes.

There will be a grand total of twelve different courses to race on, each of which will poses a great challenge to potential players. All the thrills and spills of trail racing will be implemented here including jumping, bumping, skidding, and even fighting. Yes folks, if fair play doesn't get you that elusive







MPIONSHIP

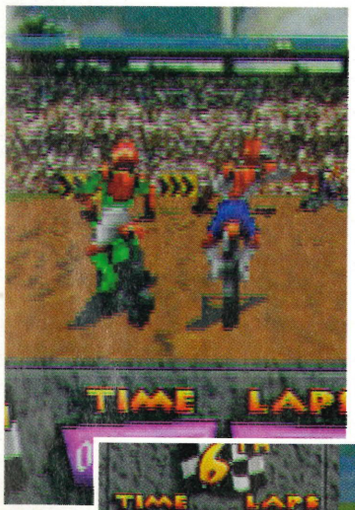
biking trophy then an extended fist in the face of a potential challenger will soon sort out the men from the boys. The most incredible aspect of real life Motor Cross racing is when the bikers go so fast they actually leap high up into the air before coming down to the ground and landing without any problem at all. By doing this in the game it is possible to jump over racers in front but in could also result in a few nasty injuries if not done properly. Land in the wrong place and a spectacular jump might end up in disaster and a free ticket to the nearest hospital.

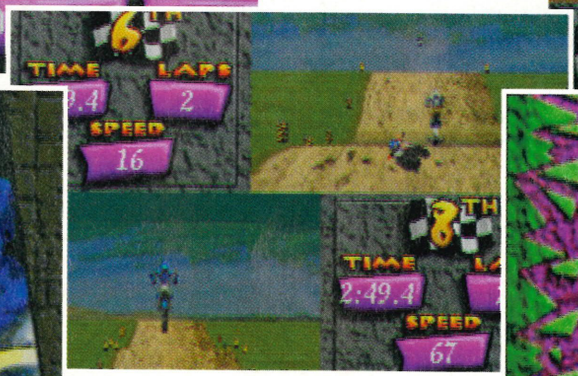
ENDURO ARSE

The question you are probably asking yourself is, why is this on the 32X and not on the bog standard Mega Drive? The answer is simple. All of the tracks are texture mapped for a more realistic effect and the 32X's Super Scaling routines are used to great effect, especially as your rider comes approaches a horde of other riders who are fighting and jumping all over the place. To make things even more impressive all this can be done in a simultaneous two player mode using a split screen system rather like Road Rash II without any loss in speed. With a few minor adjustments still to be made Moto Cross Championship looks like just the thing that racing fans will love once they've got fed up with V.R. Look out for the full review next issue

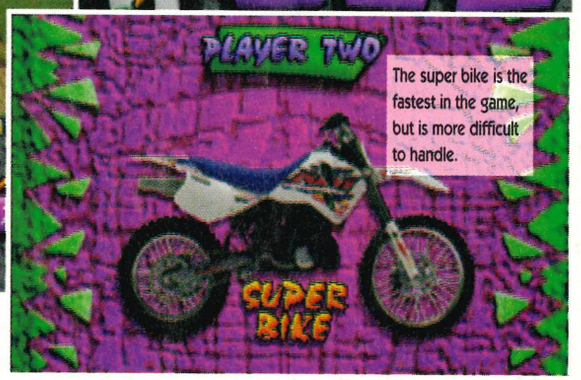
(Left) Take a close look at the back of my hand, mate

(Right) And the winner is....not me. Bum



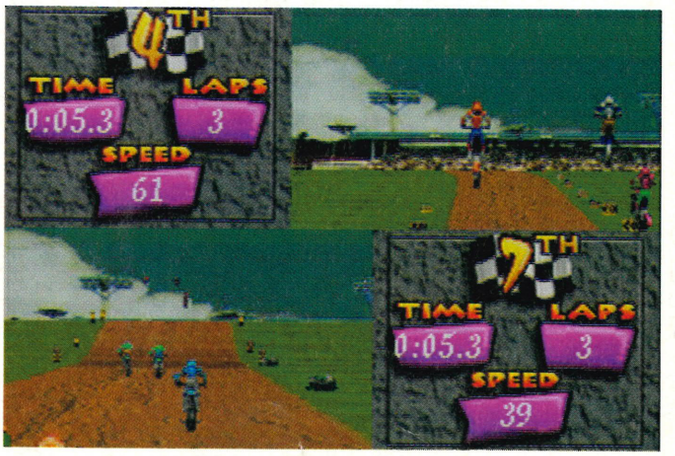


Both player one and player two are doing incredibly badly. I guess Lee wasn't playing at the time.



(Left) Look at that scaling. Lovely (Actually, I thought it was a bit blocky - Lee) (Well I didn't -Rich) (Wanna scrap? - Lee) (Yeah! - Rich) (Hey look at the birds and the sky guys - Miriam) (Oh my god - Rich and Lee)

(Right) The two-player split-screen mode works well, although the screen is a little smaller than you might hope.



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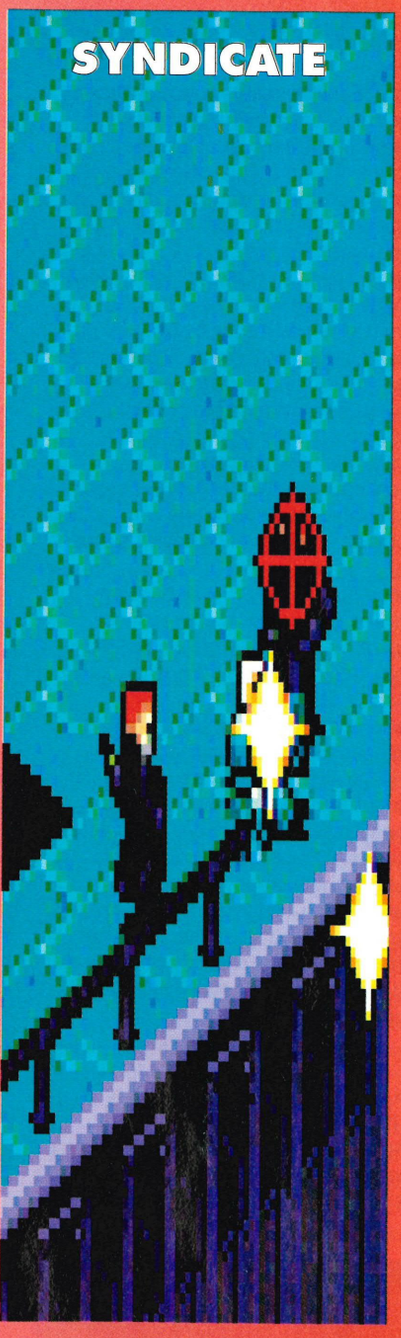
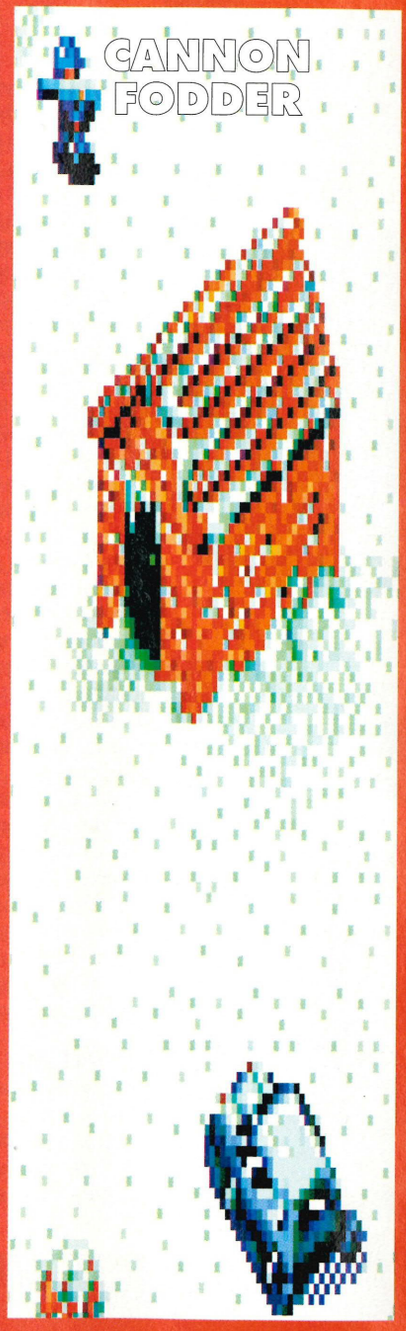


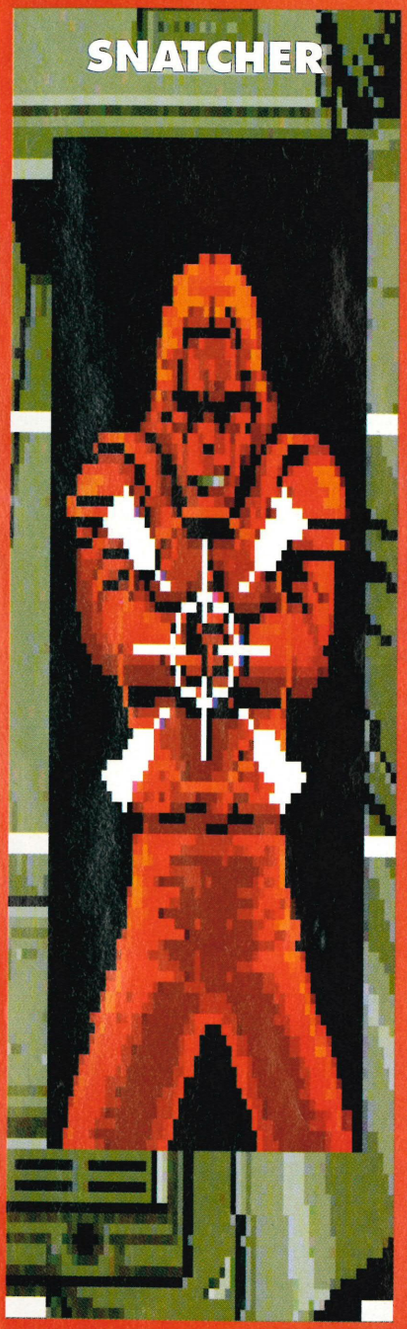
LEE

"So Lee, what adventures have you been up to this month?" I asked. "Don't forget to mention being Virtua Racing Champion of the universe" came the reply. How could I forget? Yes folks, Lee won the Sega compo and celebrated in true magazine style by getting what is technically known as 'completely bladdered' and performing a word perfect rendition of Mustang Sally, much to the amazement of other party goers and the locals who popped out for a quite pint.
The question has to be, who was that annoying git in the red jacket who drank



RICH

Thankfully Rich didn't get drunk after the V.R. competition. No, Rich got drunk DURING the competition, chatted up a female stormtrooper, got beaten around the head in the second round, which he still won, and went on until the old eyesight finally gave up during the semi finals. On the train home he then had the ingenious idea that he would be more comfortable sleeping on the floor instead of the available seats. Needless to say he had a storming hangover in the morning and getting beaten up by the cleaner didn't help either. There's a



MIRIAM

Miriam doesn't appreciate such juvenile stupidity, and prefers to act more maturely. This is a shame as her 'mature' adventures this month have been so outrageous that we can't talk about them in a family magazine! Let's just say she should be in the Guiness Book Of World Records and leave it at that.
Excitement is in the air for her as in a matter of days Miriam will be winging her way over to the good old U. S. of A. where she hopes to meet Elvis' ghost on his sixtieth birthday. Did we ever mention that Miriam is completely stark raving

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CANNON

From: VIRGIN

Release: OUT NOW

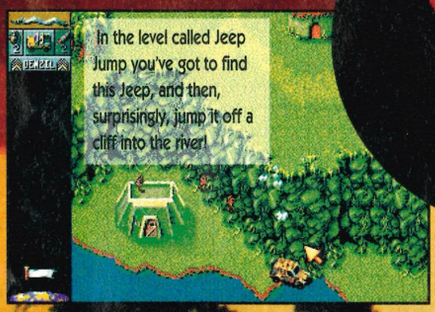
Price: £44.99

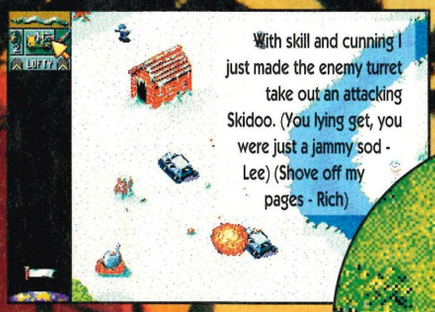
Levels: 15 Missions

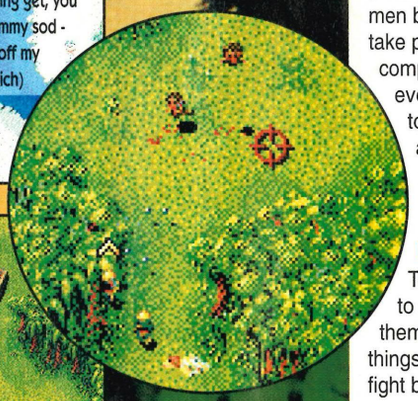
Players: 1

"Rich, hurry up and write me an intro for Cannon Fodder or else!". "Erm, OK then". This is Cannon Fodder. I like it a lot. "Was that good enough?". "Go away very quickly before I shoot you with this very big gun"

(Left) This is a typical peaceful jungle village. At least it was until I got here with my heavy artillery







(Above) The first mission is so easy. Just shred a few blokes and that's it

Those guys at Sensible really know what they're doing. They don't program that many games but each one they release is completely stunning. One of the most playable games of late is their finest game so far, Sensi Soccer, and then they took the Amiga world by storm with the gratuitously violent Cannon Fodder.

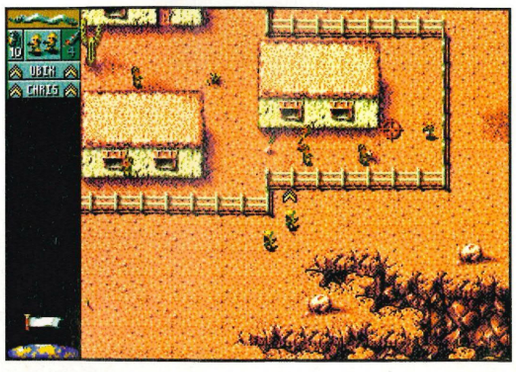
Now Cannon Fodder has been converted to the Mega Drive and although the Sensible chaps didn't actually program it themselves the people who did have produced an exact conversion, right down to the last detail. In fact the only difference that I could notice was that the intro didn't have all the digitised pictures of the Sensible mob in army clobber and that the word 'bugger' has mysteriously changed into the word blast. Anyone that actually completed the Amiga game will probably realise that the ending will probably be a lot different as well!

To quote the Cannon Fodder song (!), war has never been so much fun. The game takes place in various war zones ranging from the dense jungle of 'nam to the icy wastes of somewhere cold where there was probably a war at some point. Probably.

The aim of the game is to complete specific missions in designated warzones such as destroying all of the enemy buildings, killing all enemy soldiers, or rescuing hostages. You start off with an army of about twenty men but only a certain number of them are allowed to take part at any one time. For example, you have to complete the first stage with only two men. If everyone in the unit bites the big one then you have to try the mission again until you either finish it or all the recruits are dead. Successfully complete a mission and more recruits will eagerly sign up, ready for some excitement.

DELIVERANCE

The first level is incredibly simple as all you have to do is guide two soldiers around a tree and get them to waste,three bad guys. Dead easy. Then things start getting a bit tougher as the enemy start to fight back and the missions get more and more



A quiet village or enemy base? Why not trash it just in case? (and in rhyme!)

FODDER

complex. After a few missions you'll be given a limited supply of hand grenades with which to destroy building and eventually you'll find some rocket launchers too. The problem is the enemy also have these weapons as well, and they know how to use them.

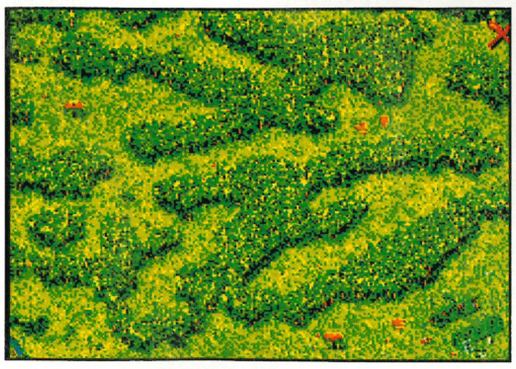
Just when it seems that you have got to grips with controlling the entire platoon, making them run in one direction whilst shooting in another before splitting them up into separate groups something new and even more difficult pops up.

The first such occurrence is the appearance of a Skidoo, which is basically a posh term for a snow mobile. Jump in and zoom around with gay abandon, run over a few soldiers then fasten those seatbelts as you zoom up a ramp, fly across a river and land in an enemy camp! The Skidoo is heavily armoured and can withstand gunshots but not grenades or rockets. As if this wasn't enough by progressing further you will soon stumble across Jeeps, gun turrets, tanks and eventually helicopters.

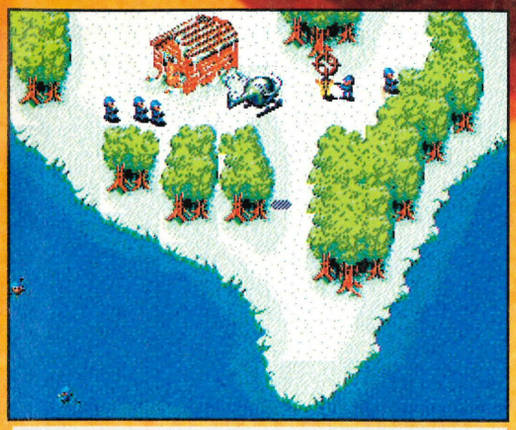
SOUTHERN COMFORT

During the later stages you'll even be expected to separate the men into three groups and have them activate pressure pads simultaneously whilst under constant attack. Not an easy task I can tell you, especially when hostile choppers are flying around dropping bombs everywhere!

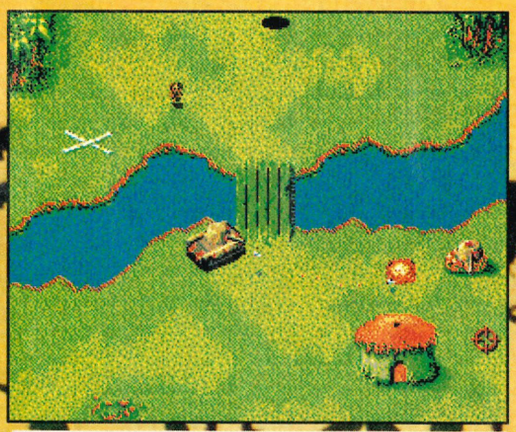
The thing I want to know is, why are violent games so much fun to play? Doom immediately springs to mind, as does Mortal Kombat, and as I sit here crafting this wonderful prose our resident V.R. champ, Lee, is rejoicing at the fact that you can burn people to death with flame throwers in Syndicate! The moral minority would scorn such titles fearing that stupid people will do it in real life but back on Earth the rest of us can tell that even though these games have you performing all manner of atrocities they are not real in any way and are great fun too. It may sound sick but watching the enemy scream in mortal pain as they lay in a pool of blood is pretty satisfying! The sprites are very small but are extremely detailed and well defined. They may be tiny but you can't help feeling for the little blokes as they get skewered by traps straight out of Southern



The handy map shows the locations of all the gun emplacements and buildings. Strange that, being a map and all



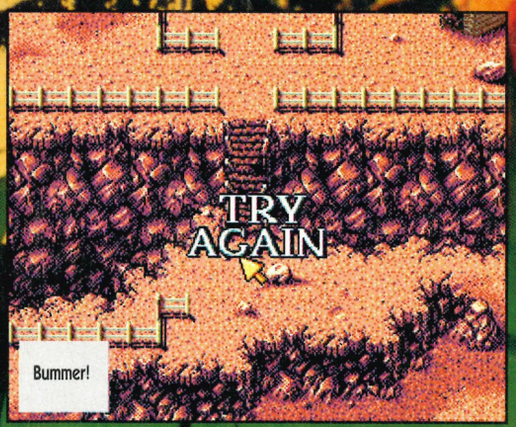
(Above) Poor El Presidenté is deep in the doo doo now



(Above)This is more like it! Climb in the tank and dish out some heavy metal death and destruction

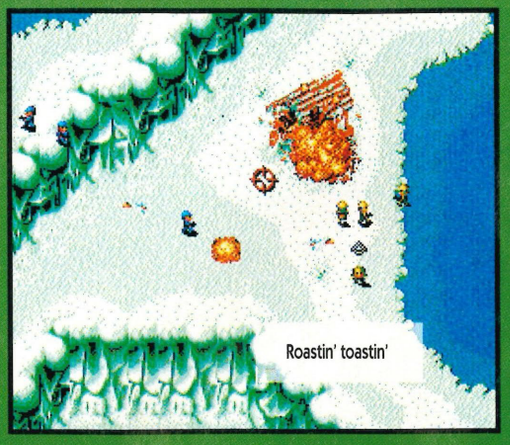
(Above) This could get a bit tricky

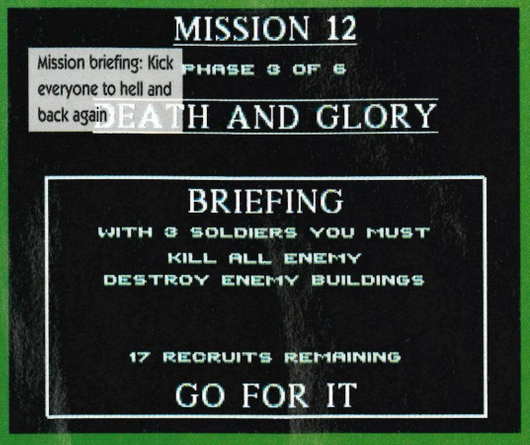
Here's yet another picture of me being gratuitously violent in a tank. Come get some



Bummer!

Mission two is finished with out a single casualty. Not on my side anyway
MISSION COMPLETE

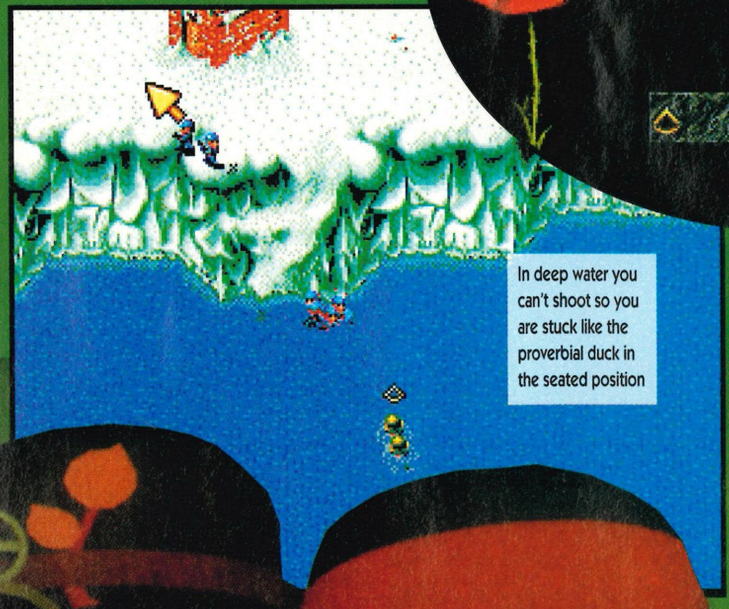

Roastin' toastin'


MISSION 12
Mission briefing: Kick everyone to hell and back again
PHASE 6 OF 6
DEATH AND GLORY
BRIEFING
WITH 8 SOLDIERS YOU MUST
KILL ALL ENEMY
DESTROY ENEMY BUILDINGS
17 RECRUITS REMAINING
GO FOR IT

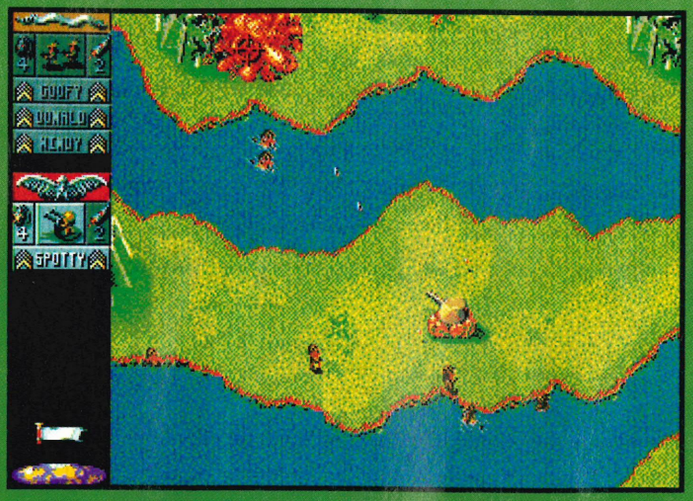
Bored with shooting people in the head? Then why not try a spot of seal culling instead?

That wasn't a very nice thing to do was it?

LOST IN SERVICE
Mission 12
THOR
MORRIS

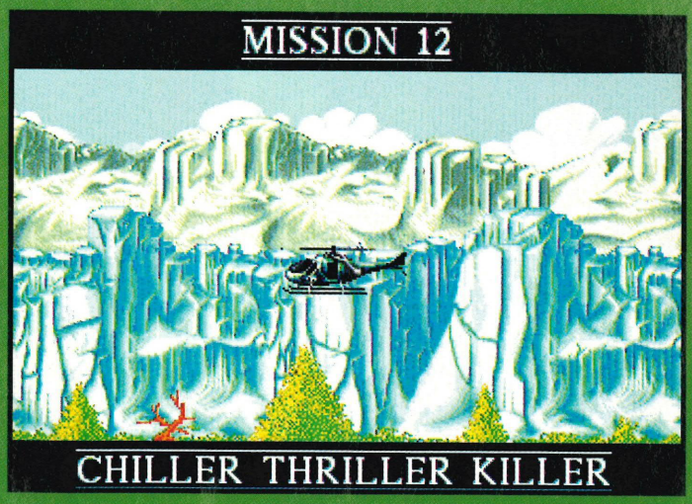

In deep water you can't shoot so you are stuck like the proverbial duck in the seated position

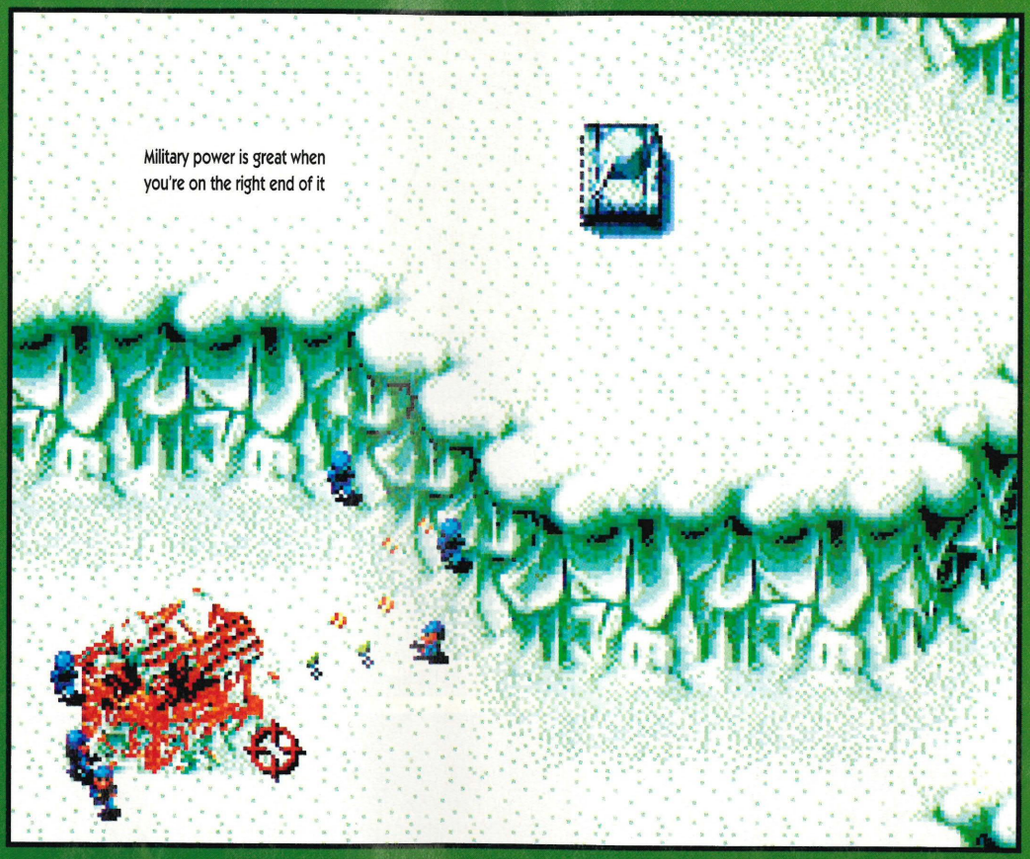
I love the smell of napalm in the morning



(Left) Wayhay! This is more like it. Jump in an empty gun turret and kick butt left right and centre

(Right) 'Cos this is Thriller! Thriller Night! And no-ones gonna save ya from the beast about to strike!





Comfort.

HARD BOILED

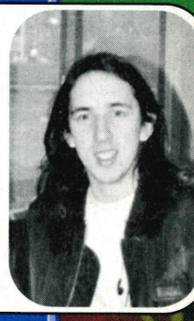
Put simply, Cannon Fodder is superb. It may sound like Virgin are paying me an awful lot of money (I wish) but they aren't. This is a flawless conversion of a classic Amiga title. Even the control system is good, which is no mean feat bearing in mind it was originally mouse controlled.

The only criticism I can make about this otherwise wonderful game is with the game save system. On other formats like the Amiga and PC when you saved the game it also recorded the names of your best characters who had died and held the statistics of current characters. This encouraged you to keep the best members of the team alive at all costs. I even shouted at Lee for letting Generals Jools and Jops get killed before realising that the password system only records which level you got to and how many men had died.

Apart from this minor niggle I cannot praise this game enough. It may not exactly stimulate the synapses by challenging the old grey matter but you'll need supremely fast hand/eye co-ordination to get through this baby. With detailed graphics, blood curdling sound and truly demonic gameplay, what more could you want? If you've got some Christmas money left over and you didn't find this in your stocking then buy it now. You'll be hooked and pulling your hair out at the roots before you know it.

90 PERCENT

"A dead violent game with no sense of morality whatsoever. Buy it now!"



GRAPHICS	8	GAMEPLAY	9
SOUND	7	GAME SIZE	8

From: E.A.

Release: OUT NOW

Price: £44.99

Levels: 8 courses

Players: 4

PGA TOUR® GOLF III

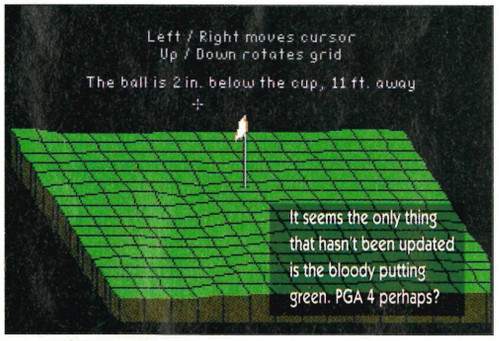
It's EA update time again, but wait! This game looks different to the last PGA. What the hell's happened?

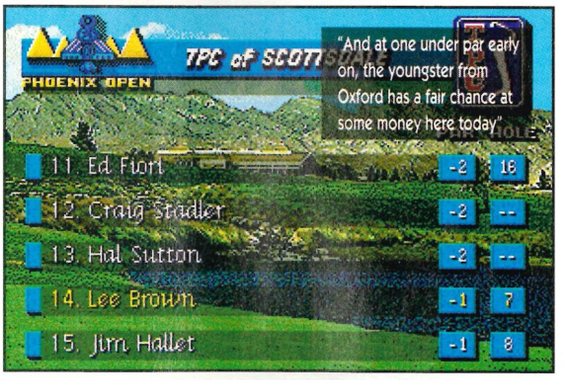
It's true. It looks like EA have actually pulled out the stops, and decided to bring their latest golf game right up to date. I am a great fan of PGA Tour Golf, and many a night was spent in my university pad playing PGA with three mates until six in the morning (having drunk copious amounts of alcohol). I never really liked the way the game looked though, as if it had been ported straight over from an EGA PC version.

ARMCHAIR GOLF

When PGA 2 emerged it was much better looking all round. More colours, and more sound meant it was presented far better than PGA 1, but the gameplay had stayed exactly the same, the main reason I didn't buy it. PGA European tour arrived, and little had changed, apart from the new courses. So when PGA 3 finally turned up in the office, I was a little apprehensive. However, my fears were completely unfounded, as EA have done the Mega Drive proud.

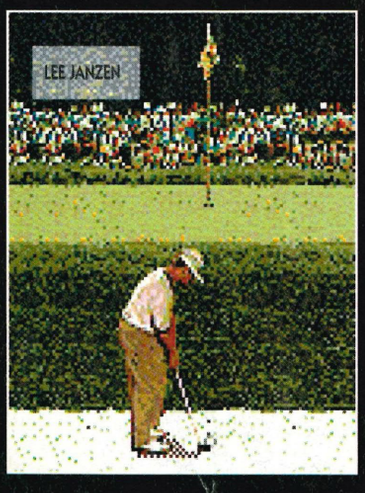
On playing the game, the first thing to notice is the graphics. They have been spruced up 'somewhat', and now the game is a far more graphically impressive kettle of fish altogether. By far the best thing about the graphics is the player animation, which rivals the new 32X golf game in terms of smoothness and quality. The sound has kept the normal PGA feel, and the usual tweeting birds accompany the game.

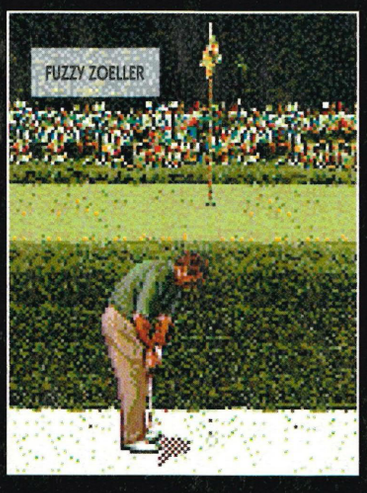


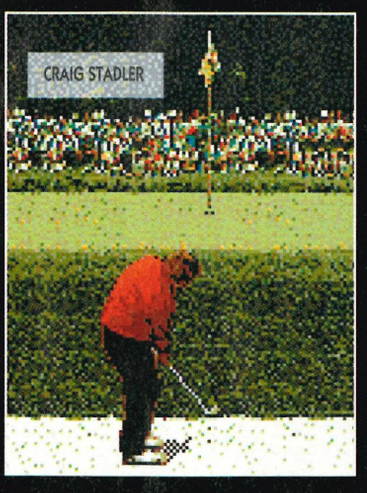


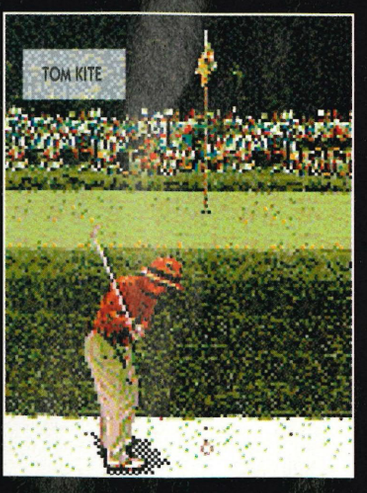
GOLFING GREATS

The game contains 10 fully digitised professional golfers to play alongside. Of course, because I'm dead lazy I'm only going to show you these four here.





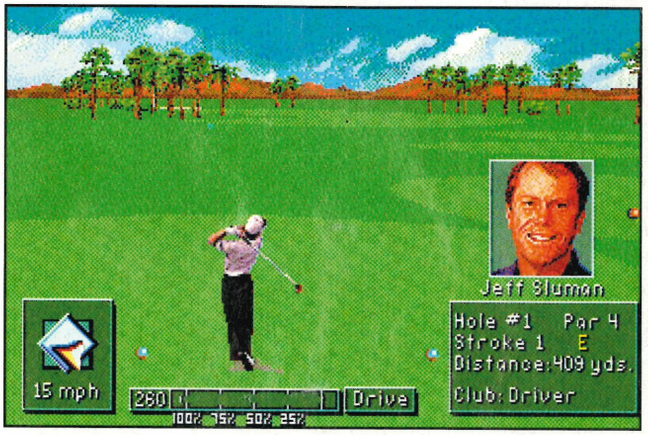




A perfect putt from the master golfer. In fact, if I ever did play real golf I probably be poo. However, Virtua Racing Deluxe on the 32X? I'd tan all your arses! Easily.

If two words were to spring to mind right now, I think they'd be 'Putt' and 'Birdie', but not necessarily in that order of course. Anyway, about this excess caption space.

This is the all new ball feature. You can add extra Draw or Arc to the ball, and thus make it head in a different direction. You might think I was just trying to fill up the space here, but it's not true. Honestly.



Jeff Bluman is obviously some really hip and groovy golf cat. Unfortunately I'm not really up on the Smash Hits top golf stars of today so I have no idea who he is. Sorry.

OUTSTANDING EAGLE

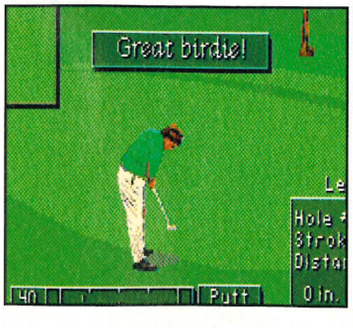
Eight US TPC courses are included in the game now (so that's one more than the European tour), four of which are completely new. There are also three new tournaments, and the old favourites like skins. A nice feature us the chance to save your favourite instant replays to the battery backup, thus giving you the chance to relive those great moments, from that 75 yard chip into the hole, to that 310 yard tee-shot.

There is more too though. Each hole has a aerial fly by as usual, but now you can select this aerial view during the game, and twist and rotate the screen, and view it from any angle. The update is incredibly slow, but it does add to the game never the less. A brand new feature though is the ability to decide at which point on the ball you should strike.

AMAZING ALBATROSS

Much like snooker, striking a ball in a particular place will make it behave differently. Hitting it near the top will make it roll on, whereas hitting it low will make it back-spin. You can thus add extra back, top spin or slice to each shot from the fairway, and extra slice to shots from the rough. It means that you can be sure you are playing golf as close as possible to the real thing, without getting out of your chair.

The four player game is the best of course, and now uses the EA tap, although players still take turns. Believe me, if you buy this and have three mates you will spend most of your time at a joy pad. As to whether it is better than the other PGA games (and whether you should buy it), I will say this. It is certainly enough of an improvement over PGA 1 to warrant purchase, but owners of PGA 2 or European tour might be better off buying something else.

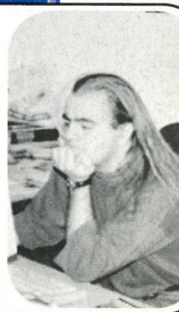


Ah, the River Highlands course, one of the all new four. The game contains eight courses in total, and putting their names here would fill the box. Instead I'll just billy about nothing for a bit and fill it that way.

89 PERCENT

"Easily the best PGA yet. If you don't have one, get this now!"

Lee A Brown



GRAPHICS	9	GAMEPLAY	8
SOUND	7	GAME SIZE	8

From: E.A.
Release: OUT NOW
Price: £44.99
Levels: 12
Players: 2

SHAQ

We've seen many fighting games over the past few years, but this is one with a difference. (Is that the best you could come up with? -Lee)

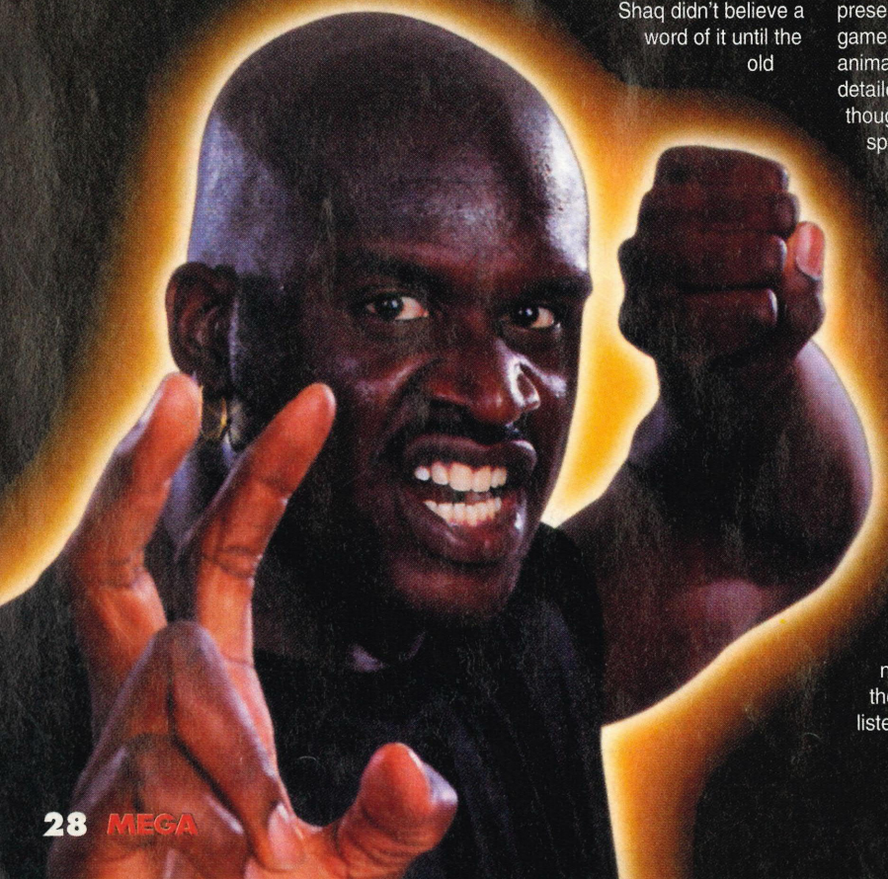
Undoubtedly the most famous basketball player around at the moment is a certain Mister Shaquille O'Neal. His awesome height and staggering size 22 boots make him a powerful force in the game. So naturally a game based around Shaq would be about basketball right? Wrong. Little is it known that Shaq is also a dab hand at the old martial arts. Let's face it, even if he wasn't a good fighter I wouldn't like to meet him in a dark alley.

So, forgetting about Shaq's basketball abilities for the moment, Shaq Fu is actually a one on one beat 'em-up. Whilst over in the orient Shaq was walking around an old town as he had some time to spare before his next All Stars Match. Suddenly he noticed an old Kung Fu dojo and went to have a closer look. Inside an old man welcomed him, saying that he had been waiting for him for a long time. He then told the towering star about how his son had been kidnapped and brainwashed by Sett using dark magic. Naturally Shaq didn't believe a word of it until the old man revealed a portal to the second world. He had some time to kill so Shaq jumped through in order to kick ass for truth and righteousness.

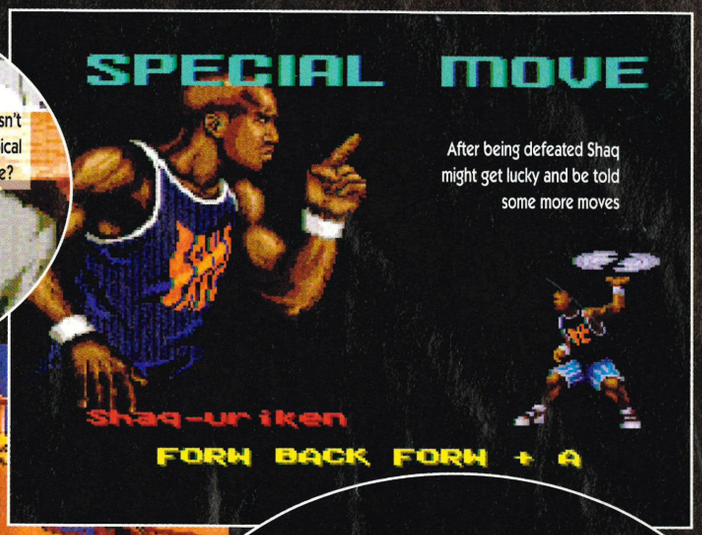
SHAQ ATTACK

Even though Shaq-Fu is being released by EA the actual game was developed by the French programming team, Delphine. These guys are most famous for the excellent Another World and Flashback titles. Using the knowledge gained from these two games and the latest animation techniques they have make this one of the best presented fighting games yet. All of the animation is fluid and detailed, even though the main sprites are a tad on the small side.

Playability wise things are a bit different. Upon sitting down to play I flicked through the instructions to gen up on the special moves before noticing that there weren't any listed. That put a



FU

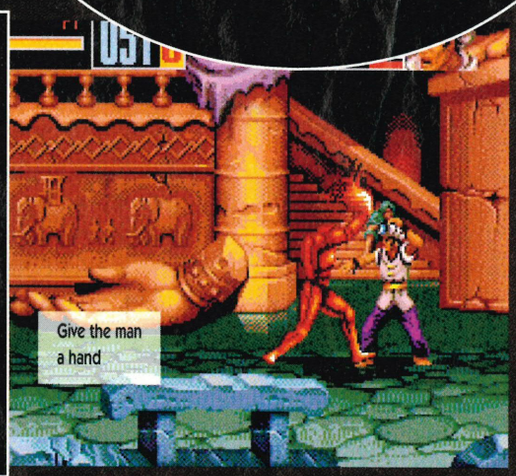


dampener on the first bout and I got beaten severely. Not a good start. Then after the 'game over' screen came up a screen appeared revealing how to do one of the special moves, and things got a bit better. The point is that the more you play the more moves get revealed and you gradually get better and better. At first this is a good idea until you realise that you know most of the moves and that the playability isn't as good as it could be.

CADDY SHAQ

There is no doubt that a lot of attention has been paid to detail but this game suffers from 'Way Of The Exploding Fist' syndrome. Way back in the time of Sinclair and Commodore there was a classic fighting game that had a slight gameplay problem. You could walk through it by working out a good move and performing it repeatedly.

As a fighting game Shaq Fu is a good looking affair but sadly with the likes of Super Street Fighter II having been on the shelves for months this just doesn't stand a chance. The opposition put up a good fair fight on the harder difficulty levels, especially the old git with the pointy stick, but there are just too many better games already available on the market. Ten out of ten to Delphine for effort but only six out of ten for achievement.



76 PERCENT

"An average beat 'em-up that could have been better"

GRAPHICS	8	GAMEPLAY	6
SOUND	7	GAME SIZE	7

From: GameTek

Release: OUT NOW

Price: £44.99

Levels: Too Many

Players: 1

YOGI BE

Yogi Bear is well known as a hero from children's TV. Why couldn't he have just stayed there?

It has to be said that Yogi Bear on the Mega Drive is in a league of its own. It is a very sad day when you play a game and realise that the best bit about it is the intro. A picture of Yogi's face zooms out of the screen and Ranger Smith shouts out "Here comes Yogi!". That's the best bit of the whole game.

There are so many decent platform games around at the moment that I cannot for the life of me work out why rubbish like this gets released. It actually offends me that people are meant to buy this. If this was a horse someone would shoot it. At the moment I am having visions of little Johnny opening up his prezzies on Christmas day and playing this when his brother's just been given Earthworm Jim. Not a pretty thought I can tell you.

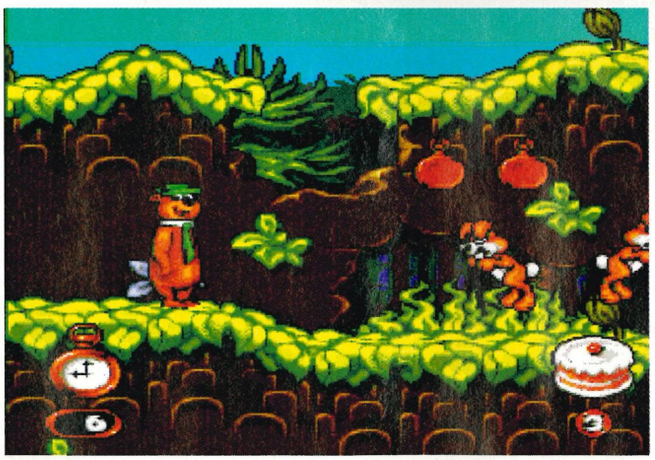
COW PATS

Now you may think I'm being a little bit harsh here, so if you don't know anything about the game then read on. Everyone remembers Yogi and his adventures through Jellystone Park with his pal Boo-Boo. Oh what fun they had pulling the wool over the Ranger's eyes week in, week out, and generally eating lots of food and stealing picnic hampers. This brought joy to countless children across the world, which is one thing that cannot be said about the game.

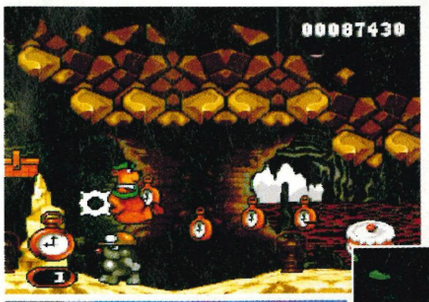
The game is set in Jellystone Park which is currently under threat from some sort of impending danger. Yogi has caught wind of this and it is up to him to travel around the park warning his friends so that they can travel to safety. He does this by jumping up and down on their heads repeatedly which

(Left) Just look at this picture and shout "Here comes Yogi!" in a funny voice to re-enact the best part of this game

(Right) Crap, crap.



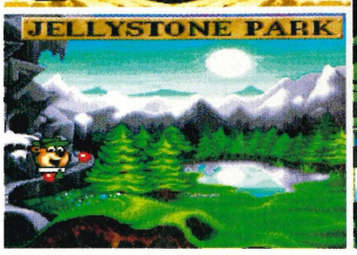
(Left) Yogi makes his way thrrough the sleepy forest of Yawnsville, Tennessee. It is probably the most boring place in the world. Like the game.



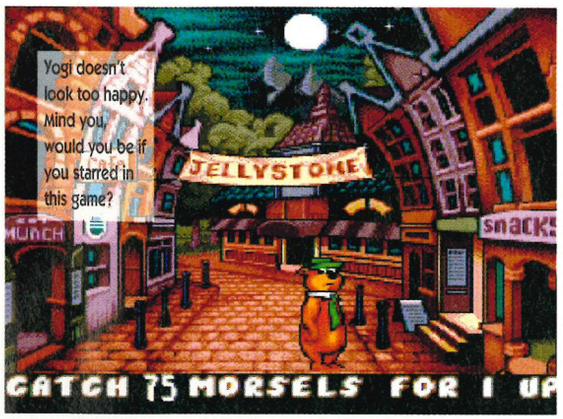
(Left) Jump on your friends, collect the alarms and have a really exciting time

(Below Left) There are many stages to see, but can you be bothered?

(Below) There goes another piece of cake



AR



is a strange way of helping your mates out if you ask me. If he comes into contact with one of his 'friends' before 'warning' them they make him lose a piece of, wait for it, cake. These cake slices fly away and if Yogi is quick enough he can replenish himself by grabbing the cake back again before it vanishes.

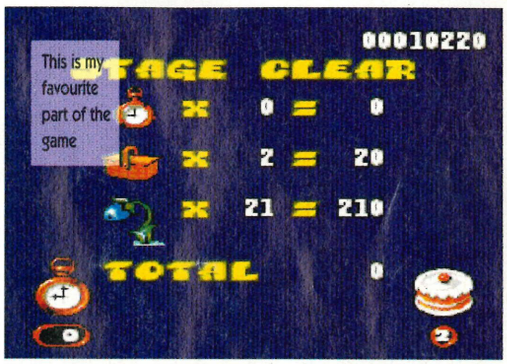
Along the way Yogi will find a multitude of picnic hampers and alarm clocks. The picnic hampers float in the air and can be used to jump up to higher platforms before they disappear. The alarm clocks give Yogi extra 'dream time'. Dream time occurs when Yogi finds a bed in the middle of the park. Jumping in for a quick forty winks transports him to a bonus stage where he has to find a piece of a giant alarm clock. Collect four of these and a continue is awarded. Hooray.

DOGGY DOO

There are quite a few environments to play through, such as snowy terrain, caves and heavy forests but basically they are all exactly the same. Run along, get a load of clocks, jump on some 'friends' lose cake, get it back again and then fall unfairly to your death so that you have to do the level over again. And that's all there is to it.

This game is so boring it out-performed the latest power drill from Black and Decker. Games are meant to be fun to play but this is sooooo tedious. The only possible reason I can think of to buy this game is to give it to someone you don't like, but then, hey, no one can be that cruel surely?

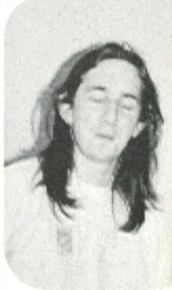
Sorry folks but this review is going to have to end prematurely as I can't write anymore about it without resorting to foul language. To sum up; This game is completely shi(SNIP! They get the message - Lee).



(Right) Can I stop playing now? Please? Please?

12 PERCENT

"If the Spanish Inquisition were still around even they wouldn't be heartless enough to make folks play this"



GRAPHICS	6	GAMEPLAY	2
SOUND	6	GAME SIZE	5

From: SEGA

Release: OUT NOW

Price: £44.99

Levels: Many

Players: 1

Ristar

He's cute, he's cuddly, He's Rich Lloyd! No, hang on, I meant Ristar, not Rich Lloyd. Ristar. Yes, that's it.

Hands up who's never played a platform game? No one? You at the back? You've played Mario on the Gameboy? I see. Anyone? Please? No. Right. It appears that everyone in the known universe and even beyond have played platform games. If an alien were to land right now it would probably have played Sonic and Knuckles more than me. They'd probably think that Mario and Luigi ruled the Earth or something (You mean they don't? - Lee the sadly misguided person).

FOR THE FUTURE

There are hundreds of the damn things around at the moment but every now and then you find (cue spurious Aladdin quote) a diamond in the rough. Mighty Max is the rough, and Ristar is the Diamond. Actually Zirconium would be more precise as this title is highly polished but isn't quite a gem.

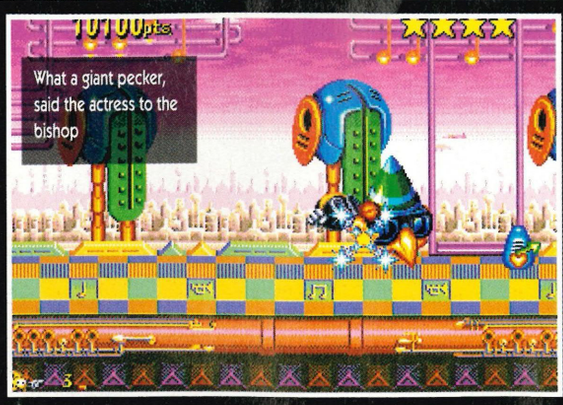
Never let it be said that I am not a fair man because I am well aware that even though there are hundreds of abysmal platform games that are less fun to play than kiss chase at a boy's school, each one has to be judged on its own merits. Sonic for example. It's quite original in places and is good, clean fun. Mighty Max is a complete and utter load of gonads in every conceivable way. Earthworm Jim looks good and plays just as well. Yogi Bear seems alright but becomes extremely tedious after approximately 10.83 seconds.

In the spotlight this time comes Ristar, which is designed to please both adults and kids alike. It's cute enough to please the adults, and violent enough to satisfy the kids. It may come as a bit of a surprise to learn that Ristar is actually a shooting star who has been sent to rid the universe of a terrible evil that has been getting up to all manner of naughtiness and unspeakable mischief. Hedgehogs I can handle, even worms in robotic suits, but shooting stars? Oh well.

ALL FOR THE GOOD

As we all know, shooting stars are quite loveable creatures with extendible arms and a pointy head especially suited to butting enemies. You didn't know that? You do now.

In case you hadn't already guessed, Ristar is one of those 'strange' games.

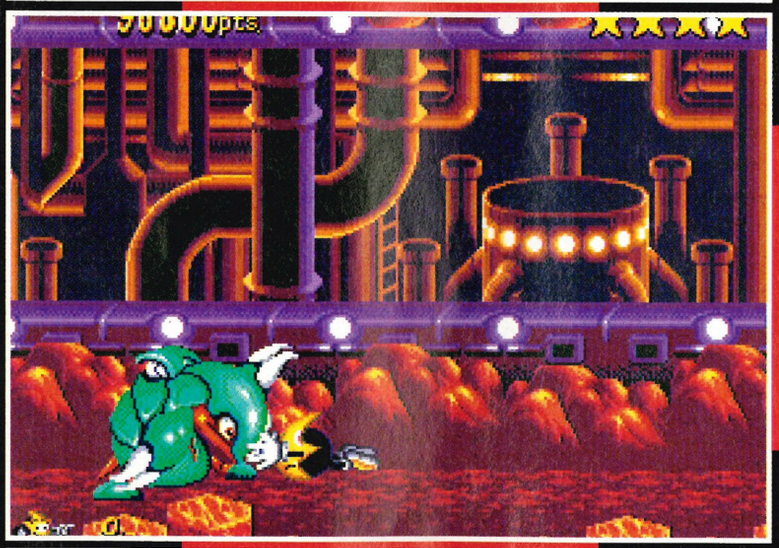


(Above) Anyone remember Horace Goes Skiing?

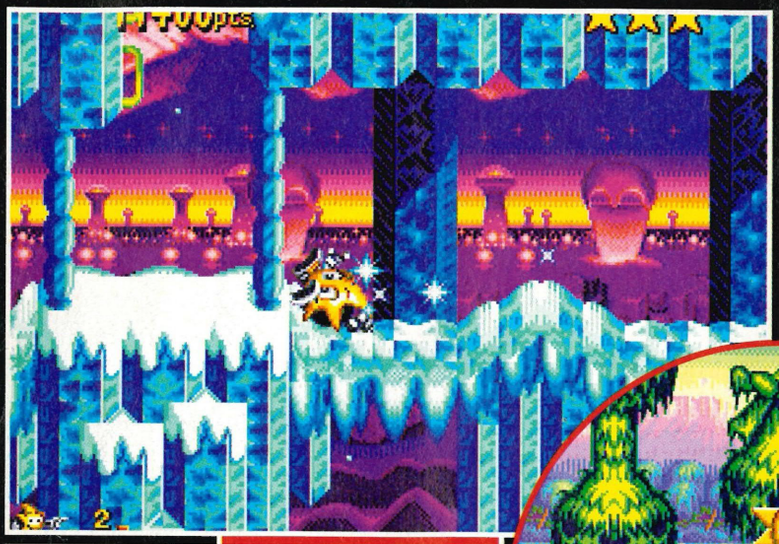
(Below)Ristar's only weapon is his five pointed noggin

It all makes perfect sense having a little character running along platforms climbing ladders and swinging on poles but fighting singing birds in music halls and dishing out metronomes seems to be a little bit on the bizarre side if you ask me. That's the world of video games for you.

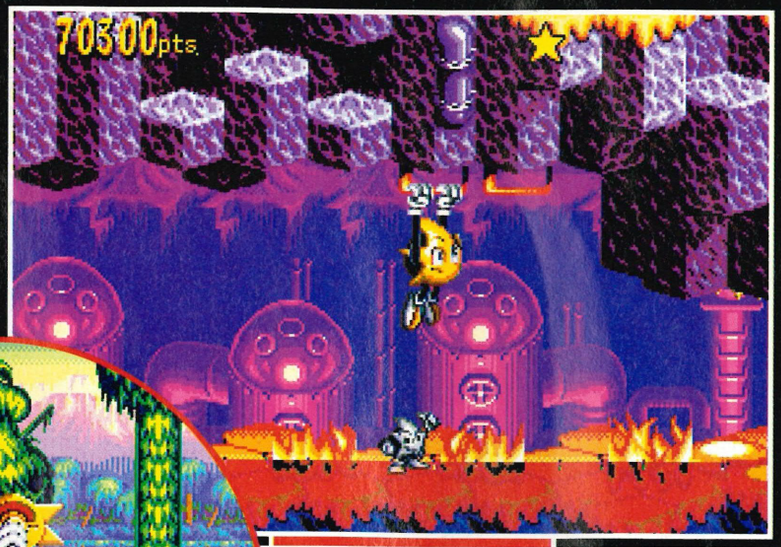
It seems that once again an evil force has decided that democracy is a load of old cobblers and the best way to have a good time is to run the universe single handedly. Naturally the people inhabiting the local planets weren't too keen on this and decided to fight back. Unfortunately the evil force was too powerful and simply possessed a lot of the rebels. The remaining people could not think of what else to do and so they knelt down and prayed. Then, as if by magic, in a far away galaxy a cheerful shooting star by the name of Ristar awoke and decided to help the people fight against the evil.



(Below) Bonus stages simply require you to fly as high up as possible and collect the treasure

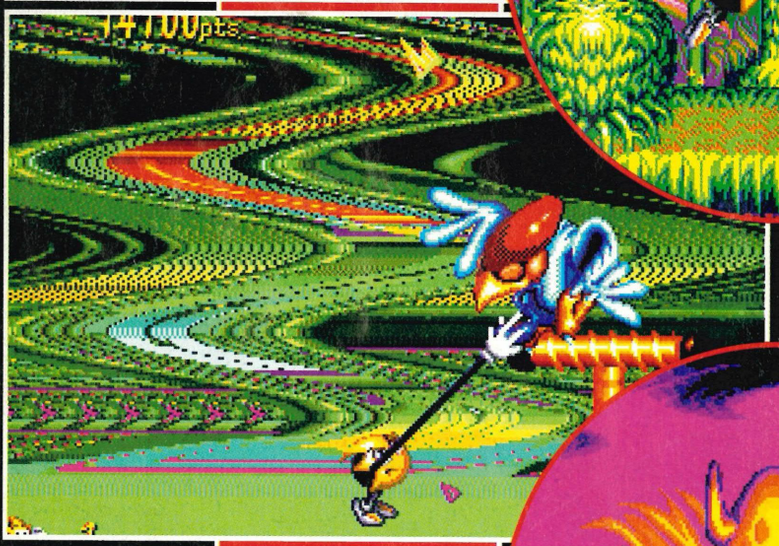


(Above) The icy world is a complete nightmare as you have virtually no control whatsoever!



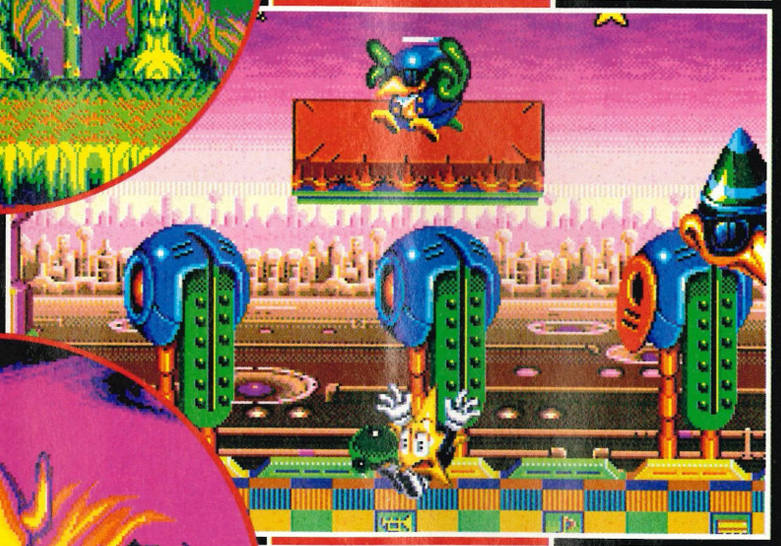
(Above) Rising lava can get to be a right pain in the bum

(Left) Swing around the posts at great speed to shoot off upwards into the sky



(Above) Let's get ready to rumble...

(Right) Don't you just hate those evil alien forces?



(Above) Musical bosses and robotic birds with funny hats on. Whatever next?

(Above) Whoops! Who knocked that tree over? It wasn't me, honest!

(Above) Stitch this!

(Below) Who can help them?

(Above) Avoid the pressure pads or pay the price

WE DON'T THINK SO

Having established that the people who designed this are obviously completely off their collective trolleys, it is time to get down to the "is it any good or what" business. The answer has to be yes and no. Yes in that this is an above average platform romp that is more challenging than it first seems and no in that we've seen it all before so many times. The boss always says "Justify your comments", so justify I will. Obviously a lot of attention has been paid to this game as the animation is as silky smooth as a Silky the Smooth when he's feeling a bit silky smooth. The animation flows incredibly well and the graphics are all generally well defined. Ristar moves at an average speed and his stretchy arms help get him out of various tricky situations but once you've sussed out exactly how to use him and his stretchy arms things start to get quite monotonous. Original touches have been introduced such as the aliens who flick switches on and off that activate various death traps but to be honest if there were originality awards Ristar wouldn't even get a nomination. Having said this it is only fair to point out that as a platform game this is quite good and a lot of people would find it highly enjoyable but in my humble opinion if I had to choose between this and Sonic and Knuckles then Sonic would win hands down.

YOU SEEM STAR SHAPED

There are some fairly smart ideas here and the later levels do require some pretty responsive reflexes and some half decent joy pad skills but Ristar falls firmly in the category of 'just another platform game'. If there were no other similar games around then this would come highly recommended as it is quite enjoyable and a good laugh to play but with other similar titles like Earthworm Jim and Sonic and Knuckles it doesn't really stand a chance. It's got some fairly original ideas, especially the stretchy arms, and is fun to play for a while but the lack of gameplay variation means that once finished you won't come back to it.

The only way to kill the hammerhead is to bang him against the plugs and drain the water away

82 PERCENT

"Very polished, but somehow disappointing. I'd buy Earthworm Jim"

GRAPHICS	8	GAMEPLAY	6
SOUND	9	GAME SIZE	7

From: VIRGIN

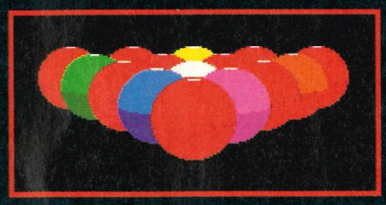
Release: OUT NOW

Price: £44.99

Levels: 4 Opponents

Players: 2

JIMMY WHITE'S WHIRLWIND SNOOKER

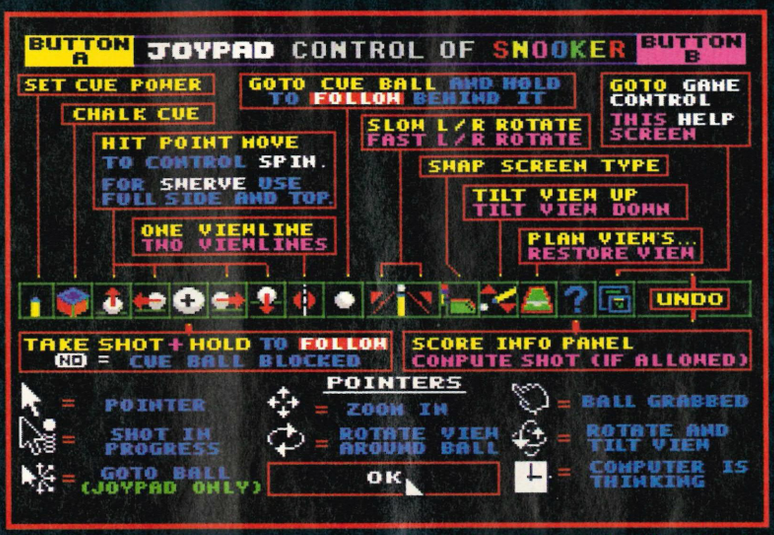


Snooker loopy nuts are we...

Snooker eh? What a funny game. It's a bit like pool except it's played on an unfeasibly large table and it's dead hard to get any of the balls in. Unless you're supremely skilful like Steve 'Interesting' Davis, Stephen 'Richer than me so I hate him already' Hendry and of course good old Jimmy White. He's a lad isn't he? He always gets me going when he bends over the table with his cue glistening under all those lights. It sends a quiver right down my spine (Stop drooling and get on with it - Rich). Ah. This game gives you the chance to grab Jimmy's cue, play with his balls as he tries to pot your pink (I've warned you once, now stop messing about - Rich). Oh well, a woman can dream...

MIGHTY WHITE

Archer Maclean is a guy with who knows exactly what he's doing. First he brought us Drop Zone on the C64, then the International Karate series and soon followed these with the critically acclaimed Jimmy White's snooker on the 16 bit formats. He's been quiet for a while and when he's not been driving his many flash cars around he has been developing Jimmy White's on the Mega Drive, and this is the finished result. Capturing the physics of the game must have been a challenging task but everything happens in this game exactly as it would in real life. Straight from the start I must point out that just like the real game, this is an incredibly hard game to play. If you've played snooker at all before you will know that smacking the balls around like you do when playing pool just doesn't work. To be good it is vital to know how balls behave before and after they collide, and how the motion of the cue ball can be affected by applying spin.



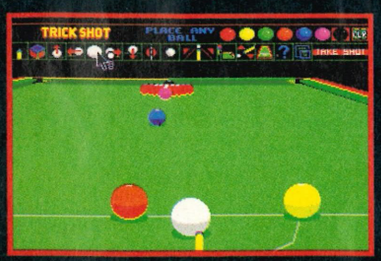
MOTHER'S PRIDE

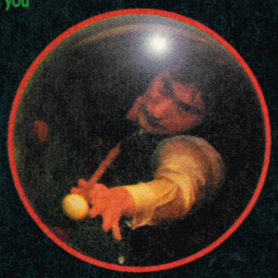
Most people don't actually know anything about advanced physics, conservation of momentum, elastic collisions and trigonometry so it's a good job that on the practice levels the computer can help out. Lining up shots is not as straightforward as it seems as you have to be incredibly accurate. By aiming at the ball and selecting the help option the computer will automatically readjust your aim. This lets you learn how to do it yourself and soon you'll be potting the balls along with the best of them. The ability to practice to your heart's content is invaluable but snooker is about playing an opponent, which can be controlled by either a fellow human or the computer. The computer has four different characters, the best of which is Jimmy himself. In this mode if you make a mistake then the chances are that will be the end of it as it can perform the most outrageous shots that normal snooker players wouldn't even dream of. The main problem with the game is probably the fact that as a conversion of

On-line help is available at any time. If it wasn't then it wouldn't be on-line would it?

This shot doesn't look hard or anything, does it?

Even breaking is hard at first





Come on then, I can take you

Perhaps this game isn't as serious as we first thought

In a shock result the Rich Vs Jimmy White match ended in a complete whitewash. I would have won if he hadn't cheated too

I've just realised that you lot can't tell which balls are moving and which aren't. This pic shows my superb shot where every ball on the table went down the corner

I'm dead good I am, honest

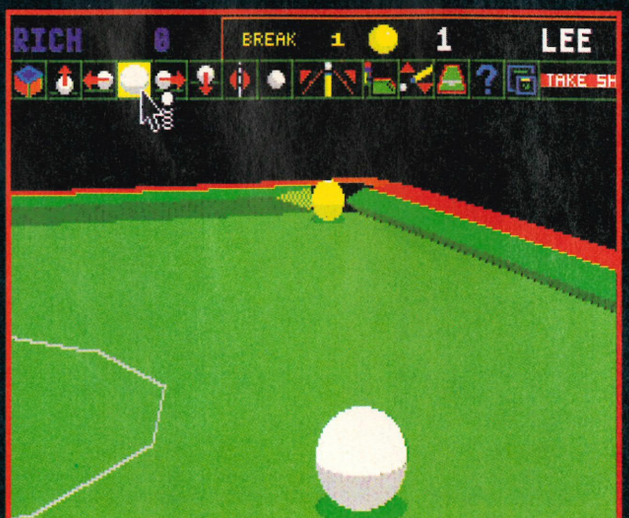
OK so at least I've got four points. So what if he fouled?

What fantastic positioning

Looks like it's going to go to me

a sport this is too accurate. To play snooker in real life you have to spend a lot of time practising before you can beat anyone and the same is true here. You may think that you've lined up a shot properly but if you are even the slightest bit out it won't go in. The practice modes have an undo option and your aim can be fine tuned using the various help options but in a proper game this can't be done.

Otherwise Jimmy White's Whirlwind Snooker is the most faithful representation of the game you could ever get. The table can be viewed from any angle at any distance and the game just oozes realism (apart from when the balls start turning into funny creatures of course).



84 PERCENT

"The most accurate snooker simulation conceivable"

M Lovitt

GRAPHICS	7	GAMEPLAY	6
SOUND	7	GAME SIZE	7

From: SEGA

Release: OUT NOW

Price: £44.99

Levels: 18

Players: 1

DAFFY DU

Who is conceited, has a big bill and a waddle? Rich? No. Lee? No. Miriam? Probably, but no. Who else could it possibly be?

One of Warner Brothers' most enigmatic characters is Daffy Duck. He's self centred, stubborn and infuriating yet he's still loveable and endearing in a curious way. Daffy has starred in countless cartoons and at the moment he is currently guarding the new Warner Brothers' store in Oxford Street alongside Bugs Bunny. Daffy's son, Plucky Ducky, has already appeared in a couple of Mega Drive games so far but this is Daffy's Mega Drive debut. Yosemite Sam has hung up his guns and become a big wheel in Hollywood. Just before he was about to hold the annual Golden Movie awards some scoundrel broke into his office and stole the envelopes with the results in. Without these the ceremony will have to be cancelled and Sam's career will be cut very short. A ransom note told Sam that he could only get the awards back if he handed over a million dollars. There was only one thing for it - get Daffy Duck to help out. I always thought that they were mortal enemies but hey, what would I know? Anyway, back to the plot. Daffy is at hand and he has discovered the evil varmint behind Sam's plight is the Mad Professor Duckbrain. He has hidden the awards throughout Hollywood and has unleashed his henchmen and set dynamite at strategic positions. Armed with his infamous magic bubble gun (!) Daffy has sworn to bubble as many henchmen as possible, defuse every single bomb and get the awards back in time.

A L'ORANGE

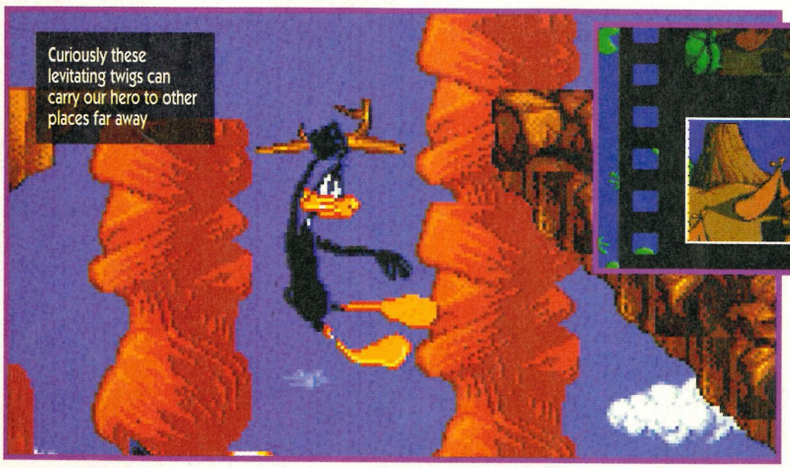
Sounds like the perfect premise for a platform game if you ask me and, oh what a surprise, it is one too! Who would ever have guessed? Basically all you have to do is run around one of eighteen landscapes locating bombs and bubbling up bad guys. It doesn't sound exciting, and that's because it isn't.

There are six different stages in all, each with three different levels making a grand total of (one six is six, two sixes are twelve, three sixes are) eighteen levels. The first stage is set in the wild west where all the sprites where funny hats and do cowboy things. Other stages are set in films such as the Duxorcist and lets not forget the classic Duck Dodgers in the 24 and a 1/2 century.

AND PINEAPPLE

Unfortunately Daffy Duck In Hollywood is one of those 'average' games. The graphics are quite faithful to the cartoons but the sound is so nauseating it would turn the Pope into a homicidal maniac. The main fault however is with the simplistic game design. All the game requires you to do is to run around, find some bombs and then move onto the next stage. Occasionally Daffy will find some power ups to improve his gun and letters that spell out his name but that is all there is to it. In this day and age games should be more complicated and involving than this.

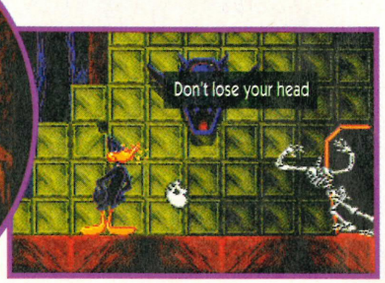
Daffy Duck In Hollywood also commits the most foulest of console game



(Above) The old bubble gun can be powered up to shoot in many directions

Collect all the dynamite and the way to the next section opens up

CK



(Above) This is the Duck Dodgers level. So where's Marvin?

crimes - in some places you have to find the secret areas in order to continue. These areas are found by walking through perfectly normal looking walls so it is very easy to miss them. Forcing a player to have to check most walls to see if they are real or not is one of the most heinous things that could possibly happen.

On the whole Daffy isn't particularly good, but it's not particularly bad either. At least it's a damn sight better than Yogi Bear. Now that really is appalling. What a load of boll(I think you'd better go and lie down for a bit - LEE).

On one stage Daffy loses his gun and has to resort to the ancient art of quack fu

65 PERCENT

"Average in every way, except for the music that induces suicidal tendencies"

M Lovitt

GRAPHICS	7	GAMEPLAY	5
SOUND	4	GAME SIZE	6

From: US GOLD
Release: OUT NOW
Price: £44.99
Levels: 50 TRACKS
Players: 1

Want fast cars and fast women? Don't we all mate, don't we all. At least I can provide the fast cars anyway...

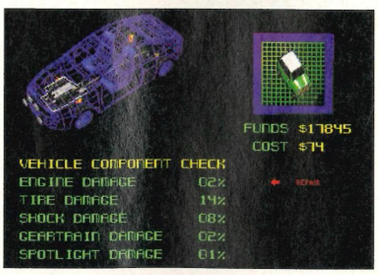
POWER

Racing games have always been popular starting with those pathetic machines on the pier, where the player moved a model car left and right as a sheet of film rolled down in front of them, to the joy of the pant wettingly gorgeous Daytona USA.

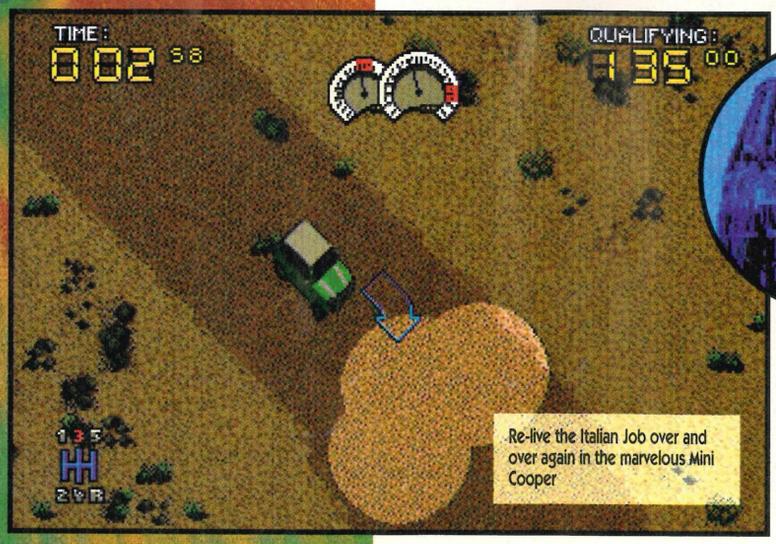
STICKY RICE

There's nothing like hairing around by the seat of your pants at break neck speed without actually putting yourself in any physical danger whatsoever.
Last month we saw Virtua Racing on the 32X which figuratively smacked our collective gobs. This month we saw Nigel Mansell's Indy Car Racing which (cue the biggest understatement of all time) wasn't quite as good.
Now US Gold have entered the race (pathetic pun intended) to produce the best racing game, and jolly good it is too.

Stacking into walls and running over rough tracks does all sorts of damage to the car. Repair it to get the best performance in the next race or try to scrape home without spending any cash

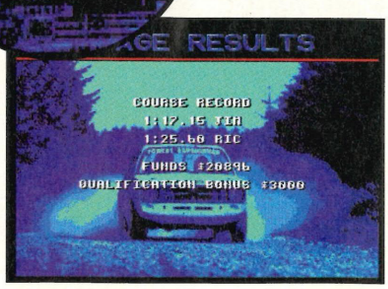


Racing formula cars no doubt takes a great deal of skill but in my eyes rallying always seems to be more dangerous. The conditions are usually pretty bad and the courses are so hazardous that a navigator has to study every inch of it beforehand. During the race if the navigator makes any mistakes the results could be disastrous.
Rage software obviously have a thing about rally racing as not only have they released Powerdrive on the PC but they have just done another similar rally game on the Jaguar. Apparently in order to make the game more realistic the whole programming team went off to a Rally school where they discovered how difficult it actually is and they then had to completely redesign the whole game! Unbelievable as it may seem this game doesn't involve killing people, you can't run over innocent civilians, and yet it is still fun to play! The game is set throughout eight different countries, each of which has six or seven unique tracks making a grand total of over fifty different courses.
Each country has its own separate environment which



Re-live the Italian Job over and over again in the marvelous Mini Cooper

Grab a nitro and scream off down the road leaving flaming tracks and a bewildered opponent



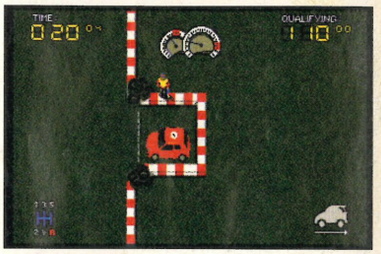
DRIVE

slightly affects the way the cars perform. In Corsica the mountainous and rocky terrain means that the tyres take more of a battering than normal. Arizona is very sandy, which affects traction. Finland on the other hand is a complete nightmare as the roads are covered in ice.

There are three main different types of races that have to be played through in order to progress through all the countries. The first is a time trial where the player has to complete one lap of the course in a time limit. Next is a head to head against the computer (who drives dirty).The computer races do the damage as a lot of accidents can happen in four laps. The final type of stage is a skill test, like young driver of the year!

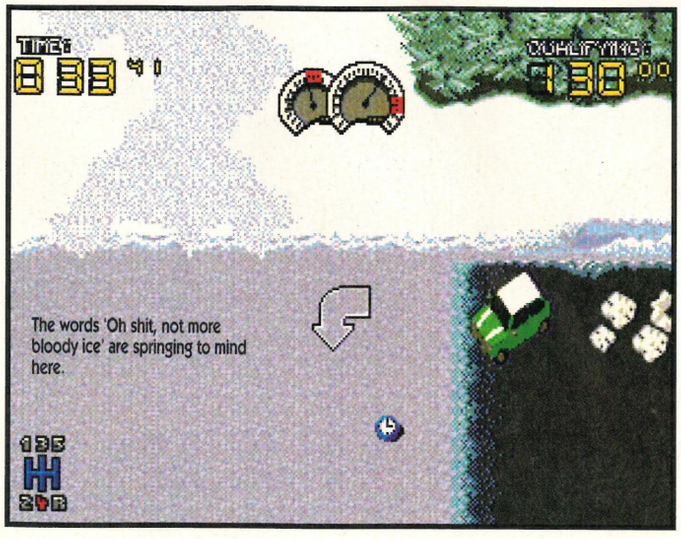
THE ANTIQUES ROADSHOW

The strange thing about Powerdrive is that to an observer it looks really boring. Playing it is another matter as the desire to see the higher grade cars makes you want to play on and on. The problem is that the controls are very sensitive which means that when someone first plays it they'll end up in a hedge feeling very frustrated. Perseverance pays off as the controls soon become instinctive, and you'll end up in the Cosworth steaming around the tracks like nobody's business. Powerdrive is a great racing game with some wonderfully rendered cars and loads of tracks. It's not Virtua Deluxe or anything, but then again, it doesn't try to be. What we have here is a fun, challenging game that will please any racing fanatic.



If you can't earn enough cash run over the handy wads of cash strewn across the road

The courses are set all over the world, except in Aberystwyth



83 PERCENT

"It seems a bit awkward at first but get used to it and you won't stop playing"

GRAPHICS	8	GAMEPLAY	7
SOUND	7	GAME SIZE	8

From: SEGA

Release: OUT NOW

Price: £39.99

Levels: 4 Games

Players: 1

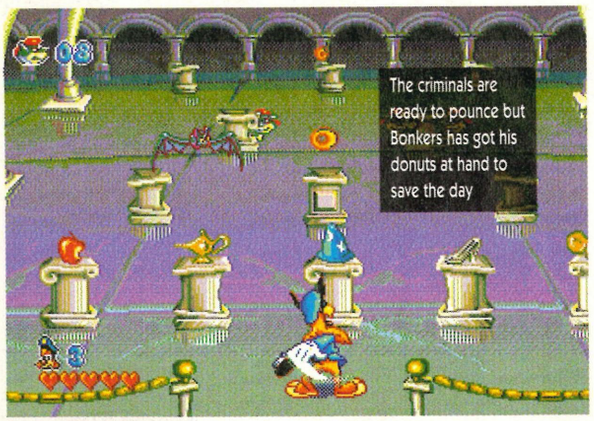
BONKE

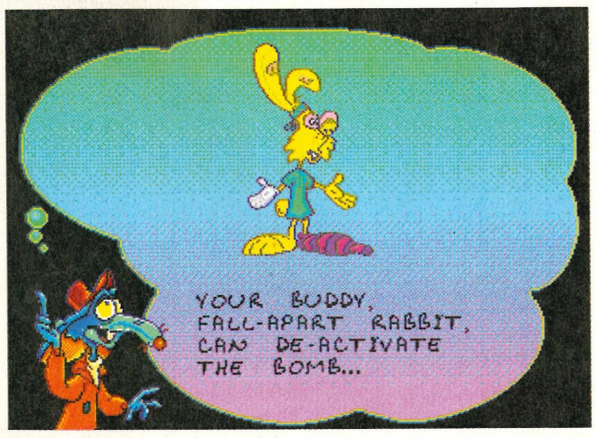
Welcome to the first game in Sega's range of games for the young 'uns

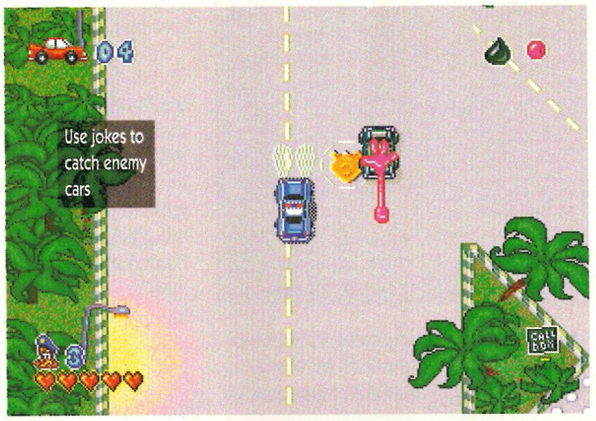
Somewhere at the back of my mind I have a vague memory of crawling out of my pit half dead and flopping down on a nearby sofa. It was a Sunday morning and someone had already put the TV on. This was the first and last time that I ever saw Bonkers, because apart from the fact that I haven't been up that early since, the cartoon is a bit on the poor side really isn't it? Apparently kids love it though, which is what really matters. With this in mind Sega have launched Bonkers as the first in their children's range because even though adults may not look at it twice younger kids will love it. They hope.

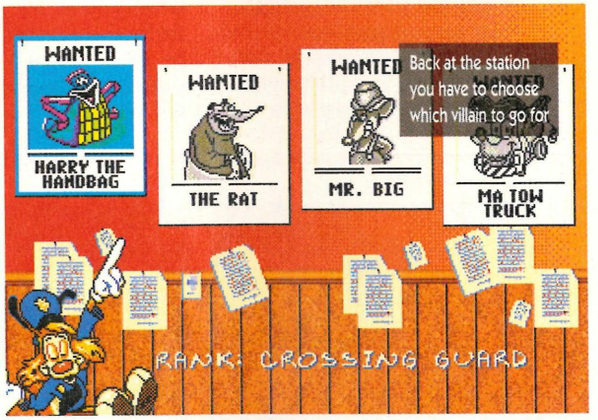
LOONEY

The cartoon details the adventures of Bonkers, a cartoon cop, and his friends. The adventures are simple yet the kids lap it all up. The game is just as simplistic as Bonkers tries his hardest to win the cop of the month award. His partner is on holiday or something and so Bonkers decides that the only way he can win this prestigious accolade is to capture four dastardly villains. To capture these criminals Bonkers must work his way through the many levels of four completely different games. The first game is set in the Disney museum. The place is full of pedestals and at the front famous Disney artefacts, such as Cinderella's glass shoe and the hat from the Sorcerer's apprentice, are on prominent display. His job is to guard them with his life. Stereotypical perps worm their way from pedestal to pedestal in a frantic attempt to grab an exhibit and leg it off home. These guys are soon put in their place by lobbing a donut or three in their direction. Catch enough criminals and it's off to the next level, which is harder, faster, and requires you to catch more criminals. After three levels Bonkers gets to play a bonus platform stage to get more points. The second game is even more bizarre than the first as Bonkers has to throw bricks in order to build a wall and brick up the crooked fellow in question. When the wall is finished the level is completed. It sounds easy but Bonkers is hindered by a









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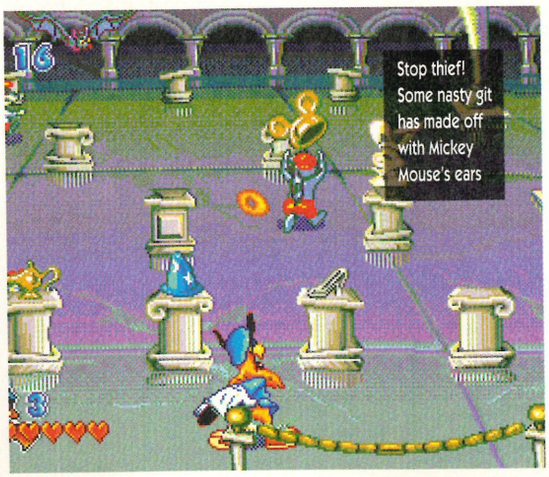
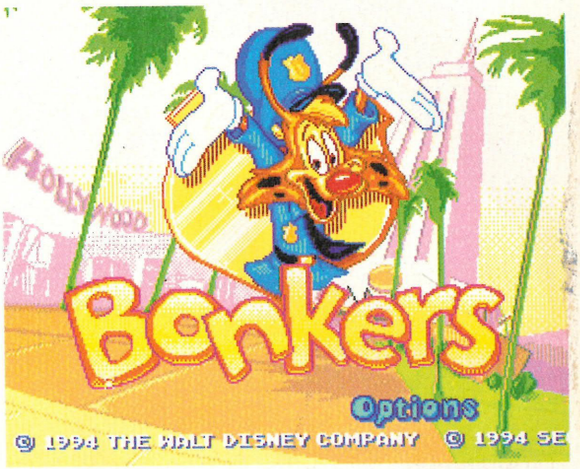


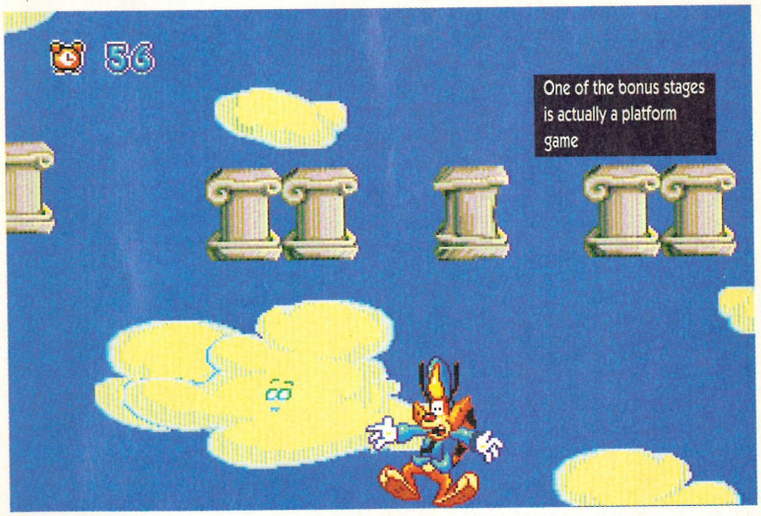


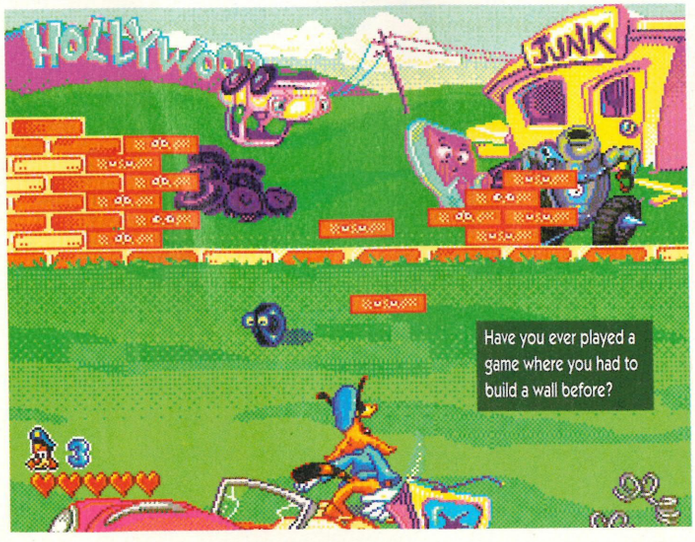
madman with a hammer who knocks the bricks away, and there are a variety of monsters including pogo sticks who try to bash our hero senseless

INSANE

Next comes my favourite game (or should that be least hated game?). A time bomb has been set in a warehouse and it can only be diffused by Bonkers' robotic friend. The problem is his chum has been disassembled and his various parts are concealed within crates in the office. The task at hand is to find the crates with the parts in and put them together before the bomb explodes. The final task is a high speed chase along the highways of Toon Town. Criminals are running amok on the streets and all the cars must be disabled by bashing them or attacking them with jokes such as oil slicks or bubble gum.

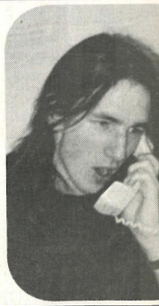
There is absolutely no way that anyone over the age of seven would look twice at this game as they'll probably find something like Doom much more interesting but younger children on the other hand might find something like this quite appealing.





55 PERCENT

"Great for kids but no-one else"



GRAPHICS	7	GAMEPLAY	5
SOUND	6	GAME SIZE	5

SYNDIC

From: EA/BULLFROG
Release: OUT NOW
Price: £44.99
Levels: 50
Players: 2

Put on your dark overcoat and join Lee Brown as he gives some blokes a good kicking. Or play Sydicate. Your choice.

Any game that lets you kill people indiscriminately is great as far as I'm concerned. There I've said it. I love games in which you can simply go around killing. Doom for one, Cannon Fodder is another, and finally Syndicate. You see, I appreciate that it is simply a game, and that doing such things in real life would be morally wrong. The tabloid press though will probably jump on the first sentence of this review and tell people that Lee Brown is actually a homicidal mad-man who must be stopped from spreading his evil ways through the minds of the young. I have two words for the tabloid press, and the second one is 'off'. Anyway, enough of that and on with the review. Everyone sitting comfortably? Then I'll begin.

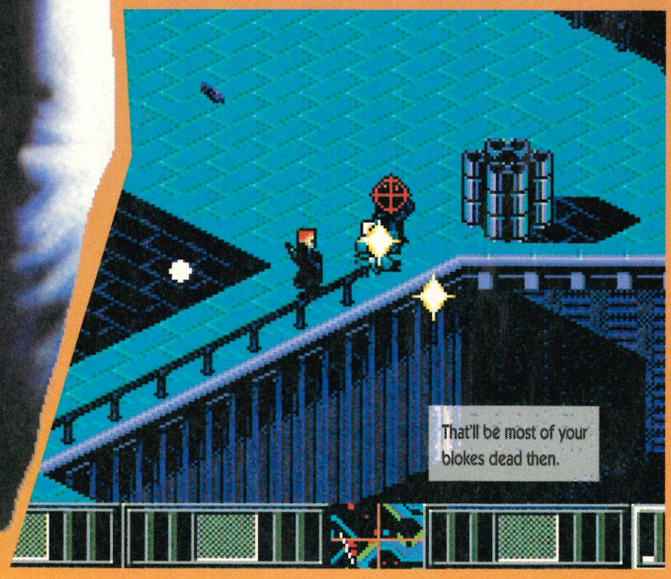
BURN

You know the future we keep hearing about, in which criminals have taken over and everything has gone all 'Cyber'? Well guess what the setting for Syndicate is. Correct. I'm actually growing pretty tired of this 'the future's so bleak, I gotta wear shades (with integral laser-sight)' scenario we keep hearing about, how about a game with flowers and trees and birds in the sky (actually Lee, Yogi Bear came in this month with all those things in it, and it's arse - Rich) (Guess I'd better get off this train of thought then eh? -Lee). Ah Hm. As I was saying, I love these futuristic settings, mainly because they give far more scope for gratuitous killing.

BABY

The storyline, in case you care, tells of the fall of civilisation into the hands of six evil syndicates, who each control several countries of the (future) world. Your mission is to take over the whole world by defeating the other five syndicates. "But how do I do that?" I hear you cry. Well, it ain't easy, that's for sure. Okay, I'll tell you. As the introduction to the game shows, the syndicates steal civilians from the street and implant a chip into the base of their skulls. The chip turns them into a lifeless shell, whose basis motor functions (walking etc...), as well as attacking manoeuvres can be controlled from afar by computer. Guess who controls the computer. Correct. (For thick people the answer was 'You do', happy now? (and that was rhetorical))

You start the game with eight of these converted pedestrians under your control (although you can only use four at one time on a level), each of them armed with only a pistol. The first level can be completed with just this set-up, but later stages need more advanced equipment and weaponry. This is where



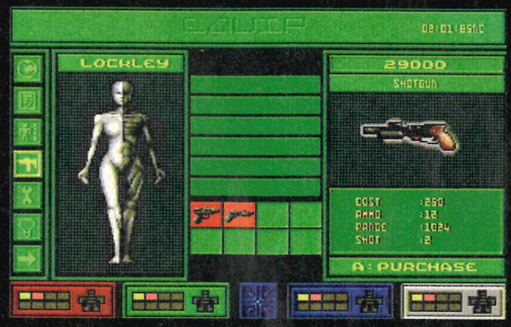
ATE

your Research and Development team come in. Before you start a particular mission you can instruct your R&D team to begin work on new weapons, then when you complete the mission they should be ready to add to your increasing armoury. Basic weapons include the shot-gun and Uzi, while later in the game you get lasers and a mini-gun (the one from Predator with the revolving barrels), finally reaching the Gauss gun at the top of the pile, which has massive destructive power but very limited ammo. As well as the guns though you can also research bionic parts for your team. New limbs, hearts, eyes and even brains can be fitted to your syndicate members to help quicken reaction times, improve their armour and increase their persuasive powers.

BURN

"Persuasive powers, just what the hell does that mean?". God, you readers are in an angry mood today aren't you. Okay, I'll tell. In addition to missions in which you have to kill people, there are also ones where you must make people join your syndicate, and this is where the persuadatron comes in. This device allows the user to influence the minds of other people, and depending on the brain fitted in your troops you can influence anyone from bog-standard civilians to police androids and even members of other syndicates.

As a guide on how to play the game, here is a run through of the first level. You first pick the country to invade from the map of the world, and check the current mission from the information box

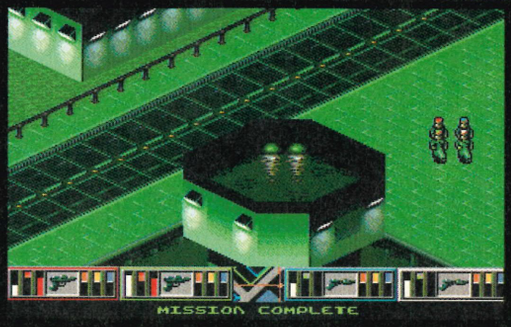


Next it's off to the armoury to tool up your team. As this is only the first mission in the game your R&D team will not have invented any new weapons, but the shotgun should be alright.

So, with the mission now underway, check the information bar to check the current target. 'Eliminate agents?' Follow the red line on the scanner until you see a man in black. Then blow him away!

One man down, and the bar still reads 'Eliminate'. There must be another. Continue following the red bar until your meet another agent. Of course you can shoot civilians on the way, for fun.

The large explosion on the right is what remains of another Syndicate memeber. He obviously had an enhanced chest plate which contained explosives, so he went with a bang.



Having noticed the 'Evacuate' line above it's time to run for your lives. Follow the white line on the scanner to the safe point in the area. You might have to escape by car in some missions.

Well, I think that's about it on the 'describe the game' bit of the review, so let's head down 'describe the graphics' street. As you can see from the screenshots (© review clichés 94) the graphics are excellent. Those of you who have seen the Amiga original, or perhaps the PC or Mac conversions might think the game looks a little different. That's because Bullfrog and EA decided to completely redo the game for the Mega Drive, and they've made a bloody good job of it. The graphics for each of the buildings give a very moody, futuristic (sigh) look to the whole thing, and although the sprites for the characters are small they are well-animated. About the only bad thing I can say about the graphics is that there is not enough variety in the civilians that roam about. In fact the game seems to only have two civilian sprites so everyone looks exactly the same. It would have been nice to have loads of different people, but I guess memory restrictions mean something must be left out. Oh, and just one more thing. When you go inside buildings the only way you can navigate is by using the scanner at the bottom of the screen. I would have preferred the walls and roof to disappear and show the interior, even the 48K spectrum game Gunfright (© Ultimate) from roughly 1985, managed to do that! Each of the weapons have its own distinctive look as it is shot, and my favourite by far has to be the flamer. As you fire it a huge jet of flame shoots across the screen igniting everyone in its path, and they run around burning with their arms in the air! Dead cool. So graphically hunky dory, eh?

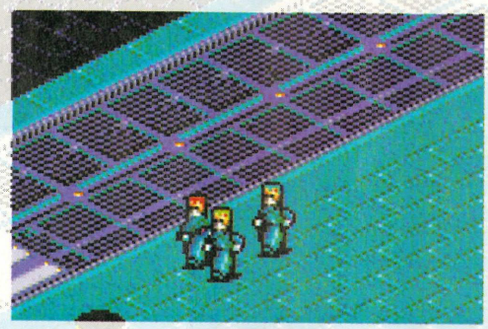
DISCO

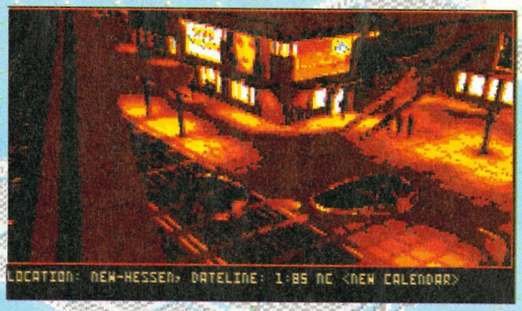
Tunes and effects are okay I suppose, but then what exactly can you do with gun noises? They sound like guns so they do their job. The music is

(Above) Follow the Green Cross Code and you won't end up being run over by a passing car. These two chaps didn't follow it.

INTRO-TASTIC

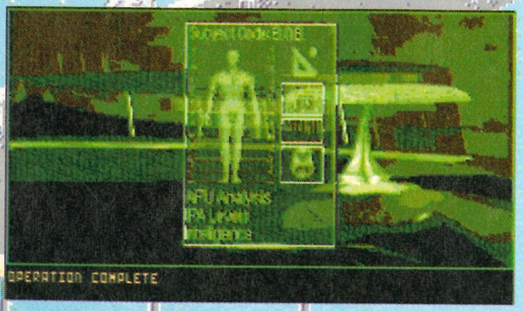
The full introduction from the Amiga original has been included on the cartridge. It has very ipressive FMV, and here are some screenshots for you to be going on with. And don't say I bever give you anything

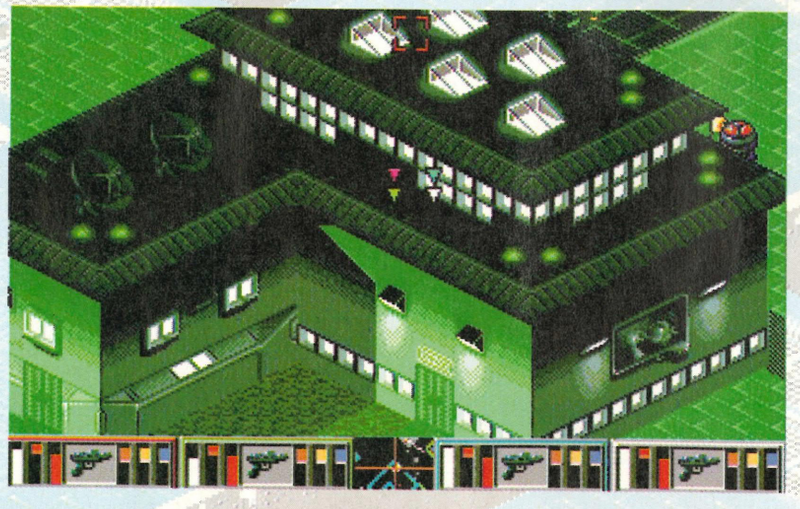




(Above) Unless you are stupid you will have noticed that the background to these two pages is a linked screen-shot of one level. In fact the level was slightly larger than two pages when linked, and the highlighted shot above showing your team in action, gives some indication of the scale of a level.

(Right) The world map is where you decide who to kill next. Different colours correspond to different syndicates, and some are much harder to beat than others, so it gives a rough skill level





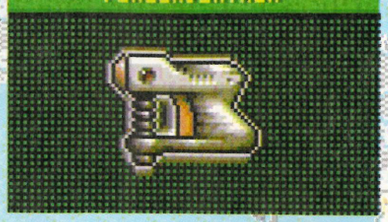
Hey look! It's that fun game for all the family, "Guess where you are!". This is actually the worst thing about the game. Whenever you go indoors your only way of navigating is by use of the small scanner at the base of the screen, and by use of the four arrows that indicate the four players in your team. It is bloody annoying.

THE ARMOURY

TIME BOMB

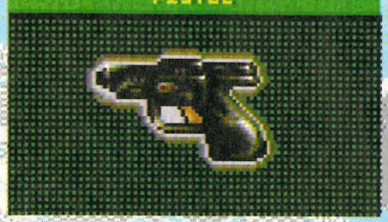
The time bomb is used when there are tons of enemies around. Just drop it and run like buggery.

PERSUADERTRON



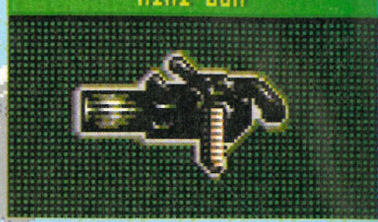
It's the good old (and difficult to spell) persuadatron. This gives you control over other peoples' minds.

PISTOL



The bog standard pistol is your starting weapon. Many shots are needed to kill anyone.

MINI-GUN



The mini-gun is by far the most fun weapon. It sprays bullets all over the place, and you usually kill passers-by.

ENERGY SHIELD

The energy shield protects you from enemy shots. However it only lasts a while, and must then recharge

SHOTGUN

The second-worst weapon is available from the start. Powerful, but only at close-proximity

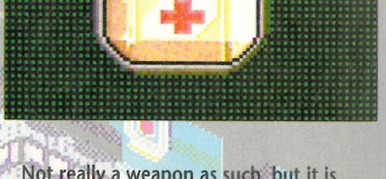
LASER

Much like the Guass Gun (next) the laser has little ammo, costs a lot, but vapourizes bloody everything

GAUSS GUN

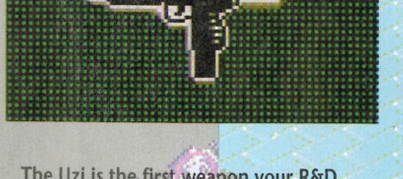
Limited shots and accuacy, but a phenominal amount of power all add up to the expensive Gauss gun.

MEDIKIT



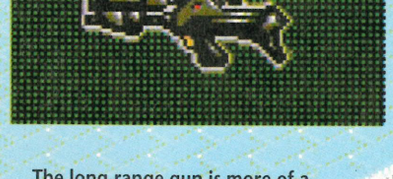
Not really a weapon as such, but it is included in the armoury. The medikit gives you extra health.

UZI



The Uzi is the first weapon your R&D team will invent. It has poor power but a great shot rate.

LONG RANGE



The long-range gun is more of a snipers rifle. High-powered and able to shoot people from off the screen!

FLAMER

My favourite weapon by far. Burn people to your hearts delight, and watch they writhe is agony!

atmospheric enough and a sombre melody plays throughout as you waste the bad guys. Presentation is excellent, and the control system has been refined since the Amiga incarnation to take into account the Sega joypad. Special mention must go to the helpful command line at the bottom of the screen, which tells you any command you can perform with a button when it is pushed. Actions use a combinations of buttons and directions, but once you get used to it you wonder if it could have been done any other way.

INFERNO

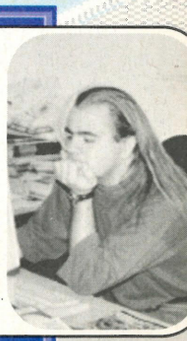
The game is at its best in full flow action though. Walking the streets you can split your team into separate groups of anything from singles up to the full four together. Each can use a different weapon at the same time, and if you plug in a second joypad a friend can take control of two while you control the other two. Although there is no split screen mode, the pair of you can still run rings around the enemy by using one team as a decoy and the other as a fire-team. This two-player mode puts Syndicate way above Cannon Fodder for me.

So in standard 'end that review' style, to recap. Enjoyable? Yes. Graphically excellent? Yes. Sound well up to scratch? Yes. Two-players? Yep. Gratuitous violence? Certainly. Would I buy it? I'll tell you actually, for the first time in ages I have seen a game which I would be happy to pay £45 for if I couldn't play the office copy. It is outstanding in every respect, and tough enough to keep you going for ages. So the question remains, "Why aren't you

93 PERCENT

"Excellent in a 'shoot innocent bystanders' type of way. Buy now!"

Lee A Brown



GRAPHICS	9	GAMEPLAY	9
SOUND	8	GAME SIZE	9

From: CORE

Release: OUT NOW

Price: £44.99

Levels: 32

Players: 2

BC RACERS

(Above) Flight? Nope, just a jump from a high bridge!

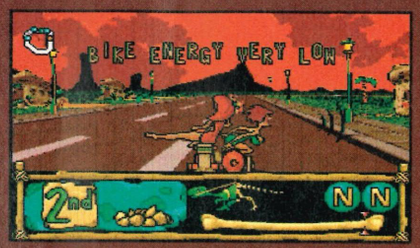
BC Racers has been touted as Super Mario Kart on the Mega-CD. Can it live up to the hype? Let's see....

Core does some fine work on the Mega-CD. In fact, looking at the top 10 CD list at the back of this magazine will reveal three Core games in the top five! It is with a little regret then, that I have to admit the Mega-CD is incapable of producing a game to rival Mario Kart, because if Core can't do it, I doubt anyone can. I'm afraid that BC Racers simply isn't as good as Mario Kart, and I'd know because I bought a SNES just to play the damn game!

Now the good part. Although BC Racers isn't as good as SMK (so you can't laugh at your SNES-owning friends), it is still bloody good. In case you were wondering here's the story. Eccentric millionaire Millstone Rockafella (ho ho) arranges a BC bike race, with the winner driving away the Ultimate Boulderdash Bike! Erm, that's it then, eh? Yes. It's you and your sidecar pal versus seven other mean prehistoric baddies in a 32 race battle for the best bike around.

WACKY RACES

The game allows you to choose your team from a selection of six. There are the usual Core favourites in there, like Chuck Rock (& Jnr), Brick Jagger and Gary Gritter, and even Jimi Handtrix (I wonder who that's meant to be?). Each of them handles in a different way, has a different top speed, armour level and attack capability. Each of the characters can punch or kick (or use whatever they are carrying) the other racers, and give themselves a better chance.

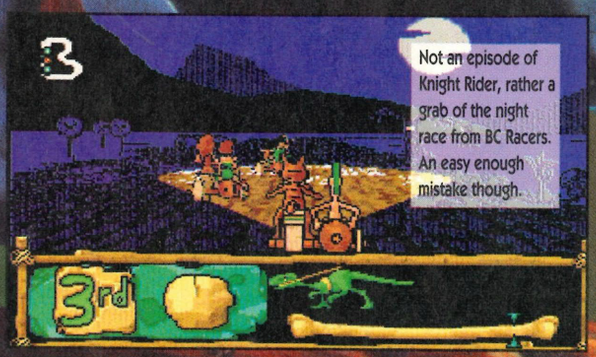


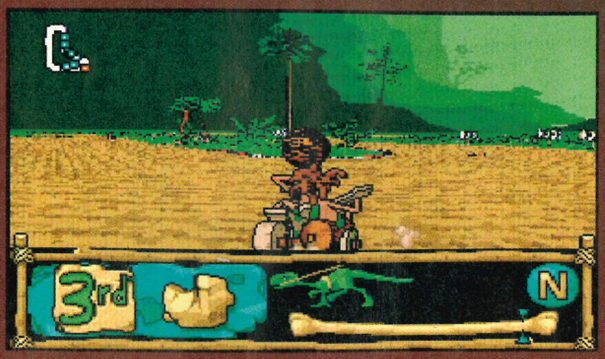
(Above) One of the girl's weapons in here loud voice!

(Above) Jimi heads through the line to finish first!

Each track also has a limited number of power-ups available. Two to be exact. After each lap your racer is given a nitro boost which can be used to steam ahead on straights. As your racer is powered by dinosaur the old boy can get hungry and a food power-up is available to keep your top-speed at an optimum level. The levels contain a large number of hazards to keep you on your toes, including water, bridges and rocks in the road.

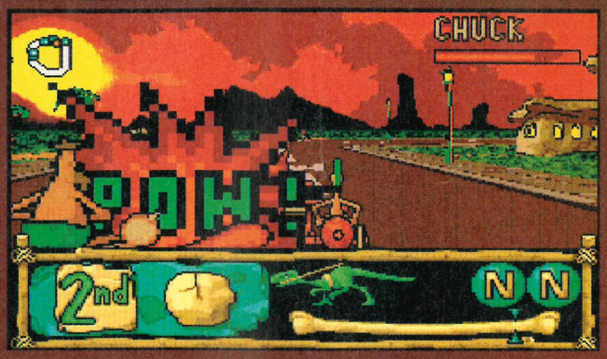
The sound is excellent, although you would expect that from a CD game.



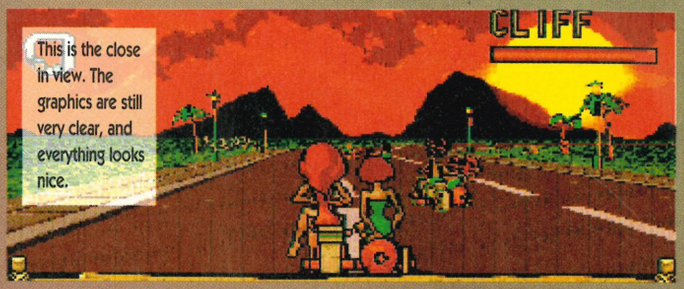


Wait a minute! That screen-shot on the left. Isn't that of one of the bikes in the game skidding! You know, I think it is! By jove Holmes, how d'ya do it. Oh just bugger off Watson and stop bothering me.

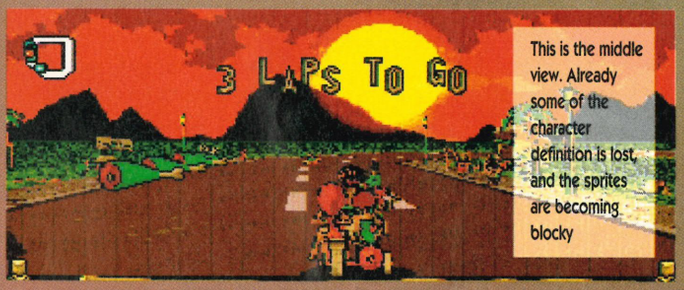
(Right) Just in case you aren't sure whether you have punched someone in the face, the game reminds you with this subtle (yet effective) explosion. Now, how do I fill up the rest of this caption space? I could just talk about nothing until I run ou



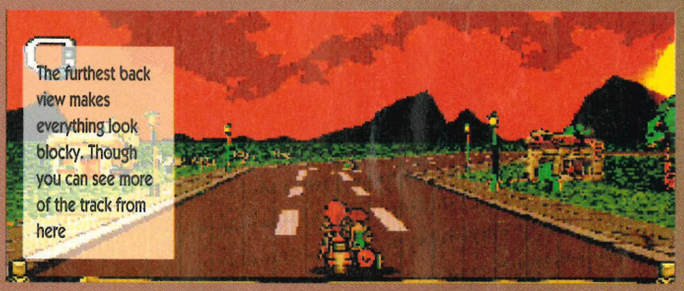
VIRTUA VIEWING



This is the close in view. The graphics are still very clear, and everything looks nice.



This is the middle view. Already some of the character definition is lost, and the sprites are becoming blocky



The furthest back view makes everything look blocky. Though you can see more of the track from here

There are some excellent tunes playing as you race around the courses, and the sound effects are equally good. The graphics are alright, but nothing special. Let me explain. In an attempt to make the game better Core has included a Virtua racing option in the game. You can view the action from one of three places; close behind, further behind, and far behind.

VIRTUA BC RACING

Although this adds to the game's appeal, it also lowers the graphical quality, because although the graphics look fine in the close view, as the sprites are scaled away to produce the further view, the clarity gets much worse, and the road and hazards get harder to distinguish. Full marks to Core though, for trying a Virtua sprite-based game (instead of polygons). The actual sprite design (in close view) is very good though, and the Chuck Rock prehistoric graphical style is used thoughout. I particularly liked the night-driving levels in which the whole screen is blue, except the part lit by you headlamp, which is in full colour.

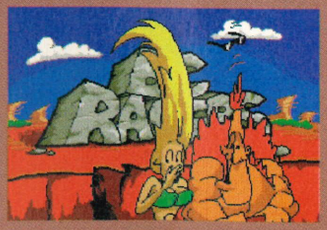
The gameplay is really quite average though. Racing around the tracks is reasonably entertaining, but the lack of a real two-player option means that it has little long-term appeal. The only-two player option available is to have a friend control your attacking capabilities while you drive (i.e. not much cop). The game is incredibly difficult too. While it is easy to win on 'Easy' mode with the enemy drivers' aggression turned down (all available from the options screen), the game becomes much tougher as you turn the difficulty 'screw'.

The reason it becomes so hard is because all the other drivers suddenly get really fast and hard. You realise that the only reason you were winning before was because they were in 'extremely poor' mode. Surely this shouldn't be a problem after practising? Well it wouldn't be if you had a reasonable level of skid control over your bike. You don't. It is very tough to go around sharp bends without skidding off into the undergrowth, and yet the computer players have no trouble with it at all!

I am not trying to say that BC Racers is crap. It is actually very enjoyable. It is not a patch on Super Mario Kart though, and anyone who thought it might be will be very disappointed. As it is, it is probably the best racing game on the Mega-CD (with better scaling than Batman Returns), but I think I'll be waiting for the 32-X version with it's two-player split screen mode

COR!

As usual for a Core CD title, the game has an excellent introduction, with some very well animated cartoon bits.



78 PERCENT

"Not as good as Super Mario Kart, but a good racer never the less"

Lee A Brown

GRAPHICS	7	GAMEPLAY	7
SOUND	9	GAME SIZE	8

From: SEGA

Release: OUT NOW

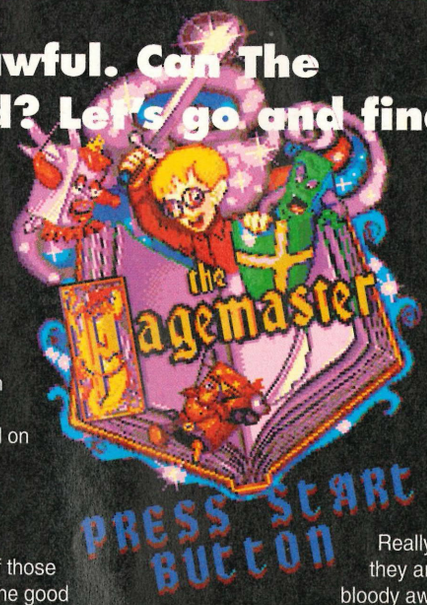
Price: £39.99

Levels: 30

Players: 1

THE PAGE

Film licences are generally awful. Can The Pagemaster break the mould? Let's go and find out, eh?



Film licenses are usually bloody awful though aren't they? Just think about some for a minute. Jurassic Park? Batman Returns? Superman? All bloody crap. However, some cartoon licences are actually pretty good. Take Aladdin for instance, and the Lion King. So what are we to expect from The Pagemaster, which is both a film and cartoon in one. An alright game? Well, rather unsurprisingly that is exactly what we've got.

The story concerns Richard Tyler. A boy who loses himself in a library while on an errand. After hitting his head he wakes to find himself inside a cartoon, and the only way to escape is to progress through three different types of story, including Horror and Adventure. Each book is split into different levels that must be completed in order to continue to the next. Enough of the story though, and on with the review blurb.

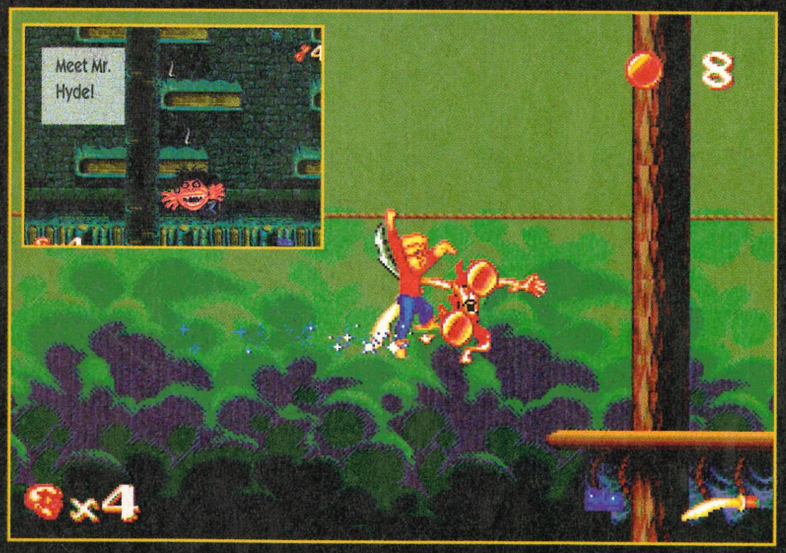
The 'special' stage is not special at all. A mediocre ride on a book through huge pillars over a green and blue sea collecting keys and bags. Great eh? No.

'MAC'

This game is not awful, and neither is it excellent. It's one of those 'Buy it when you've bought all the good games' type of games. I realise that makes it sound terrible, which in fact it isn't, but there are just many more games deserving of your cash. Of course, I can't simply sit here and tell you how average this game is without substantiating my claims. Actually I could, but it wouldn't be fair to Sega.

Okay, why is it not very good? The graphics for one. You can tell from the screen shots that the overall look of the game is not very polished. Although the animation is up to a very high standard the backgrounds are bloody awful. Really, they are bloody awful. Terrible. Crap. Arse even. I cannot overstate how average the whole thing looks.

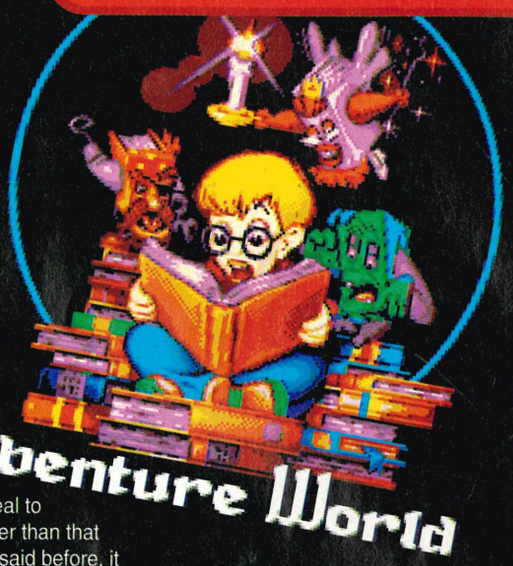
The main character animation is fluid, but the sprite himself is poorly designed and drawn, so the good animation is lost on him. Little points for graphical ability there then. What next? Sound? Okay, so the 20th Century Fox signature tune is sampled at the beginning, and the Macaulay Culkin character says 'Yeah' a lot. Is that it though? Yes. 'Fraid so. Sound too is pretty naff.

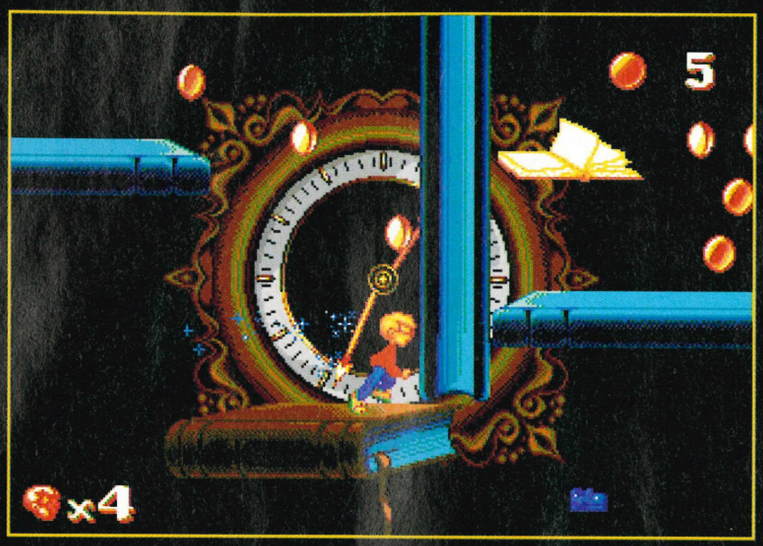


Now armed with a sword instead of sticky balls, our hero Dickie buckles his swash through the evil ranks of the pirate menace. (Just what planet are you on Lee? - Rich)

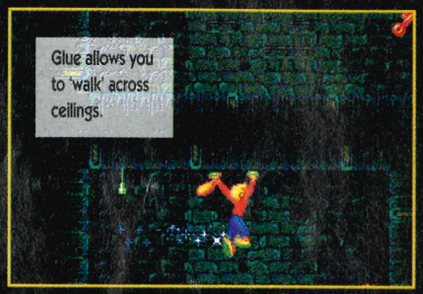
When you kill an enemy one of your skills is released, and you must chase after it to increase you abilities. You know, this captions lark would be much easier if you could just write shite.

MASTER





The bonus stages allow you to collect huge amounts of coins so you can enter the special stages. Exciting or what, eh?



IS BACK

Gameplay is appealing though for some reason. Running through various stages collecting keys (or coins) might not sound very exciting, but I guess I'm just a platform junkie or something. The various skills that Richard can acquire are quite good. Shoes to make him jump from walls, glue to help his hands stick to ceilings and a bag of tricks filled with enemy killing balls. All add to the game's strange appeal.

The most annoying thing about this whole shebang is the collision detection though. As is standard in platform games the enemies are disposed of by jumping on their heads. Unfortunately the hit must be pixel perfect or you immediately lose a skill, or (with no skills left) a life. It makes it one of the most infuriating games I have played in a long time.

So what does it have in its favour? Well the collision detection could be described as a high difficulty level if you like. With three books of 10 levels to conquer it could be some time before you see the end, if you haven't trashed the cart by then. Then there is the fact that it is licensed from a family film, so it will probably appeal to the kids out there. Other than that though? Nothing. As I said before, it is neither great nor terrible. It's one of those 'average' games.

Books can be found which allow entrance to bonus stages

72 PERCENT

The dictionary definition for 'average' reads 'The Pagemaster'.

Lee A Brown

GRAPHICS	7	GAMEPLAY	6
SOUND	6	GAME SIZE	8

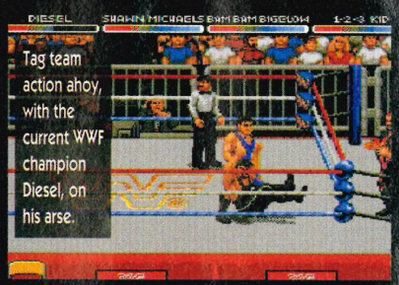
From : Acclaim
Release : Out Now
Price : £54.99
Levels : N/A
Players : 4

RAW WWF IS WAR

In a 'flog that licence to death' turn of events, Acclaim are set to release their fifth WWF title. The question is though, "Is it any cop?"

The latest Acclaim WWF game is based on the Monday night show, RAW. In fact, even Sky viewers don't get RAW, and instead have to put up with excerpts from it in the various other WWF shows. By all accounts though (especially on the internet group rec.sport.pro-wrestling) Raw is the best WWF show, and as such is perfect conversion fodder.

Of course, all Acclaim ever seem to do with a new WWF game is update the characters to the current favourites and add an extra option. In the past we've had Royal Rumbles, Survivor Series and Cage matches, so what does RAW have to offer that the others don't? Well, as usual the number of characters has been upped, this time to twelve. This number doesn't come too cheap though, as to play with 12 men (11 and a woman) you'll have to fork for a 32-meg cartridge, a whopping £55!



Tag team action ahoy, with the current WWF champion Diesel, on his arse.

AXE

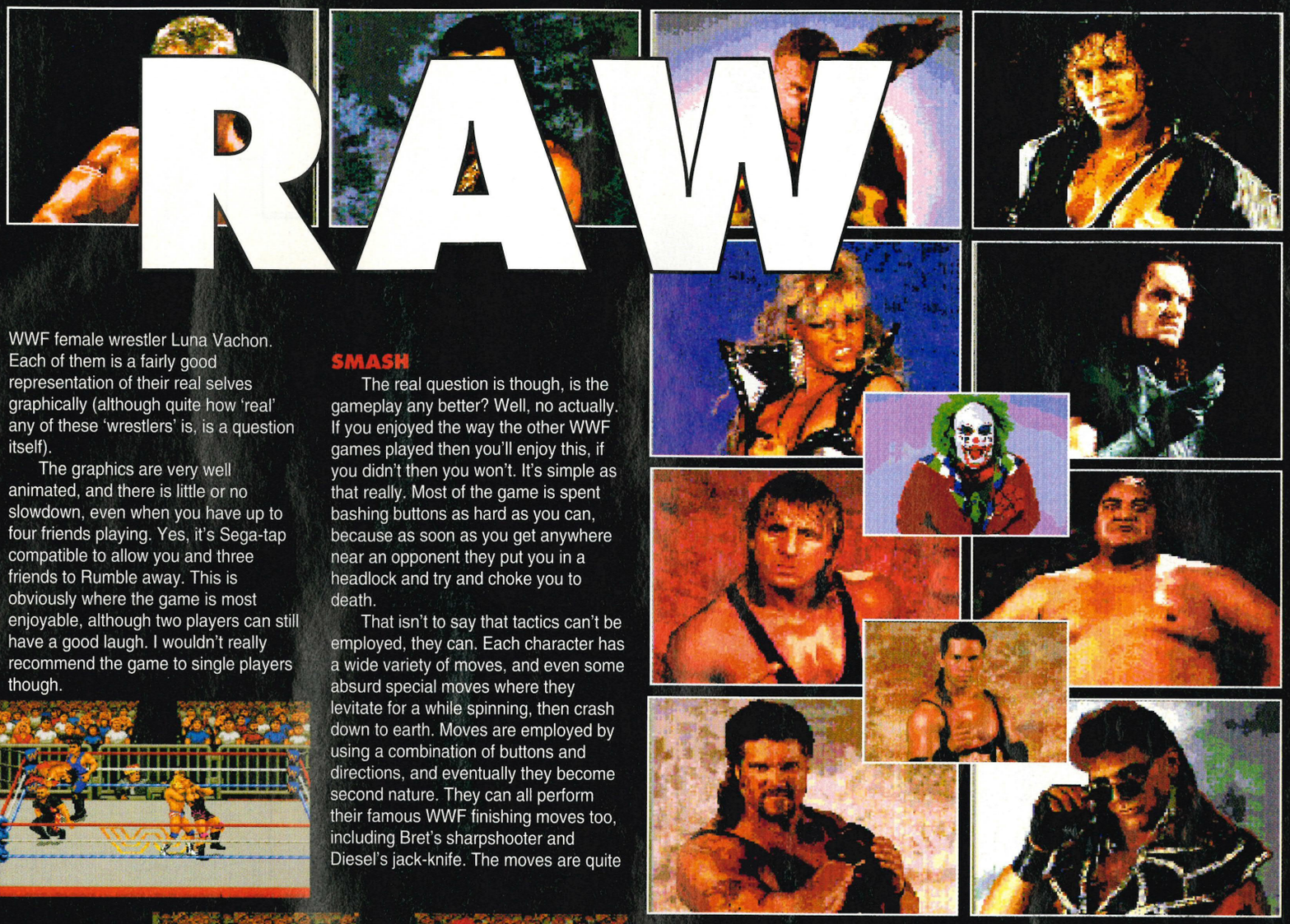
The options screen in this one is absolutely crammed full with different WWF games. In fact the only thing missing is the Cage match. There is the all new Raw endurance match though, where you may pick as many as six players for your team, and attempt to beat either a friend's of the computer's six. As well as that there are plenty of tournament options and a ten scale difficulty level.

The current lot of superstars includes the new WWF champion Diesel (of course by the time this goes to print it will probably be Bret Hart again) as well as Doink, Razor Ramon and the new

The Royal Rumble is barely two minutes old, and yet there are already six men in the ring. As you can see, the intelligent Brownster (Lex Luger) is standing away from the action waiting for the others to eliminate each other before a quick tussle at the end then victory.

A really quite good kick in the chops to Diesel from the 1-2-3 Kid. As a matter of fact when reading the rec.sport.pro-wrestling newsgroup on the internet I found out that the 1-2-3 Kid used to be called The Lightning Kid, which is an infinitely superior name really, isn't it?

RAW



WWF female wrestler Luna Vachon. Each of them is a fairly good representation of their real selves graphically (although quite how 'real' any of these 'wrestlers' is, is a question itself).

The graphics are very well animated, and there is little or no slowdown, even when you have up to four friends playing. Yes, it's Sega-tap compatible to allow you and three friends to Rumble away. This is obviously where the game is most enjoyable, although two players can still have a good laugh. I wouldn't really recommend the game to single players though.

SMASH

The real question is though, is the gameplay any better? Well, no actually. If you enjoyed the way the other WWF games played then you'll enjoy this, if you didn't then you won't. It's simple as that really. Most of the game is spent bashing buttons as hard as you can, because as soon as you get anywhere near an opponent they put you in a headlock and try and choke you to death.

That isn't to say that tactics can't be employed, they can. Each character has a wide variety of moves, and even some absurd special moves where they levitate for a while spinning, then crash down to earth. Moves are employed by using a combination of buttons and directions, and eventually they become second nature. They can all perform their famous WWF finishing moves too, including Bret's sharpshooter and Diesel's jack-knife. The moves are quite difficult to pull off though, but all the more satisfying for it, when you finally manage it.

CRUSH

The best fun though is when you go outside the ring, pick up a large chair, and smack someone around the head with it. It is the kind of thing that happens in real WWF, and means that as a TV conversion it is very good. The only downers about the game are the annoying button thrashing sessions and the price. If you are a WWF fan and have yet to sample a WWF game this is the best by far, but previous WWF owners need not apply.

(Above) Another ridiculous special move performed by the man of machismo.

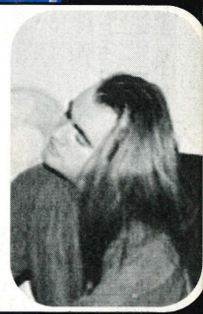
(Right) Luna is doing a ridiculous flying spinning move and the Razor has just thrown someone miles into the air.

(Left) Having already been hit over the head with a chair (now broken on the floor) Luna catches a bucket too

81 PERCENT

"The best WWF game yet, it's just a touch expensive"

Lee A Brown



GRAPHICS	8	GAMEPLAY	7
SOUND	7	GAME SIZE	8

From: SONY

Release: OUT NOW

Price: £44.99

Levels: Who cares?

Players: 2

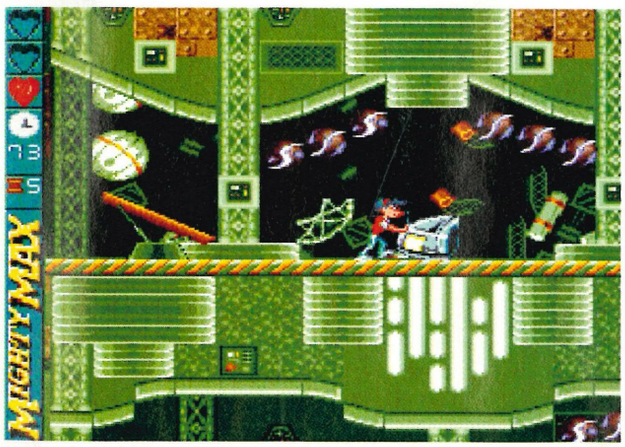
MIGHT

Could this be the worst game I have ever seen? Well it's bloody close to it if it isn't.

There is this running joke in the office, about who can give a game the lowest score, AND subtantiate their claims. This month we got two awful games in the office, Yogi Bear and Mighty Max. I took one, and Rich took the other. As you will already have met Rich's Yogi Bear review on page 30, you can see he gave it a resounding 12%. Unfortunately I lost the joke this month, because Mighty Max isn't quite that bad. It is really bad though. I cannot be bothered going into the storyline about a game this poor, no-one will read it, just as I hope no-one will buy the game. I shall though, endevour to explain just why this gameis so bad. Ready for the best slagging of the year? Here goes....

THIS GAME IS

The graphics? Take a look around the pages. Do you notice anything peculiar. Apart from the fact that I got so tired of playing this awful game that I only made it onto level two before giving up, so all the grabs are only of two different levels, what else? Is that a hand raised at the back? Yes, the graphics are bloody awful aren't they? What you can't see is how sslllloooooowwwww the thing is. Don't get me wrong, the game isn't slow. Just your character. The enemy sprites move



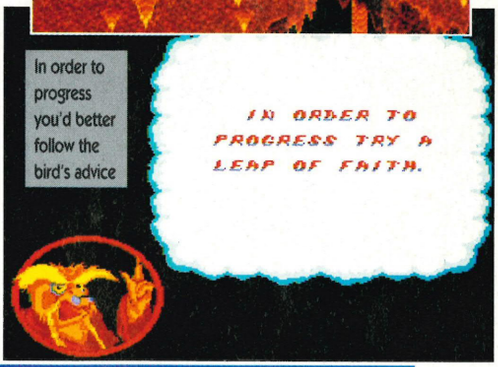
Here you are pushing a piece of the weapon. You can still fire if you are pushing pieces, but you move a lot more slowly than when you carry them. I repeat again, even more SSlllooowwwlyy

Instead of simply crouching when you press down, Max actually lies on the floor and crawls along it. It would have been nice for him to able able to crouch and shoot though. How much thought went into this game?

Y MAX

Rest assured that this bloke will now hit you, and you will be unable to do anything about it. He will. Honest. Just trust me on this ok.

The two-player split-screen game should have made it much better. Instead two people can now share the misery simultaneously. Lose you friends!



Balloons are used to send weapon pieces skywards. Why anyone would want to know that after this review I don't know though.

with astounding pace, while your slug-like player moves about as fast a slowy the very slow thing.

It must be said the the player sprites are very well animated, they are also just very slowly animated. If you think you can crouch and then shoot as a monster approaches then think again. If a small monster approaches you MUST jump over it, because you character is too slow to crouch and then shoot in time. So if you want to play this game you'll have to forget all about how to play good platform games, and instead learn how to play a crap one.

NOT VERY GOOD

By far the most infuriating thing though, is the way the game plays. The main point of the thing is to collect parts of a big weapon and throw them through a portal. Any problems yet? Okay, first thing then, find the portal. Found it? Good. Right find a weapon piece. Pick it up. Notice you can no longer jump or shoot your weapon? Also notice that you cannot quickly put down the piece and draw your weapon if an ememy approaches? Notice that you die regularly as you attempt to carry the weapon piece halfway across the map to the portal? Solution? Don't ever play the game.

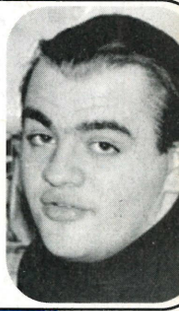
But wait! Is that a light at the end of the tunnel? A two-player split screen mode you say! Is it any better? No, actually it is exactly the same! So, two of you can endure the same torture as in a one-player game, but simultaneously. In fact the only way for this game to be remotely playable would be to play two-player and follow each other around, one of you killing enemiesa and the other carrying pieces.

I cannot recommend this game to anyone. It looks and sounds bad, and plays even worse. It is the kind of game that used to be released on the Spectrum around 1985, but then it only cost £2.99. Now it costs £39.99 and I dearly hope that no-one wastes their cash on this pile of crap.

23 PERCENT

"As annoying as stepping in wet dog-poo wearing your new shoes."

Lee A Brown



GRAPHICS	6	GAMEPLAY	1
SOUND	6	GAME SIZE	6

From: KONAMI

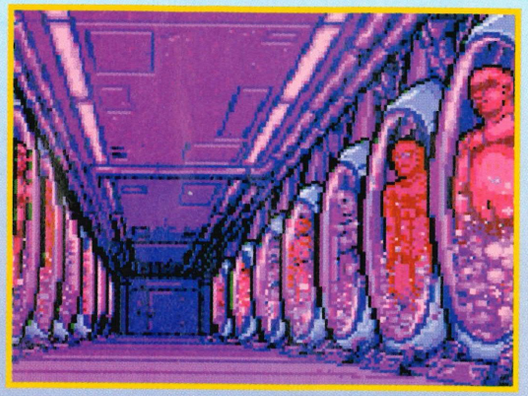
Release: OUT NOW

Price: £44.99

Levels: 3 ACTS

Players: 1

Cyberpunk is all the rage these days, and what a good job too as Snatcher is one of the best examples we've seen in a long time. Let's take a closer look.



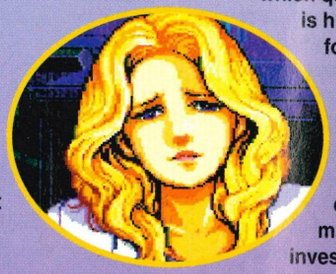
SNATCHER

Gillian Seed isn't having a very nice time. His marriage has gone a bit flat due to the fact that he and his wife are both mysteriously suffering from amnesia and can't remember anything about themselves, let alone each other. On top of this he is also nervous about starting his new job in Neo Kobe. Neo Kobe is an isolated city in Japan which has a major problem - Snatchers.

CHAT UP GIRLS

These Snatchers are robots that kill people and then take their place in society. They do this so well that it is impossible to tell a snatcher from the person it replaced.

Fighting against them are the Junkers, a small troop of well trained agents. Gillian Seed has just become the fifth member of the Junker team which currently consists of Mika, the beautiful receptionist, Chief Benson Cunningham, Harry the engineer and Jean Gibson. Jean is a 'runner' which basically means that it is he that does the footwork and kills the snatchers.



The player takes the role of Gillian on his first day. By using a series of menus the player can tell Gillian what to do and which questions to ask. As it is his first day it is vital for him to meet his team mates and learn the ropes.

The first stop is the Chief's office, where Benson explains that a person may only be investigated if there is reasonable evidence that they are a snatcher and under no circumstances must he run amok blowing everyone's heads off.

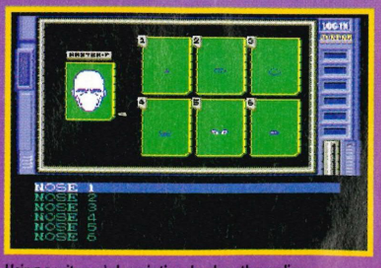
Schwing! Forget the investigation, lets chat up some birds instead

Exploration of the Junker base soon results in Gillian acquiring a powerful blaster, learning about Jordan the computer who has records on everyone in the city, and meeting

Mess with my woman would you?

These are the bad guys in question. They don't look like they're from Terminator at all do they? No not at all

Seed's actions are controlled by this menu system



Using a witness' description Jordan, the police computer, can help produce a montage of the suspect

I'm hard. I know it. Let's get to where the action is

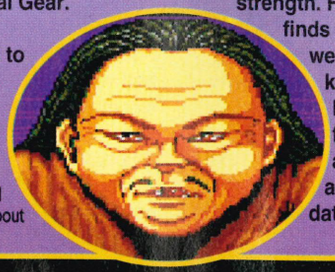
That'll teach her. No one stands me up and lives to regret it . (No, they just stand you up and laugh behind your back instead- Lee)

Good old Metal Gear might be able to shed some light on Gillian's forgotten past

his robot partner, Metal Gear. 'Metal' as he is affectionately referred to allows Seed to save the game, record any information gained, and talk to other people via a video phone. Gillian's mission is simple. Seek and destroy any Snatchers. Straight after meeting Metal the alarm bells sound as Gibson phones in an emergency call for backup. He's found a male snatcher and trapped him in an abandoned warehouse.

CRACK SOME JOKES

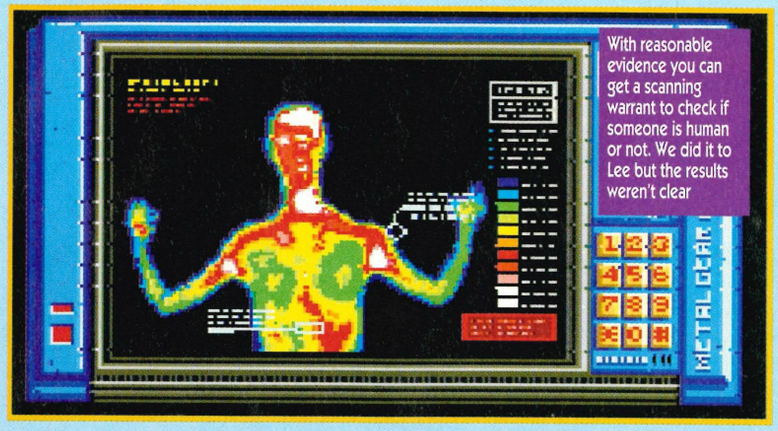
Arriving at the scene Seed and Metal found they were too late. Gibson was dead, his head twisted completely off by someone with superhuman strength. From here on in Seed finds himself caught up in a web of intrigue, not knowing who to trust. He is also desperate for female attention, and thinks nothing of asking people out for a date after just telling them that their relatives have died! He's so desperate that he can even call up Love Line on the Vid Phone and offer to pay for it! As if you can't tell from this brief introduction, Snatcher isn't your run



Suddenly everything starts to fall into place, and I'm not talking about Gossard's wonderbras either

This isn't the best situation that I've been in recently

Metal Gear is Seed's trustworthy companion. Shame about the bad jokes though

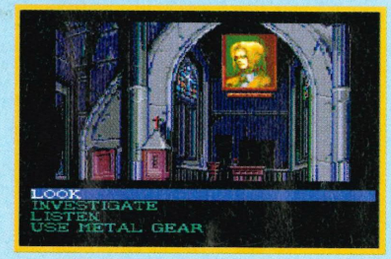


With reasonable evidence you can get a scanning warrant to check if someone is human or not. We did it to Lee but the results weren't clear

of the mill game. In fact this is more of an interactive story with arcade sections rather than an out and out game. There are some points where you have to sit for minutes at a time listening to the characters converse as the intricate story unfolds. If you could imagine a film where the player makes the crucial decisions and has to solve the problems then this is the result. Lets face it, if there was an interactive version of Blade Runner then this is it! With its cyberpunk setting, futuristic storyline, sexual overtones and violent imagery the similarities are more than coincidental.

To be honest, Snatcher is one of the most engrossing games I've played in a long, long while. The start of the game is pretty slow, having to wade through option after option learning about the backgrounds of the characters involved and about the third world war but it soon hots up and doesn't cool down. The problem is although it seems that you are in control of the story you never actually are. If you enter a room that has to be searched the exit option probably won't appear until you've found everything necessary. This can be quite annoying as not only does it mean that the game is totally linear, i.e. the same every time, but it means that some of the actions have to be repeated many times until you have correctly investigated every nook and cranny in the area. This also means that once the game is finished there is absolutely no reason to finish it again, which is such a shame as it is totally captivating right up to the end.

Who is that portrait supposed to be? Find that out and you're well on your way to solving the whole problem



Here's one I made earlier

Such a shame you can't kick the door down

SNATCH SOME SNATCH

As a game Snatcher is a bit of a disappointment as the story seems to steer you along without giving you the chance to make many mistakes, but as a interactive story/movie it is ingenious. The characters are corny yet convincing, and Metal keeps making bad jokes 'to keep the players happy'. Will Gillian ever sort his love life out? Who is the mysterious bounty hunter, Random Hajile? Where did the snatchers come from? What caused Gillian and his wife to lose their memories? Is there any way to tell a snatcher from a human? The answers to these questions gradually unfold as Seed travels through many locations and meets a whole host of unruly characters including Sparkster the Rocket Knight and Goeman the Mystical Ninja! People who are observant enough will also be able to talk to someone from Konami about the development of the game!

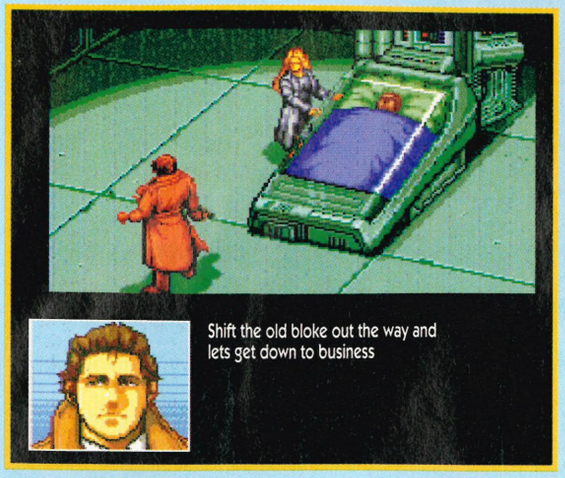
The only similar title of this sort on the Mega CD is Rise Of The Dragon. This was an involving little number but it was possible to walk through it in about an hour or two. Snatcher on the other hand takes a hell of a long time to complete. At one point I thought I was about to finish the game when it became all to clear that I was actually about half way into it.

Needless to say, it will take more than a few hours to crack this baby.

On the whole Snatcher is an entertaining title but it's long term value is very dubious. If you don't mind shelling out for an interesting

In Plato's cavern you could buy anything you ever wanted, and then some

Barker is a bit of an iffy character. He seems straight up but there is something he's not saying



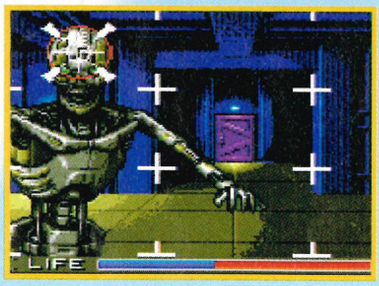
Shift the old bloke out the way and lets get down to business

Haven't I seen that logo somewhere before?

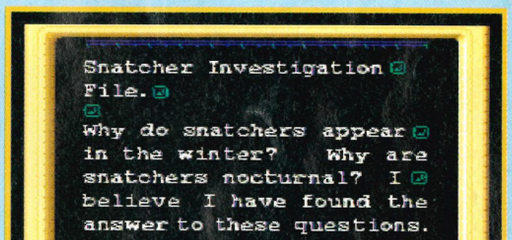
Gillian likes chatting up the women, but sometimes they turn nasty

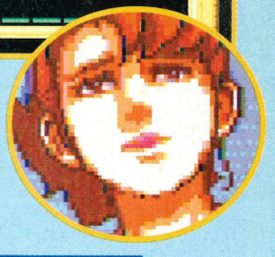
Apparently you can tell a Snatcher by their strange odour. I won't trust Lee ever again

The plot thickens. What does all this Russian imagery mean

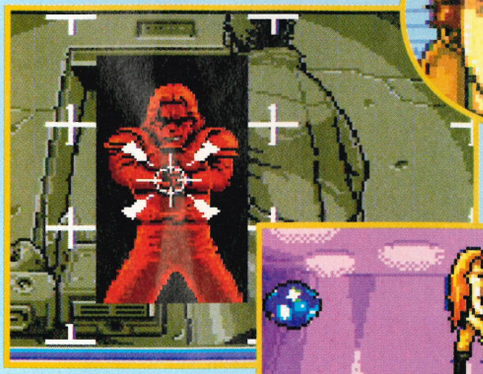


It's action time again. Always keep the trusty hand gun ready at all times



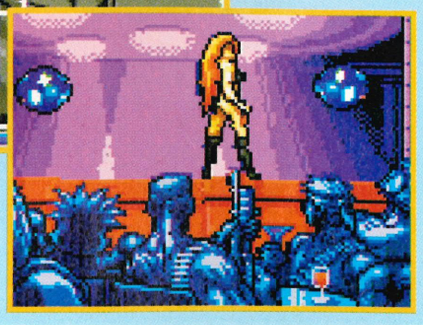


Dig around a little and who knows what you'll find



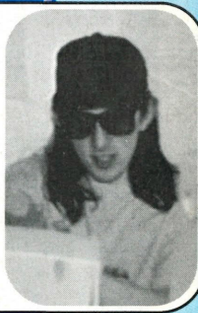
Welcome to 'in joke' central

Talk about making you feel welcome



84 PERCENT

"What a strange game. The hero is up to his neck in it and still chases after the ladies. Great stuff"



GRAPHICS	8	GAMEPLAY	6
SOUND	9	GAME SIZE	8

From: Acclaim

Release: OUT NOW

Price: £44.99

Levels: N/A

Players: 4

NBA JAM

After Shaq Fu and Michael Jordan's Adventure In The Windy City we now have a basketball game that actually involves playing basketball

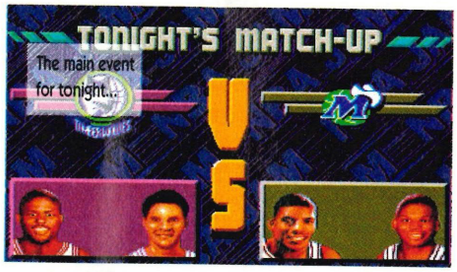
Basketball was one of the few sports that I was good at school. The fact that it was a no contact sport didn't put us off beating the living crap out of each other or smacking the ball in other people's faces. It's quite good fun to play and is quite exciting to watch, especially when famous teams are playing.

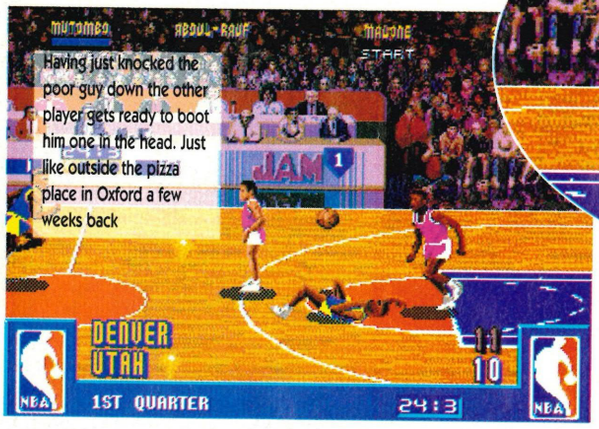
On the Mega Drive we have seen quite a few basketball games, none of which have been particularly memorable. The most popular is without a doubt NBA Jam by Acclaim. This month sees the release of the CD version of NBA Jam which is essentially the same as the cartridge version with updated teams and far superior sound.

BOOM SHAKALAKA

Jam is based on the popular two on two game instead of the standard five-a-side match where two people try to defend their own basket and score in the other. Personally I don't think this is as exciting to play as the standard game as it doesn't have quite as much scope and just ends up with the two teams running backwards and forwards taking it in turns to score. Mind you, the cartridge sold well so I guess most people disagree with me.

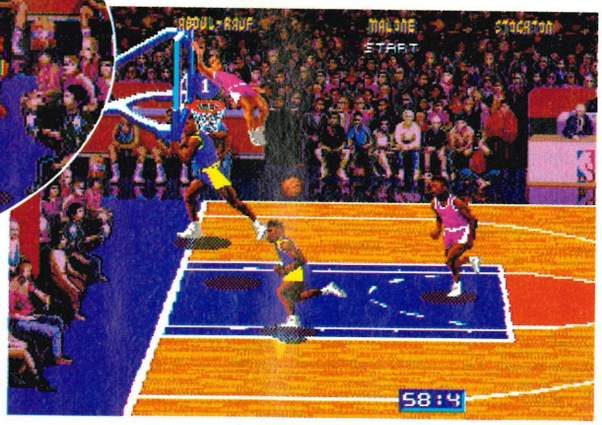
If you own the cartridge then there is no reason for you to buy this as the improvements aren't that spectacular but if you don't then this is well worth a look. With extra players, extensive speech and horrendous delays (delays on a Mega CD game? Surely not?) what more could a CD owner want? If you are thinking of buying NBA Jam and own a Mega CD then this is definitely the version to plump for.

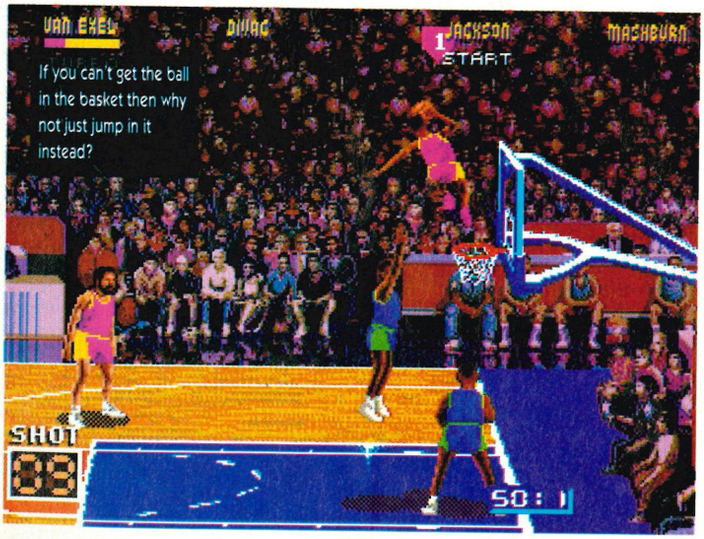




(Above) Why not practice chin ups at half time

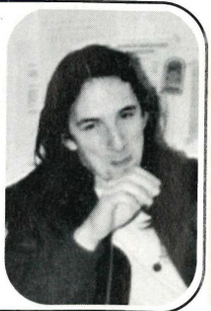
(Right) I think that slam dunk went slightly wrong somehow





80 PERCENT

"A good attempt - shame about the access delays"



GRAPHICS	8	GAMEPLAY	6
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MEGA MOUTH

Any intelligent letters this month? Nope. Just the usual dirge of 'Here's some questions, where's my answer?' bobbins.

Dear MEGA,
I have a few question that I'd like you to answer. (Oh great...)

1. Is the Saturn any good?
2. What about Saturn Virtua Fighter?
3. Is there any chance of Virtua Fighter on the 32X?
4. How about a Daytona conversion for the 32X?
5. When will the Saturn get an official UK release?

Thanks in advance,
Mark Page, Swansea

MEGA Says:
Here are a few answers:
1. Yes, the Saturn is very good. Whether or not it is worth the £600 import asking price is another matter. With Virtua Fighter being the only good title currently available I'd wait a little longer before investing.
2. Yes it is excellent, and a very good coin-op conversion. It is not as good as the coin-op, but then what did you expect?
3. Sega will still not deny the possibility of 32X fighter, and some sources indicate that AM2 have actually programmed a version and decided it wasn't good enough to release. Whether this is true or not, is another matter.
4. As the Saturn conversion is currently only 20% complete, it is unlikely to surface for a while yet, if at all.
5. The Saturn is supposedly coming into the UK next December, although that will depend on whether there is enough quality software available, and how the 32X has been selling.

Dear MEGA,
Congratulations on a great magazine (slurp, slurp), but I have a few recommendation for improvements.
1. How about some Saturn coverage?
2. Some players' guides wouldn't go amiss!
3. How about some more competitions?
4. There is no number four.

Yours,
Phil & Chezzie, Widnes.

MEGA says,
Thank you for the praise lads, and about your queries. You should already understand that MEGA as it currently stands is a Mega Drive magazine. We cover the Mega-CD and 32X because they are Mega Drive add-ons. The Saturn is a completely new Sega machine and as such does not come into the current mags scope. If enough people write in with requests for Saturn coverage we will certainly start.
Sorry about the lack of guides over the last few issues, but with Christmas coming up the software houses go into overdrive and release tons of stuff. I think you'd rather we covered all the games possible than do guides, butt rest assured as the Christmas push recedes through January we will start guiding again. This issue already contains one competition, and we have already secured one for next month. And as for your number four, just bugger off, okay?

Dear MEGA,
I'm writing to ask your opinion on the future of the 32X. I have pondered long and hard about whether I want to buy a £170 machine when the Saturn is just around the corner. Is it worth the money, and will Sega continue software support after the Saturn has landed? I read a piece in the Sun in which they slagged off the 32X, and yet the next day were only saying great things about it. What is the truth behind all this?
Peter Armstrong, Clywd

MEGA says:
You pose some very important questions about the future of Sega's new machine, which I will endeavour to address. Sega Europe's current stance on the machine is that it is the most important piece of hardware available right now. You must remember that the Saturn is not released until next December at the earliest, and will cost around £400. As for the 32X being value for money many people have overlooked the machine's potential after being wowed by the Saturn (the Sun included) but on closer inspection have realised that you get a very powerful machine for a relatively small outlay. Better news on the horizon is of the Neptune, the 32X and Mega Drive in one, which will reportedly retail at £200, making the whole package far more appealing. Sega will continue software support for the machine as long as people are prepared to buy it. It is a sort of Catch 22 situation, but sales figures for the 32X over the Christmas period have been very impressive, so I'd say there will be support for some time yet.

Dear MEGA,
I have to say that I was a little apprehensive about the Maverick takeover of MEGA, and indeed my fears were realised when the first few issues were released. However, something very surprising happened, and the quality suddenly leapt upwards through your November and December issues. I can only assume you were just getting into your stride, as I imagine taking over another magazine is more than a little difficult.
In any case, keep the mag at the standard it is now, and I will not heistate in renewing my subscription.

Mr. B. Ford
Chester

MEGA says
It's nice to see that people finally appreciate the effort that our dedicated

MEGA STAR

Please send me a copy of Doom on the 32X. *No*

My friends have been kid[napped] by space aliens, and I [want] a copy of Earthworm Jim as ransom for their release. *No*

While walking down the street the other day, I was accosted by several large youths. I had just bought a copy of Landstalker, and it was taken along with my wallet. Any chance of sending a copy to the intesive care unit. *No*

These are just some of the failed letters we received this month, the far more impressive wining letter follows.

Dear MEGA,

I am writing to congratualte you on an excellent magazine, and to tell you a story about something that happened to me recently.

I am by trade, a carpenter, and with Christmas approaching the demand for Nativity Scenes increases at an exponential rate. I was hoping to buy my children a copy of FIFA '95 with my earnings for the year [illegible] shop caused all my stores to be destroyed [illegible] of goodwill, I am a carpenter (hint), and my [illegible] otherwise, I was hoping you might send [illegible]95. Any [illegible]?

J.esus, Nazareth

Okay, you win, but only 'cos you've got enough [illegible] to test the wratch of the lord.

STRAIGHT TO THE POINT

Any chance of blagging a copy of Doom and a 32X just by writing in and asking for it?

Paul Markey, Kelly.

Absolutely no chance at all you sad, sap git.

If you remeber last month we complained about girls and console games, and you made fun of us, please take us seriously this month, T.T.B.

No, you are as sad as you were then, and you are unlikely to become any less sad as time goes on.

How do you propose marriage to a girl? I've been seeing my chick for ages now, and have not yet found the bottle.

Trevor, Cheadle.

Well Trev, normally saying 'Will you marry me' suffices, or if that is a little too daring, try 'I'd like us to get engaged'. In either case you're a sap.

How do I get to write for a computer games magazine?

James Hunt, Derby

I think you wanted the longer letters section over on the right. Try again next month

I didn't find your abuse of my name very funny last month and am currently considering legal action for libel.

B. Orange, Billinge

You really don't think we're going to take you seriously do you. I mean would anyone actually move to a town which rhythmed with their surname. I think not.

What exactly constitutes a monsterous reputation?

J Blinston, Derby

Oh you again, eh? Monsterous behaviour is the type of thing you would rather not happen to you I would assume. Make sense?

band of journalists put in on the magazine. All we ever seem to get is letters asking where on earth Josse has gone, and how is poor Andy. I hope that people are now beginning to associate MEGA with it's current writers rather than it's past. We think the mag is getting better and better, but please write in and tell us if you think otherwise (or tell us we're right, if we are)

Dear MEGA,

I've just bought a 32X and I'm having real trouble putting the whole thing together. In case you're interested I have a Mega Drive 1.

Thanks,
Liam Chester, Horsforth

MEGA says

Apparently there are loads of stupid people about who simply can't put together a 32X. It is easy if you remeber one simple fact. If you have a Mega Drive One, you must remove the extra collar that comes supplied on the 32X. It is for use only the Mega Drive Two. If you have a Mega Drive One you use the small adapter cable to turn you Mega Drive One output into a Mega Drive Twi output. From there it is simply a case of using the standard inter-connecting cable from the Mega Drive to the 32X, and the RF cable box from the 32X to your TV. Simple isn't it. Oh, and don't forget to plug in the 32X too. There.

Dear Mega

I am one of your 'mature' readers and I would like to complain. I just forked out £170 for a 32X and a further £50 for Doom using one of the vouchers. Having played the original Doom at work on our computer network I was looking forward to playing our home version with my sixteen year old son. Mega Drive Dom doesn't compare to the PC version. There are only seventeen levels as opposed to 27.

The main advantage of the PC version was the ability to customise the game beyond belief. My version at work has the music from Terminator 2 running in the background, sound effects and sampled speech from films such as Evil Dead and Aliens, Need I say more?

J. Pidwell,
Chester.

MEGA says

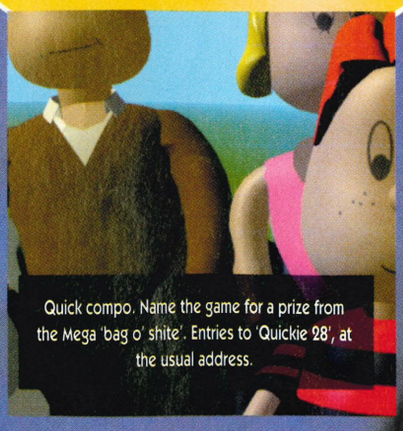
How much does a PC cost capable of running Doom at a good enough frame rate? Over a thousand quid? The 32X? £170. Here is the big difference. If anyone out there has a PC then please don't buy a 32X to play Doom, it is simply not as good as the PC version for the reasons stated by Mr. Pidwell above. However, this 32X version is designed for people that cannot afford, or get access to a high-end PC. With a basic £250 set-up you can plug-in-and-play Doom straight away, rather than the annoying PC set-up routine.

You cannot equate £250 with over £1000, it simply isn't on. I agree it would be nice to customise the levels, but as the Mega Drive has no hard drive, and battery backed ram costs money, Sega decided to release the game as cheaply as possible, but unfortunately without back-up. I think they made the right choice, and I hope you now see your mistake.

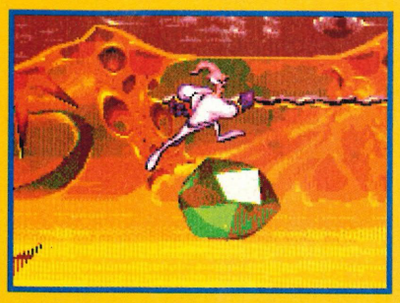
MEGA MORON

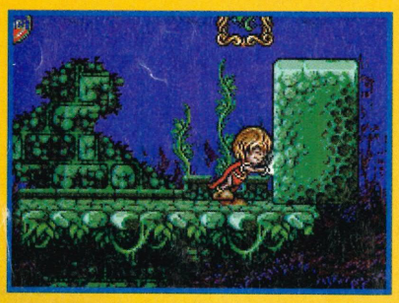
This month's MEGA moron goes to someone we will not name due the very nature of his crime. Imagine if you will a console magazine prints some very specific tips for the game Double Switch. Now imagine a fool, who copies those cheats word for word and sends them to the same magazine, expecting a prize in return. Either this man is completely stupid, or trying to be clever. We are assuming he is stupid and forgot which magazine he copied cheats from and thus sent them to the wrong on. If he was trying to be clever and we find out we will not hesitate in printing his name for the ridicule of all around him, as the least successful attempt at game-winning in history.

Be warned everyone. Copying tips from this mag (including the tips list) and trying to get credit will result in public humiliation.



Quick compo. Name the game for a prize from the Mega 'bag o' shite'. Entries to 'Quickie 28', at the usual address.



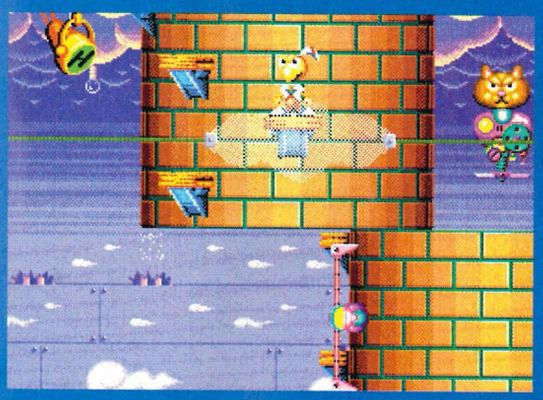


If you will keep sending in these cheats, I guess we'll just have to keep printing them. Don't forget there is a prize for the tip of the month. Get writing.

DYNAMITE HEADDY

STAGE SELECT

At the 'Game Start' screen, press C,A, Left, Right and B. Headdy will say 'Nice'. Pressing start will access the level select.



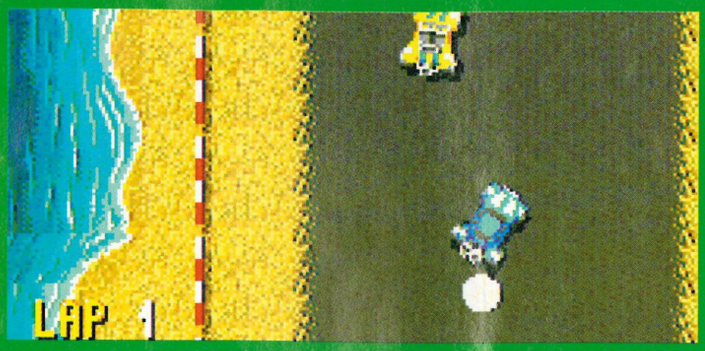
BATTLE CORPS

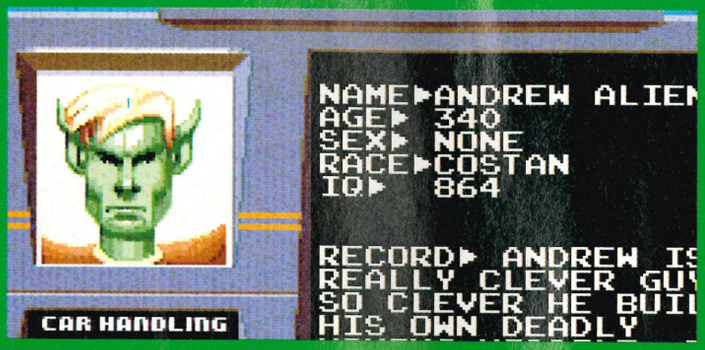
LEVEL SELECT

Go to practice mode and press pause.Then push B,A,B,A,Right,A,C,Up, and Start. The screen should flash. When you start the game a map should appear on the character select screen, and you can select your starting level with Up and Down.

COMBAT CARS LEVEL SELECT

Go to options screen. Highlight Exit, then push A,B, and C together. Now pressing Start will allow you access to all the tracks.





FLINK CHEAT SCREEN

Start the game then push down and start to bring up the options screen. Keeping start held down press Right, Right, Right, Left, Left, Left, Right, Right, Left, Left, Right, Left. A cheat menu will now appear at the bottom of the screen.

MEGA TIPS LIST

AFTER BURNER 2

• On the intro screen hold down A, B, C and START. When the carrier appears, select your start level with LEFT and RIGHT.

• When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.

• For 100 missiles press LEFT and B on stage 3, right and B on stage 5, B on stage 9 and right and B on stage 11.

• For 100 missiles press LEFT and B on stage 13, right and B on stage 16, B on stage 19 and right and B on stage 21.

ALADDIN

• Pause, press A, B, B, A, A, B, B, A, and you can skip any level.

• On the title screen press Â, A, C, A, C, A, C, A, C, B, B, B then B and Dave Perry's digitised face will appear. Then an options screen will appear.

ALIEN 3

• Using pad one, enter the options screen. On pad two, press C, UP, right, Â, LEFT, A, right and Â. Listen for the sound, then start the game as normal and pause. On pad one press START to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS

• At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.

• To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press LEFT and C together, and Bart will skid off. Touch only button C, but keep LEFT pressed until you pass the door. Stop, press right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

• On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)

• On the options screen highlight Game Type. Move it to Driving and hold the pad LEFT and press the B button. Move the pad down to Difficulty, hold LEFT and press the B button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER

• Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BIO-HAZARD BATTLE

• Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joypad: UP, É, right, È, Â, É, LEFT, È and UP. Then press START.

BLACK HOLE ASSAULT

• For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.

• To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press START on the second pad and your opponent will fall over.

• For invincibility, do the same as above but your name is MUTEKI.

BULLS VS LAKERS

• Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

Opposition:

Eastern: B – Bucks, C – Bulls, D – Celtics, F – Pistons, P – 76ers, R – Hawks, 9 – Pacers, M – Seattle

Western: V – Golden State, W – Blazers, X – Lakers, Y – Spurs, I – Houston, 3 – Phoenix, 9 – Utah Jazz

YOUR TEAM:

Eastern: D – Bucks, X – Bulls, N – Celtics, S – Pistons, 8 – 76ers, 4 – Hawks, J – Knicks, 0 – Pacers

Western: 6 – Golden State, B – Blazers, L – Lakers, G – Spurs, Z – Phoenix, V – Utah Jazz, 2 – Houston, Q – Seattle

CASTLE OF ILLUSION

• When you have finished a level, press START while your score's being added, for extra lives.

• Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CASTLEVANIA

• Use the usual UP, UP, Â, Â, LEFT, right, B and A on the title screen to gain access to a level select, while at the same time gaining 30 lives and switching the collision detection off.

chakan

• Select practice mode and start the game. Above the air portal you'll see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK

• While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press UP while holding A to advance a level.

CHUCK ROCK 2: SON OF CHUCK

• Pause the game, and press B, A, right, A, C, UP, Â then A and unpause the game. Now pause it again, and press A and right to go up a level, or press A and UP to skip the entire zone.

CHUCK ROCK CD

• Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNTXF, Level 5: TSFNVP

COBRA COMMAND

• Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press UP, LEFT, right, right and UP. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press LEFTor right to move through the numbers. Press START while playing a level and you complete it.

columns

COOL SPOT

• Go to the options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C then C. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives etc.

CORPORATION

• The most important weapon is the bomb, but don't use it until you're in prison.

• If thrown in prison, check your pockets...

• Don't buy a lock-pick, simply find one.

• Go to the music demo bit and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the level screen comes up, hold B and press UP to choose your level.

CYBORG JUSTICE

• For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode.

deadly moves

• Here are some character codes:

Warren – XXI E4T2 0ZY, Vagnad – WBV MFDI HOZ, Li Yong – WBY E42Q UZI, Baraki – HB1 Y9JK D4W, Bu-oh – HB8 MFO6 NNN, Gaoluon – HY6 Z9J3 W47.

DECAP ATTACK

• Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE

• Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.

• For ten lives instead of three enter code: BQQQAEZ.

DRAGON'S FURY

• Enter UUBV99BQRE for 73 balls and 505,705,300 points. Enter ALCLAEBECK for 21 balls and the end-of-game sequence.

• This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

ECCO

• Here are the codes for the levels:

The Undercaves – WEFIDNMP, The Vents – PUDPXJDK, The Lagoon – TCXSXJDT, Ridge Water – QZOMOQLE, Open Ocean – KEQKALGF, Ice Zone – FJTZCLGZ, Hard Water – TRAWCLGZ, Cold Water – IBRWXREO, Island Zone – WTCAVREH, Deep Water – UHPHVREN, Marble Sea – ELNLXREF, The Library – TSGPXREX, Deep City – TOVHXREB, City of Forever – GACTXRET, Jurassic Beach – QDZAVNLK, Pterandon Pond – BQVVAPEA, Origin Beach – GRPZAPEE, Trilobite Circle – UCJDBPEC, Dark Water – ZDCHBPEF, Deep Water – YBDIBPEG, City of Forever – YUPIGPLV, The Tube – MIBFKMLH, Welcome to the Machine – VUFBKMLC, The Last Fight – KTPMLMLM

• Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.

• For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press right, B, C, B, C, DOWN, C then UP.

ECCO CD

• Pause the game half-way through a turn – when Ecco is facing you – then press RIGHT, B, C, B, C, DOWN, C and UP. A hidden menu screen will now pop up.

EURO CLUB SOCCER

• Take your pick of the following English teams to play as in the final:

Norwich City – 373UAA4IGC (vs Rangers), Liverpool – SAHEAA6ICA (vs Celtic), Aston Villa – BEDUAA7ICA (vs Real Sociedad), Spurs – J6CUAA8IHA (vs Celtic), Arsenal – ZWNEAA9IAE (vs Bordeaux),

• Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick very hard.

• Enter your password as QUITTER and when you quit a match you won't forfeit the game – the score will remain the same.

EX-MUTANTS

• Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing START. Shannon will say "too easy" and a cheat screen will appear.

F1 CIRCUS

• To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

• Start the British Grand Prix in a McClaron's car: NABCTPHSNGKTIXBDDE GMHUJOKLMTFJ HOILKL LONVORQX LQMW

F-22 INTERCEPTOR

• Teleport to the final HQ message in the final two levels: Russian challenge – KSQGIV, Aces – MH01K1, Korean – BI0F8P, Iraqui – GTGE8V, American – 6PGE02

FATAL FURY

• To increase your continues, press and hold UP on the continue screen and then press A, B and C together.

• On the game-selection screen, press and hold LEFT. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.

• On the options screen select the Time option. Press and hold A and press LEFT. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press LEFT while holding button B until the point goes to 0. You now need to win 99,999 matches.

FLICKY

• On the explanation screen hold A, C and UP. Press START and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

FLINTSTONES

• Choose five lives and then press buttons A, B, C and START together. Rotate the pad clockwise. On the title screen press START and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and START. Now press LEFT and RIGHT until the title screen appears. Then press START and when you run out of lives, nine more will appear.

• For a level select get to the options screen and hold down button C. Now press LEFT, RIGHT, DOWN, LEFT, RIGHT, UP, UP, DOWN, LEFT, RIGHT and DOWN. Release button C and press START.

GADGET TWINS

• For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, RIGHT and LEFT. Repeat this and the colours of the two planes should swap. Now choose your level.

GAIRIES

• At the start of each level, pause the game and hold down A and C then press LEFT. Unpause, and you'll be invincible.

• Start the game and pause. Hold UP on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play.

GAUNTLET IV

• Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:

YLOG: J4E97 X-TE8
68XOP WO9+W3+CXI

If you want to take out the towers, try:

Y6TDR 7GORL 94TE9
47CD5 44X6R 3+CLP

Or, if you want a powerful elf, try:

9FYWR MP?9 9OJU-
XP+5X +KDP= -C3RH

GHOULS 'N' GHOSTS

• On the title screen press button A four times, then UP, DOWN, LEFT, RIGHT. When it chimes, press B and START for invincibility.

• On the title screen press A 16 times, then UP, DOWN, LEFT then RIGHT. Wait for the chime, then press: UP, A and START to start during level two; DOWN, A and START to start on level three; È, A and START to start on the final boss level; RIGHT, A and START to start on level five; LEFT, A and START to start during level four.

• Select number 26 on the music test, then 56 on the sound test, hold È with A, B and C, then press START to play in Japanese.

global gladiators

• When Sega logo appears, press C, B, A and START in four times before it fades away. Now choose starting level, number of lives, and whether you want the photo freeze on.

• Start the game and as soon as you appear on the level, pause it. Now press B, C, B, A, B, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Unpause and you're on the next level.

• Pause and press A three times, B three times, C four times, B and A. You'll hear the word "cheater", a growl and you'll get an extra life.

FIFA '95 CHEATS

Much like the Mega-CD version, FIFA '95 has oodles of extra cheats and tips, and MUCH like the CD version they are entered on thge options screen, and in an amazing 'like the CD version' turn of events all the cheats are identical to the CD cheats.

Super Offense A, A, A, A, A, B, C

Super Defense B, B, B, B, B, C, B

Super Power B, A, B, B, B, B, B, B, B, B

Dream Goalie A, A, A, A, A, B, B, B, B, B, B

Dream Team A, A, B, B, C, C, A, A

Invisible Walls C, C, C, B, A, A, A, B

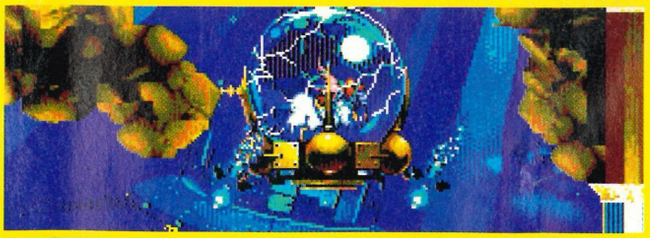
Crazy Ball C, A, B, C, C, B, A, C

LION KING LEVEL SELECT

Push Right, A, B, A and Start for a level select.

EARTHWORM JIM LEVEL SELECT

Pause the game and press A and Left (together), B, B, A, A and Right (together), B, B, A and Start (together). You should hear a voice cry 'cheater'. A cheat screen should appear allowing you to select your level and give youself infinite energy!



MEGA TIPS LIST

GOLDEN AXE 2

- Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.
- Press A, B, C and START on the title screen, select options, keep holding A, hit B and C again, move to the exit, keep holding A and hit B and C until you get to character select. Hold A and UP and hit B and C. Now you can choose your level.

GOLDEN AXE 3

- When choosing a character, move the cursor to the character you want to play, and quickly press A four times, START once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.

GREENDOG

- Here's a level skip. Pause the game, then press C, A, B, A, LEFT and LEFT again.

HELLFIRE

- Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.
- Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

HOOK

- On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS

- Here are some level-select codes:

Level 20 – WDFGNXGRRMPN
Level 40 – N5FLKXCBJDWF
Level 60 – YNTBXYJYNWLK
Level 80 – XPMNWJKFNQZC

IMMORTAL (THE)

- On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.
- In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.
- Wait until the level name appears then hold A until the game appears. The game is paused. Release A for invincibility.

INDIANA JONES

- When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

JAGUAR XJ220

- Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.

JAMES POND 2: ROBOCOD

- Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.
- To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A, B. Unpause and you've completed the level.
- On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.
- On the title screen hold the BOTTOM-LEFT DIAGONAL and A and C, then press START for a level select.
- At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

JAMES POND 3

- At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull LEFT, hold down B and press START at the same time, and a new group of options appears underneath the usual set.

JOE MONTANA 3

- Enter the code by the side of the team you wish to play as, then add YNTSKBC.

DLB – Bears	CDB – Bills
HCB – Cowboys	SDB – Dolphins
ZLB – Eagles	4LB – 49ers
XTB – Giants	QDB – Raiders
RLB – Rams	6LB – Redskins
VLB – Saints	TLB – Vikings

JOHN MADDEN FOOTBALL

- Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.
- Play in the snow: 5504500

JOHN MADDEN FOOTBALL '92

- At the end of the final, when the display of the pitch is shown, press UP, C, DOWN, C, LEFT, C, RIGHT, C, UP, B, DOWN, B, LEFT, B, RIGHT, B, UP, C, DOWN, C, LEFT, C, RIGHT, C. The screen will display the fireworks.
- Choose the team you'd like to play as in the finals by using the following codes:

Buffalo (vs SF) – BXMMC6M1
Chicago (vs Denver) – CG8JYLC1
Dallas (vs Miami) – BDNT6NX7
LA (vs Miami) – CNYGOYHL
Miami (vs SF) – B6KKGYOL
New Orleans (vs Kansas City) – B27O9V41
Oakland (vs Washington) – CDLLB7LM
SF (vs Denver) – B3DFNO5K
Washington (vs Oakland) – CZSK2TMR

KID CHAMELEON

- At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press Ê while holding jump and special to warp to the last boss.

KLAX

- Press UP and LEFT, A, B, C and START on the title screen to make it tougher.
- On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

Ihx attack chopper

- Here are the codes for VERY HARD.

Majestic Twelve – CBAAAEC,Anterior Nova – CBCAIEC, Reindeer Flotilla – CBCAQHC, Phoenix – CBCAYGC, Rainbow Veil – CBCAAVA, Chess – CBCAIUA, Lobster Quadrille – CBCAQXA, Hen House – CBCEYWC, Desert Two – CBCEBFE, Flaming Arrow – CBCEJEE, Plain Aria – CBCERHE, Lobster Quadrille – CBCEZGE, Reindeer Flotilla – CBCEBVG, Flaming Arrow – CBCEJUG, Hen House – CBCERXG, Lava Lamp – CBCEZWG, Anterior Nova – CDCEANE, Gemini – CDCEIME, Chess – CDCEQPE, Binary Rainstorm – CDCEYOE, Freedom Train – CDCEA9G, Arc Lite – CDCEY-G, Anterior Nova – CDCEBNA, Reindeer Flotilla – CDCEJMA, Hop Toad – CDCERPA, Olympic Torch – CDCEZOA, Lobster Quadrille – CDCEB9C, Grand Theft Hokum – CDCEJ7C, Flaming Arrow – CDCER?C.

LOST VIKINGS

- Here are some level codes:

2 – GR8T, 3 – TLPT, 4 – GRND, 5 – LLM0, 6 – FL0T, 7 – TRSS, 8 – PRHS, 9 – CVRN, 10 – BBLS, 11 – TR33, 12 – VLCN, 13 – QCKS, 14 – PHR0, 15 – C1R0, 16 – SPKS, 17 – JMNN, 18 – SNDS, 19 – TMPL, 20 – TTRS.

LOTUS TURBO CHALLENGE

- Enter MANSELI on the password screen and you'll qualify every time.
- Enter SLUGPACE for infinite turbos.

MAZIN WARS

- To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

MEGA-LO-MANIA

- Here are the codes for some epochs:

2nd – YABDQCYXXSL, 4th – UKBDIFXXSH, 6th – QUBDQYFJTAV, 8th – MECDMAMYXSQ, 9th – EKFDECSBYS.

- Final level code: JJDDVBVJONH
- Enter the word JOOLS on the password screen for a hidden game of Asteroids.

MICRO MACHINES

- For infinite lives press B, DOWN, C, DOWN, UP, DOWN, LEFT and DOWN.
- To increase your vehicle's grip press A, UP, B, DOWN, C, LEFT, START and RIGHT.
- To increase the impact of the collisions press C, UP, LEFT, RIGHT, A, B, A then C.
- For more speed press UP, DOWN, A, B, LEFT, RIGHT, C and START.
- For a harder game press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.
- For an even harder game press LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.

MORTAL KOMBAT

- Press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.
- For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press UP, DOWN, LEFT, RIGHT on pad one, and C, B, A, C, B, A, etc. on pad two.

NBA JAM

- To change one of the players into President Clinton, go to the bit of the game where you enter your initials then enter AR and simply highlight K but don't enter it. Press and hold START then press A.
- Strong Defence: On the Tonight's Matchup screen tap C five times and on the fifth press keep it held.
- Juice Mode: On the Tonight's Matchup screen tap C14 times then press B and X (you'll need a six-button pad.

NHLPA HOCKEY

- Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Change your players and go back to the game. When the sin bin time is over, the player(s) will come back. You can now have up to seven players on the ice at one time.
- Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD – Housley, RW – Yzerman, C – Reonick, LW – Fedrov, LD – Chelios. Now you should always win.
- Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press START, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now you can change the line-up.

PGA TOUR GOLF 2

- To play from the amateur tees in a tournament or skins challenge, do this: Select Tournament Play or Skins Challenge. Save your game on the first tee. Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will start on the amateur tees.

PHANTASY STAR 2

- Continually turn the status screen on and off during action to avoid being attacked.

Phantasy star 2

- Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.
- Once you have all the Nei items, go to Lutz for the Neiswond.

POPULOUS

- Here are some level-select codes:

100 – CALEOLD, 200 – EOAMPMET, 300 – BILQAZOUT, 400 – BADMEILL.

POPULOUS 2

- Here are some codes:

HUMANOID: Tons more Mana
WIBBLE: All FX in current game
EXPERIMENT: Maximum experience
NOT HALF: Next game is 999

PUGGSY

- Here are the codes for the worlds:

The Cove – 377 501 370 673 776 111 750 561 240. Red Woods – 377 501 570 673 777 131 700 521 244. Star Lake Fall – 377 503 570 653 775 135 700 101 244. Splinter Town – 337 503 570 656 724 531 750 041 244. Badger Mill – 117 403 570 656 725 531 700 001 344. Pyramids – 117 413 540 654 627 531 700 001 304. Dark Blade Forest – 112 413 500 650 635 535 700 001 304. Diamond Mines – 152 453 500 650 635 535 740 105 314. Dark Skull Castle – 340 453 500 650 635 535 763 105 314. Fire Heart – 242 453 500 650 634 535 760 005 114. Aztec Temple – 200 453 500 650 636 575 763 115 114. Racrock Forge – 200 453 500 254 716 571 633 115 154. Raclantis Docks – 240 653 100 254 314 561 223 117 114.

QUACKSHOT

- In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat to maximise out your lives.

RAINBOW ISLANDS

- Press UP, B, DOWN, LEFT, C, A, A, B and C on the title screen for full power-ups.
- On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.

RANGER X

- Go to the options screen and press A, B, C three times quickly. You should hear a tone. This allows you to select "Easy".
- Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT then LEFT. When the background music starts up, press B to skip to the next level.
- Here's a level-skip cheat. Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT on pad one. The music should start up again; press B and the screen will fade and start on the next level.

RBI4 BASEBALL

- On the password screen enter RBI BASEBALL 4. Do this and you'll get a special passcode.

revenge of shinobi

- Select 00 shurikins at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikins.

RISKY WOODS

- Play the game and get killed. Enter your initials on the high-score table as EOA and you'll get a level select.

roadblaster fx

- Press START on the title screen and press UP on the joypad to move to Options Mode. Press START to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button A six times, START, and then RIGHT; to enter the demo mode, press A five times and then button B once.

ROAD RASH 2

- Here are some passcodes. 0FUI 34TR: Shurikin TT250, $20,410, Level 3. 0FIA 39TA: Banzai 7.11, $19,410, Level 3. 0P1I 4SKO: Diablo 1000, $30, 810, Level 4. 0CTQ 4JAG: Diablo 1000N, £17,730, Level 4. 0H4R 550H: Diablo 1000, $20,930, Level 5.
- Go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want. Exit, go to Game Options, then Set Player Mode. Take turns and you can now start the race with your chosen bike.
- To get hold of the Wild Thing bike press and hold down UP, A and C on the title screen. Press START to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

ROBOCOP VS TERMINATOR

- For a weapon-select cheat, pause then press B, A, C, C, C, A, B, A, C, C, C, A and B.

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MEGA TIPS LIST

OBOCOP VS TERMINATOR

• For an incredible 54 lives, pause the game and press the following: C, C, A, A, B, B, C, C, A, A, B, B.

ROCKET KNIGHT ADVENTURES

• When the Konami logo appears, tap DOWN six times, UP twice and DOWN twice more for a Very Hard mode. And for a Crazy Hard mode press LEFT four times, RIGHT four times, LEFT seven times, RIGHT once, then LEFT once.

SILPHEED

• To replenish your shields, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and then START on joypad one on the first demo screen, straight after the Game Arts logo has come up, and start the game. Every time you press A on joypad two during play, your shields will go up by one.

I For a stage-select option press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START on the opening intro.

SONIC

• On the intro screen press UP, DOWN, LEFT, RIGHT and then A and START for a level select.

• Press UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and press START. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.

• Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

• When you collect a Chaos Emerald, reset the game. Now enter the options menu and press START. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.

• Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.

• Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press START to go back to the title screen then hold down button A and START to enter a level select.

• Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.

• When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. C will make Sonic jump and A will reset.

• To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press START to play.

• To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press START. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SONIC 3

• Here's the level select. When the SEGA logo disappears and the screen turns blank quickly press UP, UP, DOWN, DOWN, UP, UP, UP, UP. If you've done it correctly, you should hear a chime. When you reach the title screen press DOWN and you'll see the Sound Test option and away you go.

• Turn Sonic into Super-Sonic by getting the first emerald, then resetting the game and grabbing it again and again.

• If you finish an act in exactly 9 minutes and 59 seconds, you'll be rewarded with 100,000 points for a time bonus, which will give you two extra lives and a continue.

SONIC CD

• Here's a level select. Press UP, DOWN, DOWN, LEFT, RIGHT and B on the title screen.

You'll hear a chime, and the level-select screen will appear. Also, you can press DOWN, DOWN, DOWN, LEFT, RIGHT then A on the title screen, and you'll be given a soundtest screen.

• If you enter the numbers FM40, PCM12 and DA11 on this screen and press START, a new hidden screen featuring a once-famous character will appear. When you then press START and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B button. In edit mode, you can move around the level completely at will, change your shape by pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with A and C together.

SPEEDBALL 2

• Enter LCLI CWAF O6XE ya3q 2bst -is1 gGVC to enter division one.

• Save your cash for the first few games, then you can buy some better players.

• Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points.You (Deluxe) and the Renegades will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDERMAN

• Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit.

• On Nightmare mode at the warehouse, climb onto the first pile of crates, swing on to the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.

• At the Sandman, go right to the edge of the screen to collect a full-life power-up.

• If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.

• Plug in two controllers. On pad one enter the options menu. On pad two, hold down START. On pad one hold down A, B and C. Press UPon the D-pad and you will see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press START to bring up the normal in-game menu. Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and C to skip the level.

SPIDERMAN CD

• Here are some passwords:

2. ELECTRO
3. WALLABY
4. GALLON66
5. FALCON499
6. HELPINHAND
7. PUBLIC 45
8. KIDNEY2
9. PENCIL6

STREET FIGHTER 2

• After the Street Fighter 2 logo has come up, press DOWN, Z, UP, X, A, Y, B, C on pad one and you should hear Ken shout. Press START, highlight Champion mode and press RIGHT to select up to five start of speed.

• To pick the same character twice, when you are asked to choose between Match Play and Elimination, press DOWN, Z, UP, X, A, Y, B, C on pad two.

• Press DOWN, Z, UP, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.

STREETS OF RAGE

• Press LEFT, LEFT, B, B, B, C, C, C, START when Game Over appears for continues.

• Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".

• Move to options. On pad two press and hold RIGHT then hold A, B, then C. Press START on pad one and select your lives/ level.

STREETS OF RAGE 2

• Here's the level select. Press START as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons A and B on pad two, then press START on pad one. Now choose your level, and play the game.

• On the title screen hold down RIGHT and button B on pad one. On pad two hold down LEFT and button A. Now hit button C on pad two to move to the select screen. Release and start a two-player game. Now you can both choose the same character.

SUNSET RIDERS

• Set the sound-select option to 0E, then press START and select your player by pressing A. When the fellow smiles at you, press A, B, C until the game starts; you'll be rewarded with 100 continues.

SUPER MONACO GP

• Here is a level-select code:

Race 16 – Monaco:

1QII	42A3	90S0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA

• Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish on the wet circuit and you'll hold up your head instead of a trophy.

SUPER MONACO GP2

• Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold DOWN and A until you get to the "Transmission Select" screen. You'll now be driving the Super Hang On Bike.

SUPER SHINOBI 2

• Pause the game then press A, B, C followed by UPand DOWN for a level select.

• On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins.

• On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA AND GETUFU in that order. You'll now be invincible.

TAZ-MANIA

• Plug in two pads, press A, B, C and START on both of them simultaneously on the title screen. Pause the game, press B and then unpause the game for invincibility or C then unpause to select a level.

• On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

• Plug in two controllers, and when the title screen appears, simultaneously press A, B, C and START on both. Begin a game, and when you're ready to skip a level, pause the game and press A, B and C together again

• To become invincible, pause the game and press B. The town the invincibility off again, pause and press A.

TERMINATOR 2

• When the words "PRESS START" appear on the title screen, press UP, DOWN, LEFT and RIGHT twice. Arnie should say "excellent". Start the game, and, during play, pause. Press B and C together and you'll be taken to the end-of-level screen, where you will get a performance analysis.THUNDERFORCE 4

• Select zero stock ship on the options menu, move to the exit and hold A, B and C. Press START until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have 99 lives.

• Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.

• The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

• At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.

turtles: The hyperstone heist

TWIN COBRA

• Hit start to get to the green title screen, then press UP, DOWN, RIGHT, LEFT, A, B, C and START to see the end credits.

• For maximum weaponry, pause the game and press UP, DOWN, LEFT, RIGHT and hold A while pressing START to resume the game.

WORLD OF ILLUSION

• On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll can collect again.

X-MEN

• Switch the game on and hold DOWN, A and C. On the title screen press START and unplug the pad. Plug it into port two and hit START. Plug another pad into port one and hit START again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.

• Switch on with A, C and DOWN held on pad one. Press and hold START until Magneto's face appears. Now unplug pad one and put it into port two. Then press START. Select your difficulty

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MEGA CODES

You'd only complain if we didn't print them, so here are those bloody codes again. Anyone bored yet?

ACTION REPLAY CODES

ASTERIX
0005BC00X – Number of lives
01B644A78 – Unlimited energy

BART'S NIGHTMARE
FFC6730001 – Infinite energy
FFC8020005 – Unlimited bubblegum
FFC8070005 – Infinite melon seeds

BART VS THE SPACE MUTANTS
FF01A 40001 – Infinite spray cans

BATMAN - REVENGE OF THE JOKER
FF3FF 60008 – Infinite lives
FF978 60008 – Infinite Energy
FF5D0 1000X – Level select

BATTLETOADS
FFE04 60005 – Infinite lives (player one)
FFE00 70017 – Infinite energy (player one)

BEAUTY AND THE BEAST
FF28950004 – Infinite lives
FF28A10004 – Unlimited roars
FF289700FF – Unlimited energy

BOXING LEGENDS OF THE RING
FFCBB E0040 - Unlimited time

BUBSY THE BOBCAT
FF023 B0009 – Infinite lives
FF024 900XX – Level select, XX = level (0 – 13)
FF00E 90059 – Unlimited time
FF009 20003 – Bubsy is invincible

BUBSY THE BOBCAT 2
FF040 10009 – Infinite Lives

CAPTAIN AMERICA
FF9E8 10007 - Unlimited player one continues
FF9F5 70007 - Unlimited player two continues

THE CHAOS ENGINE

FF004D0003 – Infinite lives for player one
FF004F0003 – Infinite lives for player two
FF41140006 – Unlimited special for P 1
FF418A0006 – Unlimited special for P 2
FF410F0010 – Start Max FirePower P1
FF41850010 – Start Max FirePower P2
FF094500FF – Infinite money for P1 & P2
FF096300XX – Replace XX for start level

COOL SPOT
FFF51 20000 - Jump higher
FF777 000CD - Slow timer
FFF5E 00007 - Invincibility

DUNGEONS AND DRAGONS
FF10C 500FF – Gives you £280,000
FF915 A0001 – Cure light wounds scroll
FF915 A0019 – Resist cold scrolls
FF915 A005C – Axes
FF915 A005F – Spears

DYNAMITE HEADDY
FFE8ED0003 – Infinite Lives
FFEE0B00E0 – Infinite Invisible Headdys

ETERNAL CHAMPIONS
0001F04A00 – Allows you to play the UK version on Jap machines
0001F05500 – Play UK version on US machines
FFABE F0068 – Infinite energy (player one)
FFAAB B0068 – Infinite energy (player two)

FATAL FURY
FFD81 60058 – Infinite energy
FF00B F0049 – Infinite time

FIFA INTERNATIONAL SOCCER
FFEC3 D0000 – Always win toss
FFFFC 20001 – Throws in from the centre spot

FLASHBACK
FFD3D 70005 – Infinite shields
FFF49 C000X – Level select, X = 0 to 6

GENERAL CHAOS
FF031 90005 – Infinite medics (player one)
FF031 B0005 – Infinite medics (player two)

GHOULS 'N' GHOSTS
FFB04 90030 – Infinite lives

JOHN MADDEN '94
FFE8C F0003 – Two-minute game
FFB01 D00FF – Nothing on pitch

JUNGLE BOOK
FFF4B B0007 – Infinite energy
FFFAD40033 – Infinite Lives
FFF9BE0035 – Inifinite Time

JUNGLE STRIKE
FFF89 50000 - Infinite armour
FF10B 3000X - Level select
FFBE3 100EA – Rotor blades fly separately from the chopper

JURASSIC PARK
FF005 4000A – Invulnerability

KLAX
FF0FD D0014 – Infinite lives

KRUSTY'S SUPER FUN HOUSE
FF0FF 30003 – Infinite lives

LANDSTALKER
FF104 0000A – Infinite Eke Eke
FF234 90004 – Infinite Lives

LEMMINGS
FFF48 E0013 – Infinite builders
FFF48 B0013 – Infinite floaters
FFF48 A0013 – Infinite climbers
FFF48 C0013 – Infinite bombers
FFF48 D0013 – Infinite blockers
FFF48 F0013 – Infinite miners
FFF48 00013 – Infinite diggers

LION KING
FFCCEF0003 – Infinite Lives
FFCCF70004 – Infinite Energy

MEGA-LO-MANIA
FF156 F0063 – Infinite men

MICRO MACHINES
FFFFC D0000 – Changes sprites

MICKEY MANIA
FF04670004 – Infinite Lives
FF046F0004 – Invincibility

MORTAL KOMBAT
FFAB3 10001 – Fight before "Fight!"
FFCB0 20001 – You can "be" Reptile if you select Sub-Zero or Scorpion
FFCC0 20001 – Same as the above for player two

MORTAL KOMBAT II
This is a deadcode that only works on the Action Replay II and must be entered exactly as printed, in the same order, or else it won't work at all.
DEADC0DE00
0064CA0500
41F900A100
03421031FC
0001F02A10
1008000005
66F010BC00
40E2080200
00081210E6
4902010007
804111C0EF
D74EF864D0
Play a round and then the game will stop. Then hold down one of the following joypad combinations and press the start button. This will cause your character to change and you can even select some of the extra characters although the game is prone to crash when this happens

A+B+C	KUNG LAO
A+C+R	LIU KANG
A+C	JOHNNY CAGE
A+B+R	BARAKA
A+B	KITANA
A+R	MILEENA
A	SHANG TSUNG
B+C+R	RAIDEN
B+C	SUB ZERO
C+R	REPTILE
C	SCORPION
B+R	JAX
B	KINTARO
R	SHA KAHN
NONE	SMOKE

Owners of the first Action Replay may be feeling a bit left out, so here's some more codes for all the family
FFB6230078 – Infinite energy for player one
FFB7130078 – Infinite energy for player two
FFF4570015 – Infinite credits
FFAB960099 – Infinite time
FFAAC1000X – Background select
FFAABF000X – Stage select
00606E60FE – Pauses the game
FFEEA40099 – Player one has 99 wins
FFEEA60099 – And so does player two.
FFF0250011 – Fatality message every time
00661A5555 – Unlimited time to do fatality
00219C4E71 – Enter test mode fromoptions

NBA JAM
FF003 31D31 – All players are invisible

NHLPA HOCKEY '93
FFC69 50000 – Computer goals don't count

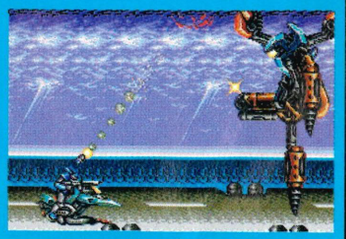
OUTRUNNERS
FF81C C0040 - Infinite time

PGA TOUR GOLF
FFD0F 70000 - Hole in one

PGA TOUR GOLF 2
FF484 1000X – X = number of strokes played

PROBOTECTOR

FFFA0C0003 – Infinite Lives



PUGGSY
FF06D 8005E - Use with code below
FF06D 90088 - Shoes
FF071 10002 - Use with code below
FF075 70001 - Power jump

REVENGE OF SHINOBI
FFE14 50001 – Infinite magic
FFE14 10003 – Infinite lives
FFE13 B0008 – Infinite energy
FFE13 FD032 – Infinite shurikins

RISKY WOODS
FF11A 5002B - Infinite energy

ROBOCOP VERSUS TERMINATOR
FF009 C0005 - Infinite lives
FFF08 C0040 - Infinite health
FF003 C0104 - See for yourself!

SHADOWRUN

HOW THE DEVICES WORK...

The Action Replay and Game Genie are cheat devices that slot neatly between any cartridge and your Mega Drive. By entering codes like those printed on this page, you can alter all sorts of game attributes, giving you such useful effects as infinite lives or health and less than useful, but sometimes fun, ones like colour inversions and the like. The Action Replay can be purchased from Datel Electronics (0782 744707) for less than £50 (a penny less to be precise) while the Game Genie, produced by Hornby Hobbies, should be available in most specialised retail outlets. If you have any problems, Hornby can be reached on 0843 2355555.

0001F04500 – Allows you to play any version on a UK machine

SONIC & KNUCKLES
FFFFE 00001 – Level select
FFFE0 90001 – Debug mode
FFFE1 20009 – Infinite lives
FFFE1 80099 – Infinite continues
FFFE2 4000F – Infinite time
FFFE2 10063 – Infinite rings
FFFFB 1000X – X=Number of Emeralds

STREET FIGHTER II
0004E C4E75 – No music
00058 84E75 – No fireballs or sonic booms
FF80& 10000 – Player one can't be dizzy
FF82F 10000 – Player two can't be dizzy
FF804 30000 – Player one dies on one hit
FF82C 30000 – Player two dies on one hit
FF80B C000A – Player one fireballs faster
FF833 C000A – Player two fireballs faster

STRIDER
FFFC0 00003 – Infinite lives
FFA01 E0000 – Invincibility
FFA04 A0059 – Super speed

SUBTERRANIA

FF0123000A – Infinite Missiles
FF03B000XX – Replace XX for start level
0001F04500 – Allows you to plat the US version on PAL machines
FF00350002 – Unlimited lives
FF5ED50025 – Unlimited fuel

SUNSET RIDERS
FFCA42001D – Maximum power ups for player one
FFCAC2001D – Just so player 2 doesn't feel left out, the same for them too

SUPER SHINOBI 2
FF37E 0000A – Infinite lives
FF37E 9000F – Unlimited energy
FF37E 30032 – Unlimited daggers
FF37E 60006 – Unlimited ninjitsu power
FF37A 6000X – Level select, X = level

SUPER STREET FIGHTER II
003BE6602E – Use this code before using any other Action Replay Codes
0001F05500 – Allows you to play the Jap version on US machines
0001F04500 – Allows you to play the Jap version on UK machines
FF80C10000 – Special moves in mid-air for player ine
FF858B000X – Fight the same opponent throughout the game (player one) 0-F
FF803D0090 – Unlimited energy for player one
FF80C20001 – Player one bursts into flames when hit
FF828A0002 – Player one needs to only win one battle
FF80750001 – Extra turbo speed for player one
FF82850005 – Stops the countdown timer on the Death Screen for player one
FF80B40000 – Every special move has fireballs for player one
FF801B0000 – Player one's character is speeded up
FF80620012 – No combos, every hit knocks down player one
FF81890000 – Removes dizzy starts for player one
FF803E0011 – Weird special moves for player one
FF80400011 – Low jumps and special moves for player one
FF83C10000 – Special moves in mid-air for player two
FF828B000X – Fight the same opponent throughout the game (player two) O-F
FF833D0090 – Unlimited energy for player two
FF83C20001 – Player two turns into flames when hit
FF858A0002 – Player two only needs to win one battle
FF83750001 – Extra turbo speed for player two
FF85850005 – Stops the countdown on the death screen for player two
FF83B40000 – Every special move has fireballs for player two
FF831B0000 – Player two's character is speeded up
FF84890000 – Removes dizzy starts for player two
FF833E0011 – Weird special moves for player two
FF83400011 – Low jumps and special moves for player two
FF97EB0000 – Start fighting before you are told

SYLVESTER & TWEETY
FF95640000 – Infinite energy

TAZ-MANIA
FFD45 B0003 – Infinite lives
FFD4B C000C – Infinite energy
FFD03 70002 – Infinite chilli peppers
FFD4C B0002 – Invulnerability

TINY TOON ADVENTURES
FFFB0 B0003 – Infinite energy
FFFB0 90002 – Infinite lives
FFFB0 F0032 – Gives one special helper each time you pick up a carrot. Switch the Action Replay off at end of level and back on at start of next one
FFFB1 10009 – Pick up one helper to pick up infinite helpers

URBAN STRIKE
FF10D F0003 – Infinite lives
FF10C 3000X – Level select
FF10D70064 – Infinte Fuel

ZOMBIES ATE MY NEIGHBOURS
FFFAA F000A – Infinite energy
FFFA8 F00FF – Unlimited keys player one

GAME GENIE CODES

AFTERBURNER II
AKYT AAHT – Start on last stage (23)
NTNA AABW – Start with 100 missiles
AT2A AA6C – Infinite continues
YTNA AABW/ATOT AA4T/
BJ6A AA26 – Enter the code, change the trigger controls and start the game. You can now change the colour of the game, have infinite rockets and planes.

ALADDIN
RGJB Y604 – Infinite lives
ATCB 0A30 – Invincibility
ATBV 0A6G – Infinite apples
32CB 0230 – Get hit and gems go up and invincibility

ALIEN 3
SDXA D9XN – Ripley blows up when she jumps
SDXA D9XX – Ripley falls on her face when she jumps
AJAW AA75 – Game runs in slow motion
KJNA EA3R – Aliens come out of your rifle
TJNA EA3R – Strange things happen when you use your rifle
NANA EA3R – No bullets but aliens still die
BDXA DD3N – High jump through everything, including platforms

ARNOLD PALMER GOLF
BCRT BE4A – Opponents always par
ACRT BE4A – Opponents always birdie

BATMAN RETURNS
BLYT AA4R – Invincibility
NTFA AABL – Start with 99 lives
C5GA CAD6 – Start on level 17
CMGA CAD6 – Start on secret level two

BUBSY THE BOBCAT
RERT 86V4 – Infinite lives
ADTA 6AAC – Infinite time
XF3B CAHC – Each yarn crate holds 99

CASTLE OF ILLUSION
A5EA AAGE – Intense gravity

CHUCK ROCK
BEAT EABW – Start with ten lives
B5RA AA3Y – Infinite health
AYAT EABA – Start on level one zone five

DESERT STRIKE
RH9T 860E – Master code
D3ZA AA7E – Infinite lives
WBST WCGL – Hellfire inflicts 400 damage
7E1A AADC – 233 Lives
7VET ABGT – 4076 armour
6PST W6GJ – 3811 hellfire
8BST X7EN – 40688 chain gun

FATAL FURY
AXAT AA9N – Infinite credits
ACTT AAGL – Infinite time to fight
EDJT DA40 – All hits are very strong
A1JT DA40 – All hits are very weak
AGGT AAF8 – One globe required to win
GLGT AAGC – 50 globes required by opponent to win

FIFA INTERNATIONAL SOCCER
A4ST AAEC – When goalie rolls the ball it bounces straight up

JOHN MADDEN '92
CBEA C6CA – Each quarter lasts 60 minutes
BC7T BE5J – Extra point is worth eight
BC6T AAFR – Seven plays per first down

JUNGLE STRIKE
R13B 861A – Master code
D5DT GA7A – Infinite lives
AXDA GA3N – Infinite fuel
AKFT JA9C – Infinite ammo
BGGA GABT – Start with nine lives

JURASSIC PARK
AVDA AA24 – Infinite energy
BVDA AA5G – Infinite lives

KRUSTY'S SUPER FUN HOUSE
RJ5A AA7I – Start anywhere with infinite lives
CT5T AAGW – Start with 20 lives
SE9A BYZT – Complete bonus room = five lives

MICRO MACHINES
REHAA60N - Infinite lives in four man race
REETA6Y6 - Infinite lives in head to head
ATFTAAH4 - Always qualify
RYXTA61R - Infinite time in Ruff Trax race
AKHTAAH0 - Each race lasts one lap

MORTAL KOMBAT
AXDA AA5L – Turbo kombat
BWXA ACEE – Sub Zero slide = instant fatality
4WXA AC32 – Sub Zero slide = Morph character

PGA TOUR GOLF 2
REZA 86YY – Master code
PZYT BNVE – Three penalty strokes for a water hazard
PZYT BLVE – Two penalty strokes for a water hazard
CGPA AADL – 16 clubs plus putter in set
FF48F 70000 – Increased difficulty

QUACKSHOT
AANT AA26 – Jump and Donald's head flies across the screen

ROAD RASH 2
RH6A 86YJ – Master code
ZAST AC58 – Start with $250,000
AEST AAE0 – Qualify on Hawaii
A2ST AAFB – Start on last race
A44T AA5T – No bends in road
AC4T AA5T – Road always bends to left
BD3T AA8C – Invincibility

ROLO TO THE RESCUE
R19T R60L – Master code
NPVT AACT – Start with 100 lives
AB6T AA9N – Mega jump

SHADOW OF THE BEAST 2
RH9T 860T – Master code
LAYT AAH4 – Start with 50 coins
A27T PY36 – Warrior jumps higher

SHINOBI 3

CJSA EA7G – Infinite energy
AX6T AA2E – Infinite credits
AT3A EA72 – Infinite shurikins
AT1T EA4E – Infinite ninjitsu items
CBTT AG48 – Start with 99 lives
CBTT AAC8 – Start with one life

AKPT NA3E – Hatchet time never runs out

SONIC
DDLT AAGL – Super jump
BDLT AAGL – Mega jump
BDLT ABGL – If you jump, you die
BDLT BCGL – Cannot jump

SONIC 2
2LTA CA9A – No spin attack
ALTA CA8J – Sonic is invisible and invincible at start of game

SONIC SPINBALL
AW7T4ABL – Unlimited lives
AE8A5N58 – Level two
AJ8A5N58 – Level three
AN8A5N58 – Level four

STREETS OF RAGE 2
AW7T AA7J – Infinite lives for both of the players
AL7T AA70 – Infinite continues
AERT BALA – Enemies are easier to kill
VERT BALA – Enemies are much easier to kill
PKFA BN0J – 1up worth three lives

STREET FIGHTER II
4GGT AAV4 – Press START when playing, for slow mo with a normal pad
AAFA AAFA – There's no collision detection
AADA AAN0 – Everyone looks like Ryu
AAEA AAE0 – Player one has no shadow
GLGT AABC – Characters jump to the right

SUPER MONACO GP 2
RE5T C6Z6 – Position reported as first place
SBFT BAYA – Start on round nine

TAZ-MANIA
AGGT AAGC – Anything Taz eats blows him up
AAEA 0A30 – Taz ice skates on the ice level

TERMINATOR 2
RZ8A A6V6 – Infinite lives
RGJA A60C – Infinite energy

WONDERBOY 3
96EA BZ2A – Gives you 64,255 continues

WORLD OF ILLUSION
NNST BA3W – Start with 99 lives
AF6A AAAy – Each card = one life
A92A BTYG – Hits reduce health by four points

X-MEN
A3YA AA32 – Protection from most hits
BDBA CA34 – Protection from falling
ACJT CAGA – Protection from spikes
B5BA CA7T – Lose no Mutant power when falling
ACKT CAFT – Mutant power does not regenerate
TCKT CAFT – Mutant power regenerates faster
ACKT CEFT – Power regenerates much faster
ACKT CJFT – Mutant power regenerates to full

TOP 50

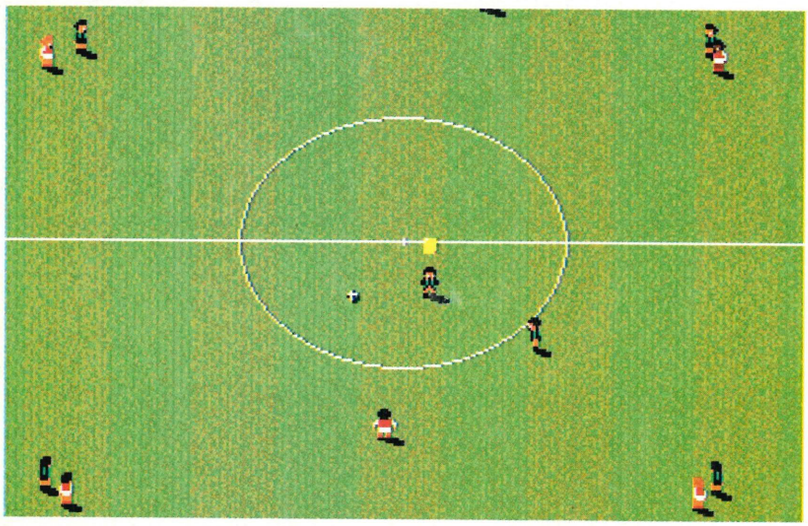
MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. It's an invaluable buyer's guide for those who take their games seriously, and over the next six pages we'll tell you how to buy most of them for as little as half price

1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um, rather good and lastly we at MEGA love Sensible Soccer because, er, we love it. OK, they may not be five of the best reasons but they're all true. Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it and then you can join the rest of us when we simply sit there smiling, in the knowledge that this truly is something special indeed.

SENSIBLE SOCCER
£20 - 081 841 2492



2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed in issue 23)

The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine. Mortal Kombat came and went, a whole series of clones have tried it on and failed and through it all SSF2 has remained the undisputed champion of the beat'em-ups. Why? It's simple, really. There are no gimmicky digitised fighters, just straight-forward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to become unbeatable as one character, let alone the master of all 12. The gameplay is faultless, when you hit an opponent you can almost feel it. When you get hit, there's no doubting that it was your own stupid fault, there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

STREET FIGHTER II
£20 - 081 841 2492
£20 - 0501 743950
£25/Swap NBA Showdown or Winter Olympics - 0878 700298
Swap for Virtua - 061 427 6706

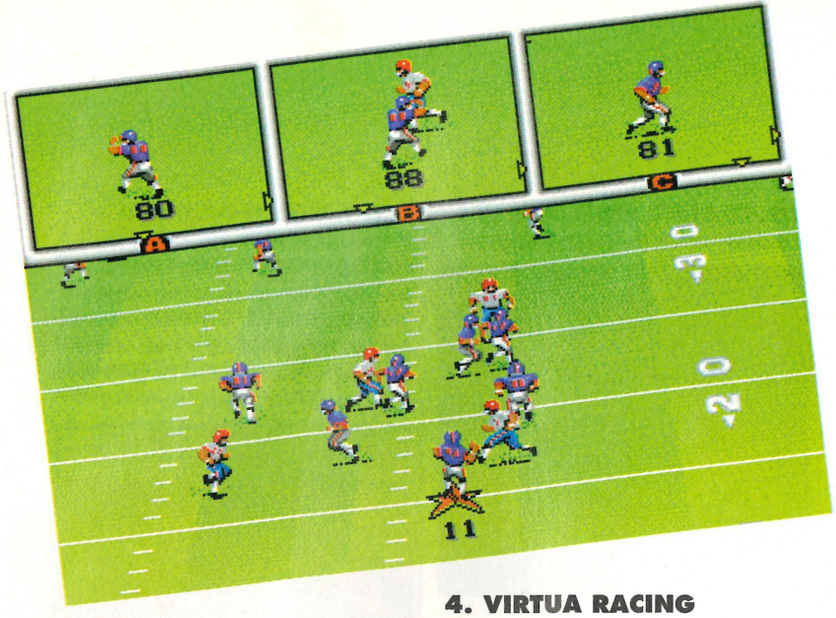
TOP 10

There are 10 games worth having if you own a Mega CD player. And here they are, in full controversial order...

1. SOULSTAR

Core - £49.99
Reviewed in issue 25

Entering the CD chart at numero uno, SoulStar proves that the Mega-CD is capable of much more than simple FMV titles. Like Thunderhawk and Battlecorps, Soulstar uses the scaling facilities of the Mega-CD to the full. Huge space ships fly in and out of the screen, and you will be amazed by the smoothness of the whole thing. As well as all that, the game has a huge number of varied levels, different ships to pilot and a reasonable difficulty level. This is one game your Mega-CD should not be without.



3. JOHN MADDEN SERIES

Electronic Arts – £44.99

(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of Madden '92 or '93. Regardless, this is top two-player action.

John Madden '92

£15 - 0753 855888

John Madden '93

£11 - 071 834 4644

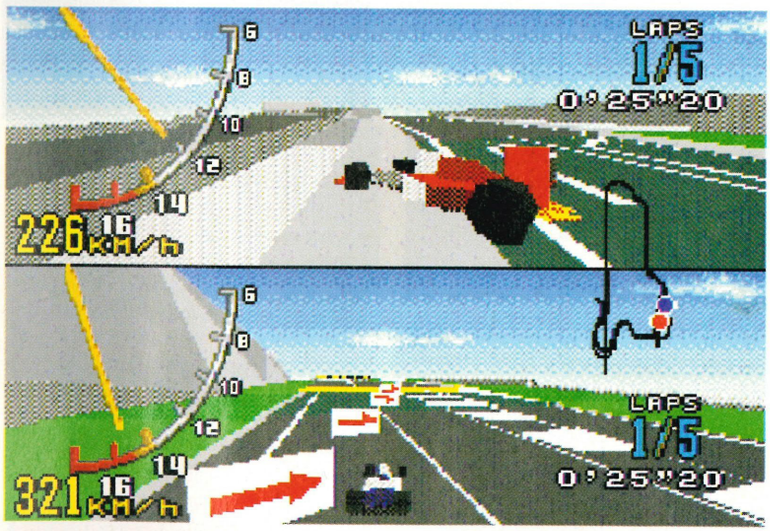
John Madden '94

£25/Swap - 081 287 1523

4. VIRTUA RACING

Sega – £69.99 (Reviewed in issue 19)

God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest that you save up the money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.



VIRTUA RACING
£30 - 0506 856108

5. SONIC & KNUCKLES

Sega - £49.99 (Reviewed in issue 26)

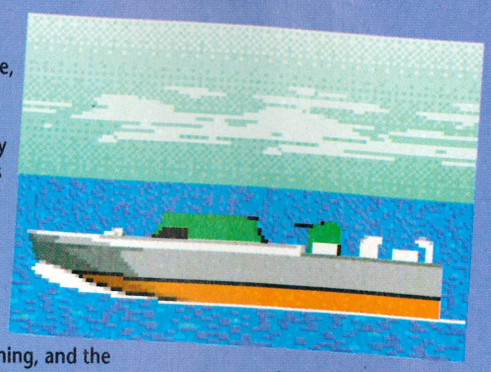
Although no better than Sonic 3 in terms of graphics or sound, and indeed missing a two-player option of any kind, it is still better. Why? Mainly because you can plug any of your old Sonic games into the top and come out with a completely new game! Play Sonic 2 as Knuckles, the new 'Sonic 3 & Knuckles', or simply play the all new 'Sonic & Knuckles' game. The choice (as the bloke who does the voice over on 'blind date' would say) is yours. As long as you have the other games of course.

SONIC 1
£5 - 0753 855888

2. THUNDERHAWK

Core – £49.99

Reviewed in issue 13



Ousted from the premier position by its own stablemate, Thunderhawk had been supremo for too long. Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.

3. SENSIBLE SOCCER CD

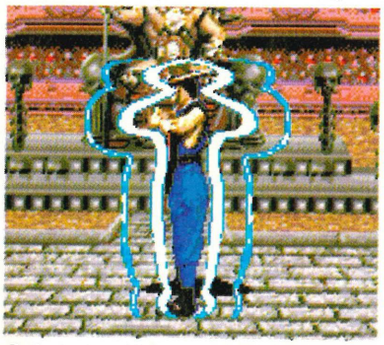
Sony – £34.99

Reviewed in issue 21

Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of *Sensible Soccer* has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.

6. MORTAL KOMBAT II

Acclaim - £49.99 (Reviewed in issue 25)



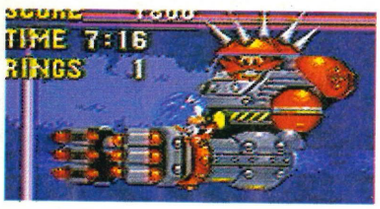
Probe try to get the conversion better the second time around and score a home run! A better arcade conversion than NBA Jam, with all the features of the coin-op retained. Loads of characters, blood, fatalities and playability! if you own Street Fighter II and want something a bit different, then MKII is your only choice.

MORTAL KOMBAT I
£20 - 0235 848786
£25 - 0239 79205

7. SONIC 3

Sega – £59.99 (Reviewed in issue 18)

We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway. Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you do finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.



8. LANDSTALKER

Sega – £59.99 (Reviewed in issue 14)

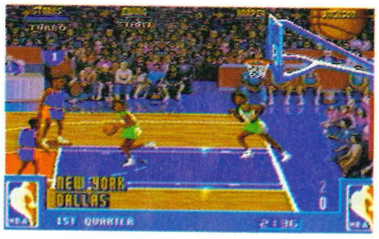
This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.

LANDSTALKER
£35 - 0494 463768

9. NBA JAM

Acclaim – £49.99 (Reviewed in issue 18)

The gameplay speaks for itself in Acclaim's brilliant four-player conversion of the coin-op classic. NBA Jam doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to – you'll soon be screeching with delight.



10. FLASHBACK

U.S. Gold – £44.99 (Reviewed in issue 9)

There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.

FLASHBACK
£20 - 0235 848786

11. MEAN BEAN MACHINE

Sega – £39.99 (Reviewed in issue 16)

Another variation on the Tetris theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it, it's amazingly addictive and fun.

12. EARTHWORM JIM

Virgin - £44.99 (Reviewed in issue 26)

What happens when you take Dave Perry away from Virgin to form his own company (Shiny) in California? He produces one of the finest platform games to grace any console ever. The humour throughout the game places it way above many other efforts, and all his previous work. We think Dave should go away more often.

13. MICRO MACHINES 1&2

CodeMasters – £34.99 (Reviewed in issue 5 & 26)

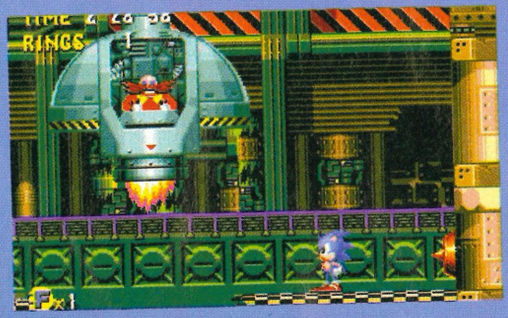
CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The sequel brought fantastic 4-player J-cart action to the game, as well as even more cars to control, and mini-micros to boot. Essential!

MICRO MACHINES 1
£15 - 0235 848786
£15 - 0753 855888

4. SONIC CD

Sega – £49.99
Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with *Sonic 3* really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly.

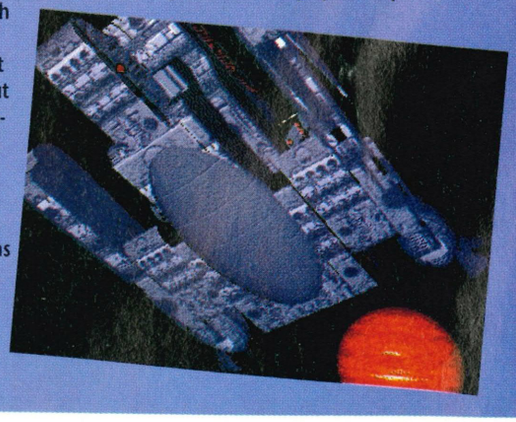


The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.

5. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

Core blesses the Mega-CD with yet another superb game, following up the superlative Thunderhawk with a game which looks just as promising, namely Battlecorps. Again this is a smart first-perspective shoot'em-up but rather than piloting the modern-day equivalent of Blue Thunder you now strap yourself into a gigantic steel robot known as a Bipedal Attack Machine. Mind you, in essence the game remains the same with loads of action, levels and violence. Excellent fun.



14. FIFA SOCCER

Electronic Arts – £44.99 (Reviewed in issue 15)

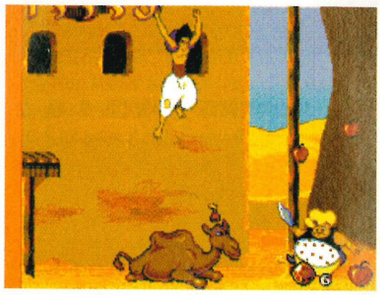
Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).

FIFA SOCCER
£25 - 0533 593418 (after 4.30pm)
£25 - 0239 79205
£25/Swap NBA Showdown/Winter Olympics - 0878 700298

15. ALADDIN

Sega/Virgin – £44.99 (Reviewed in issue 14)

This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.



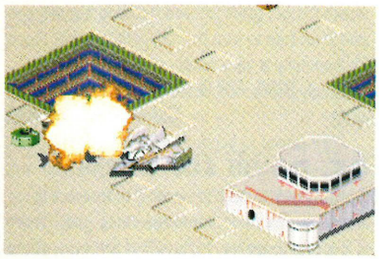
16. MEGA BOMBERMAN

Sega - £39.99 (Reviewed in issue 26)

Easily the best four-player experience on the Mega Drive. Frantic 'bomb your mates' action with no real life long-term physical damage. Buy it now!

17. THE STRIKE SERIES

Electronic Arts – £44.99 (Latest reviewed in issue 26)



Urban, Jungle and Desert strike are all cracking games in their own right, but too similar for different categories. By all accounts Jungle is the best due to Urban's ease of completion, but you should try them all to decide which one you want.

DESERT STRIKE
Swap - 0704 546843
£20 - 0533 593418 (after 4.30pm)

JUNGLE STRIKE
£20 - 0753 855888

18. TOEJAM & EARL 2

Sega – £49.99 (Reviewed in issue 16)

Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.

TOEJAM AND EARL 2
£22 - 021 588 4385

19. MICKEY MANIA

Sony - £44.99 (Reviewed in issue 26)

Some of the most impressive sprites ever seen in a console game, and probably the best of the Mickey games available. Addiction levels sky rocket as you take Mickey on a journey through his past.

20. CHAOS ENGINE

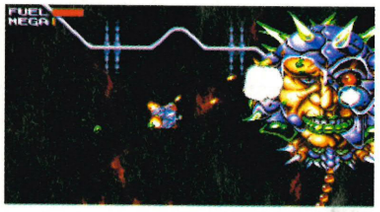
Microprose – £44.99 (Reviewed in issue 19)

Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.

21. SUB TERRANIA

Sega – £44.99 (Reviewed in issue 20)

If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside though, this still contains enough classically good gameplay to pull you in time after time.



22. F1

Domark – £49.99 (Reviewed in issue 11)

Considering this lacks any of the custom chippage of Virtua Racing, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to Virtua Racing. You won't be disappointed.

23. PGA TOUR SERIES

Electronic Arts – £44.99

(Latest version reviewed in issue 18)

Technically, these games are looking a tad dated now, but as far as getting in a damn good round of golf goes, they're the business.

PGA EUROPEAN TOUR GOLF
£25 - 0501 743950
£25 - 0250 875108

24. ROAD RASH 2 (INC. ROAD RASH 1)

E.A. – £39.99 (Reviewed in issue 4)

Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner.

25. PROBOTECTOR

Konami - £44.99 (reviewed in issue 26)

Had enough of games that are too easy? This game should be just you cup of 'char' then. Grab a friend and play the best scrolling shoot 'em up this side of the arcades. Brilliant!

26. NHL HOCKEY SERIES

Electronic Arts – £44.99

(Latest version reviewed in issue 12)

Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again, EA's expertise in producing sport sims has given us an exciting simulation of the real thing.

NHLPA '93
£25 - 051 648 5355
£15 - 0753 855 888
£20 - 0533 593 418 (after 4.30pm)
NHLPA '94
£25/Swap - 081 287 1523
£25 - 0239 79205

6. SILPHEED

Sega – £44.99

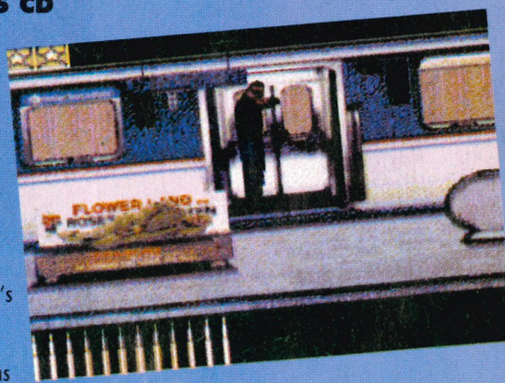
Reviewed in issue 13

This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.

7. LETHAL ENFORCERS CD

Konami – £54.99

Reviewed in issue 15



We've already covered this in the Mega Drive Top 50, but basically, this excellent reproduction of the coin-op works just as well on CD. This version comes with the same practical, functional light gun, plays just as frantically, sounds even better than the cart version, and can be bought for £10 less. It's a winner all round really. It's not mentally taxing in any way whatsoever but it is an horrendous laugh to play. It brings out the crap American gun-toting cop in everyone, which, let's face it, is no bad thing.

27. ZERO TOLERANCE

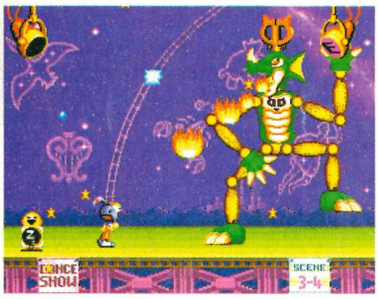
Accolade - £44.99 (Reviewed in issue 25)

Got enough money to go and buy a top end 486 PC? In that case the closest you're going to get to Doom is this fantastic shooter. The best news yet is the link-up allowing two-player interactive games, as long as you have the necessary equipment (and two copies).

28. DYNAMITE HEADDY

Sega - £39.99 (Reviewed in issue 25)

Treasure provide us with some more superb platform action. If only the game had been a little more difficult it would have been much higher up the table. As it stands it is still a superb example of what can be achieved on the Mega Drive, while it lasts.



29. JUNGLE BOOK

Virgin – £44.99 (Reviewed in issue 20)

"If it ain't broke, don't fix it," as they say. The Jungle Book is basically Aladdin 2 if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.

30. LOST VIKINGS

Virgin – £44.99 (Reviewed in issue 16)

As lost vikings go, these guys are pretty bloody lost, and a good job too, because it provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled.

31. LEMMINGS 1 & 2

Sega – £39.99 (Reviewed in issues 2 & 26)

Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. The new game allows you to 'save' over sixty different kinds of lemmings!

LEMMINGS
£15 - 0753 855888

32. ECCO 1 & 2

Sega – £39.99 (Reviewed in issues 6 & 26)

Opinions are divided about the two games, but on the whole everyone loves them. The sequel isn't that much better than the original, though it does have a nice 3D bit to impress your friends with.

ECCO 1
Swap for F1 Racing - 0614276706
Swap - 0704 546843

33. STREETS OF RAGE SERIES

Sega – £49.99

(Latest version reviewed in issue 20)

The SOR series won't go down in history as great games, but if you're after good solid scrolling beat-'em-ups, they represent the best there is.

STREETS OF RAGE 2
£20 - 0753 855888

34. QUACKSHOT

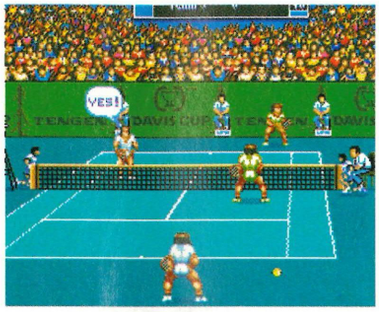
Sega – £39.99

Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!

35. DAVIS CUP TENNIS

Domark – £39.99 (Reviewed in issue 12)

As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat.



36. COOL SPOT

Virgin – £39.99 (Reviewed in issue 9)

Yep. it's Dave Perry again. Still, there's no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.

COOL SPOT
£10/Swap Lemmings 0878 700298
£20 - 0937 584110

37. HELLFIRE

Sega – £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful Sub Terrania has. Still flipping superb though.

38. ROLO TO THE RESCUE

Electronic Arts – £39.99 (Reviewed in issue 5)

And as if James Pond 3 wasn't good enough, Rolo To The Rescue is another bloody fab non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

39. TINY TOONS

Konami – £44.99 (Reviewed in issue 8)

Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc".

TINY TOONS
£25 - 0494 463 768
£20 - 0937 584110

40. SHINING FORCE 1 & 2

Sega – £49.99 (Reviewed in issues 10 & 25)

If you're the sort of saddo who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then these will be right up your alley, unless there is already something up your alley, of course.

41. MEGA-LO-MANIA

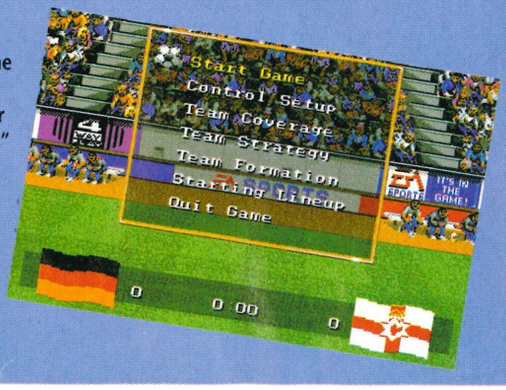
Virgin – £44.99 (Reviewed in issue 6)

Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.

8. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99 (Reviewed in issue 23)

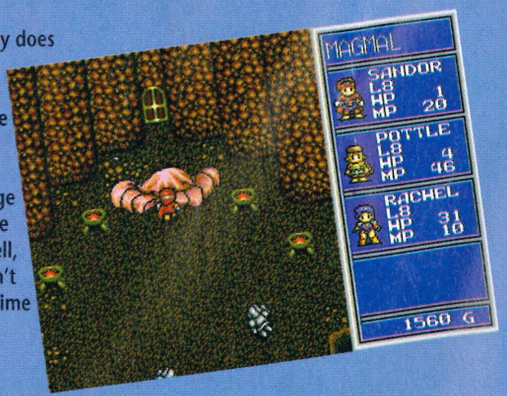
FIFA International gets the CD treatment in this, an updated (but still not as good as Sensi) version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed,with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.



9. VAY

Working Designs - £44.99
Reviewed in issue 24

This is the sort of game that really does the Mega CD justice - huge sprawling RPGs. There are many hours of enjoyable gameplay here but it can get tough at times. With lots of spells and items to play with this will take the average mortal man weeks to finish. There are quite a few FMV scenes as well, it's just a shame that the intro isn't much cop. If you have planty of time to kill and have more than a few brain cells to rub together then check this out.



42. LETHAL ENFORCERS

Konami – £64.99 (Reviewed in issue 15)

So it's £65 but you get a top arcade conversion and a light gun that's a whole heap more useable than that Menacer thing. And you get to shout rock hard things at the screen like, "Eat lead" and "Let's see you knit that Aran sweater Grandma".

43. RAINBOW ISLANDS

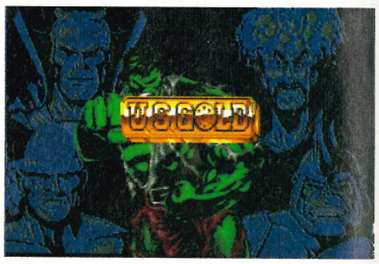
Taito – Import

Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.

44. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)

The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one.



45. ROYAL RUMBLE

Acclaim – £44.99 (Reviewed in issue 14)

Acclaim's WWF games wildly vary in quality, but fortunately, this particular Mega Drive cart manages to use the subject matter to quite entertaining effect. It's not by any means a technically accomplished beat'em-up but all the varied moves are nicely implemented and above all, it's very amusing to play indeed.

46. GOLDEN AXE 2

Sega – £19.99

Golden Axe is over the hill, Golden Axe 3 is appalling, but fortunately, Golden Axe 2 was, and still is, quite smart.

47. ZOMBIES ATE MY NEIGHBOURS

Konami – £44.99 (Reviewed in issue 14)

Zombies is a strange game, full of bizarre adversaries (such as giant killer babies) but it's this quirkiness that lifts it above being simply another standard Gauntlet variant.

48. SONIC SPINBALL

Sega – £44.99 (Reviewed in issue 15)

A Sonic game with a challenge and with a pinball theme – a heavenly fusion as far as the MEGA team are concerned. Pinball purists will be slightly put off because a rolling Sonic can't really take the place of a silvery ball, but frankly, this game shows that innovation and ingenuity are still alive and well.

49. DRAGON

Virgin – £44.99 (Reviewed in issue 22)

Well, who'd have thought it? A beat'em-up that actually diverted our attention from SF2 for a while. The developers steered right away from the Street Fighter formula and managed to use techniques other than fireballs and special moves galore to make this a challenging and long-lasting experience.

50. BUBBA 'N' STIX

Core - £44.99 (Reviewed in issue 19)

This game will probably be forgotten before long, which is a shame, because this is Core's best platformer to date. Cartoony, platformey, puzzley, challenging, and original.

10. EYE OF THE BEHOLDER

F.C.I. - £49.99 (IMPORT)
Reviewed in issue 26

Although it has taken a fair while for the game to arrive on the Sega format, that wait has been worth it! For all those people who 'upgraded' from an ST or Amiga only to find the Mega Drive was host only to platform games, this is a godsend. Fantastically involving, with superb graphics and CD soundtracks, and a challenge that will last for weeks. Do yourself a favour and pick up a copy on import now!

OTHER CARTS FOR SALE

If you're after a game which does not appear in our Top 50, you may well find it on offer in this listing. If it's not here, your best bet may be to take out a "wanted" ad in the next issue of MEGA. Simply fill in the form at the bottom of this page to get your free reader ad

688 ATTACK SUB
£17/Swap - 0252 782077
AERO BLASTERS
£25 – 0202 490276
AGASSI TENNIS
£17/Swap - 0252 782077
AFTERBURNER
£12 - 0720 23137
ALTERED BEAST
£10 – 0394 271629
ARIEL - MERMAID
£11 - 071 834 4644
Swap - 0704 546843
BART VS SPACE MUTANTS
£13 – 0202 490276
BATMAN
£10 – 081 877 9317
BIO-HAZARD BATTLE
£17 – 0202 490276
£15 – 0720 23137
B.O.B.
£14 – 021 588 4385
BUCK ROGERS
£10 - 071 834 4644
BUDOKEN
£5 – 0737 352627
BUBSY
£20 - 0877 330535
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£20 – 0689 824923
£20 – 0202 490276
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CHUCK ROCK
£17 – 0202 490276
ESWAT
£9 – 0202 490276
EXILE
£10 - 071 834 4644
EURO CLUB SOCCER
£12 – 081 853 0709
£20/Swap – 0709 872596
£10 - 0753 855888
F-22 INTERCEPTOR
£13 – 0202 490276
Swap – 0206 561276
FATAL FURY
£15 – 081 877 9317
FATAL LABYRINTH
£10 – 0737 352627
FATAL REWIND
£10 – 0737 352627
FORGOTTEN WORLDS
Swap for *Bonanza Bros/Chuck Rock* – 031 229 1969
GEMFIRE
£10 - 071 834 4644
GENERAL CHAOS
Wanted: £30 – 0900 817786
GHOSTBUSTERS
£13 – 0202 490276
GHOULS 'N' GHOSTS
£10 - 071 834 4644
GLOBAL GLADIATORS
£17 – 0202 490276
GODS
£15 - 081 841 2492
GREATEST HEAVYWEIGHTS
Wanted – 0206 561276
GREENDOG
£15 – 0708 386443
£13 – 0202 490276
GROUND ZERO TEXAS CD
£30 - 021 588 4385
HARD DRIVIN'
£9 – 0202 490276
HEAVY NOVA
£15/Swap Decap-attack 0252 782077
INTERNATIONAL RUGBY
£20 - 0239 79205
JAMES BUSTER DOUGLAS BOXING
£5 - 051 648 5355
£12 (no book) - 0252 782077
JAMES POND 2
£20/Swap for *Asterix* – 0273 701326
JAMES POND 2
£10/Swap Lemmings – 0878 700298
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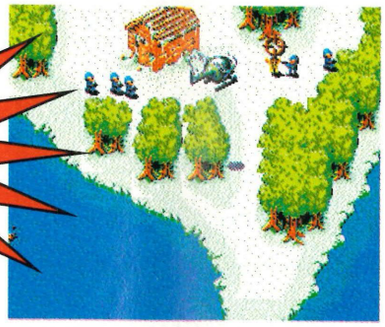

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NEXT MONTH

By the time you read this the New Year will have come and gone and we'll all be living happily in 1995. Have you made all your New Years resolutions yet? If you haven't it's too late, but here are ours:

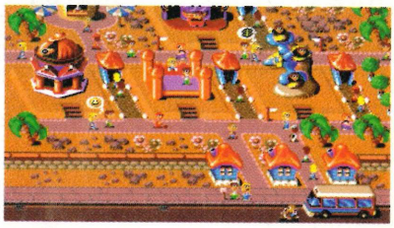
1) We resolve to be the best Mega Drive only magazine in the universe and we'll only mention Saturn stuff when we feel like playing Virtua Fighters for extended periods of time.

2) We will bring you the most informed, comprehensive and unbiased reviews ever, and to show how unbiased we are we might even take a really good game and slate it just for the hell of it cos we're hard like that.

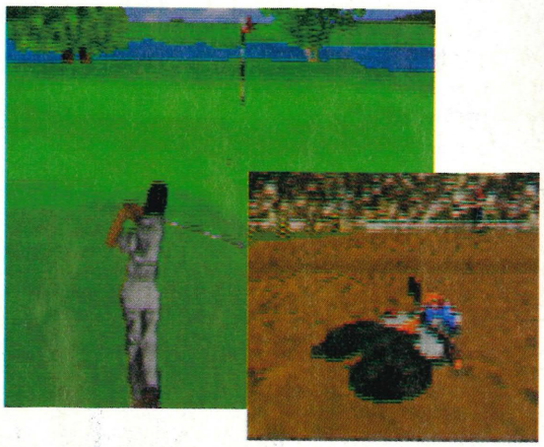
3) We will come up with the most exciting competition prizes ever and under no circumstances will we keep them ourselves or give them away to my brother's girlfriend because she cooked me a rather nice dinner last weekend.

4) We promise not to promise promises that we'll probably break two minutes after promising them so I might as well right now.

But enough of my jolly tomfoolery, you want to know what treats we have in store for you next month. All you Blur fans will predictably shout 'Park life' as we should be getting hold of Theme Park.



The 32X games previewed this month will get the full reviewing treatment and there is also a fair amount of top secret stuff in the pipeline but we were asked not to mention it so lets just keep that between you and me.



RICH'S FIVE

BEST	WORST
Winning cash on the lottery	Spending it all on absolutely nothing
Meeting five lovely ladies in a nightclub	Saying goodbye to said ladies and then spending 3 hours trying to get home
New Years Eve celebrations	New Years Day repercussions
Sleeping 'til four in the afternoon	Working 'til four in the morning (and beyond...)
Being the most inspired writer of all time	Erm..nope, can't think of another one. Sorry

That's the end of the mag for this month. I always love having the last word, and the last word I shall have, and it will be.....blancmange

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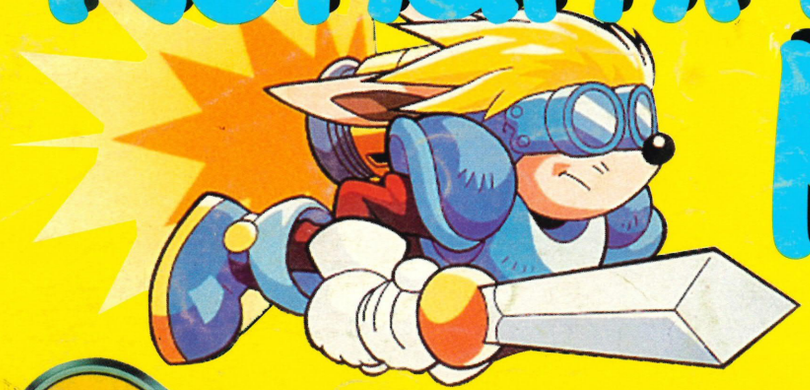

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