



MEGA TECH

MEGADRIIVE HYPER GAMING TECHNIQUE



MEGADRIIVE DEDICATED INFORMATION SYSTEM

INSIDE



● KRUSTY'S SUPER FUN HOUSE



- SPEEDBALL 2
- SPLATTERHOUSE II
- GRANDSLAM TENNIS
- CADASH
- EVANDER
- HOLYFIELD'S REAL DEAL BOXING
- FERRARI GP CHALLENGE

EXCLUSIVE!

MEGA EA PREVIEW:
AQUABATICS!
LHX ATTACK CHOPPER!
AND MORE!

PLUS:

- WONDERBOY IN MONSTERWORLD TIPS!
- THE UPDATED GAMES INDEX!

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ALIEN 3 PREDATOR 2 ACCLAIM'S MEGADRIIVE MONSTERS PREVIEWED!

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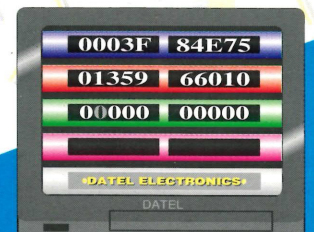
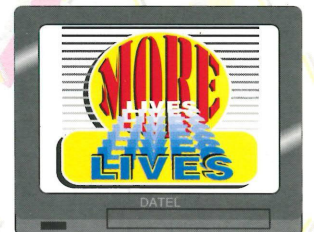
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We're giving away more prizes than you could safely shake a joystick at, and as if that wasn't enough, there's a helpline



packed
with cheats for all the

latest games. All you have to do is dial this number, choose the line you want and listen to the instructions. It couldn't be easier, so get on the blower - NOW!

0839 500 807

WIN A MEGA-CD

On line one we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games.

What can it do that's so hot? Well just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. In addition there's an extra 16-bit processor that runs along side the one in the Megadrive, allowing all sorts of extra graphic effects such as sprite scaling and rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough recorded music and speech can be incorporated directly into the game from the disc!

WIN A STEREO MONITOR WORTH £300!

On line two you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

WIN £200's WORTH OF SOFTWARE!

On line three you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

THE HYPER TECHNIQUE LINE!

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

Calls are charged at 36p per minute off peak, and 48p per minute at peak times. If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call!



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SORRY, BUT ALTHOUGH WE LOVE ALL OUR READERS, EACH AND EVERY LOVELY ONE OF YOU, WE JUST DON'T HAVE THE TIME OR FACILITIES TO HELP WITH PHONE CALLS ASKING FOR TIPS. NOR CAN WE SEND PERSONAL RESPONSES TO LETTERS, EVEN IF YOU DO ENCLOSE SAE. OTHERWISE WE WISH YOU A HAPPY AND PROSPEROUS EXISTENCE.

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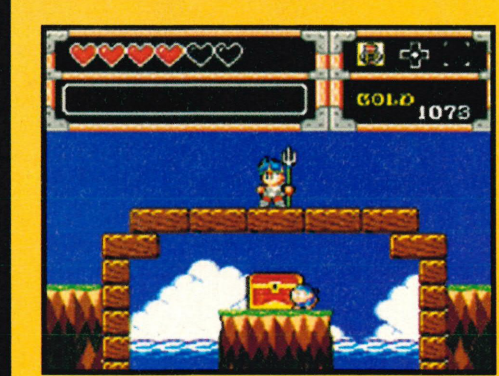
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COVER STORY

● alien³ meets predator 2!



REGULARS



P. 62 Who knows what's hidden in this chest in Wonderboy? We do.

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MegaTech takes a look at what could be the Megadrive film licences of the year.

In the hands of Acclaim's programmers, both of these top-grossing SF thrillers have been turned into smart-looking Megadrive shoot 'em ups. Exactly how smart you'll be able to tell if you turn to pages 10 and 14!

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● SPLATTERHOUSE 234

Woo! Sega's scary beat 'em up, which is far too frightening for children under the age of 480 months.

● FERRARI GP CHALLENGE.....37

A totally stunning road racing game from Acclaim. It's not stunning because it's good, though.

● SPEEDBALL 2..40

Another Bitmap Brothers game makes it to Megadrive. And what a screaming corker it is too.

● EVANDER HOLYFIELD'S BOXING.....44

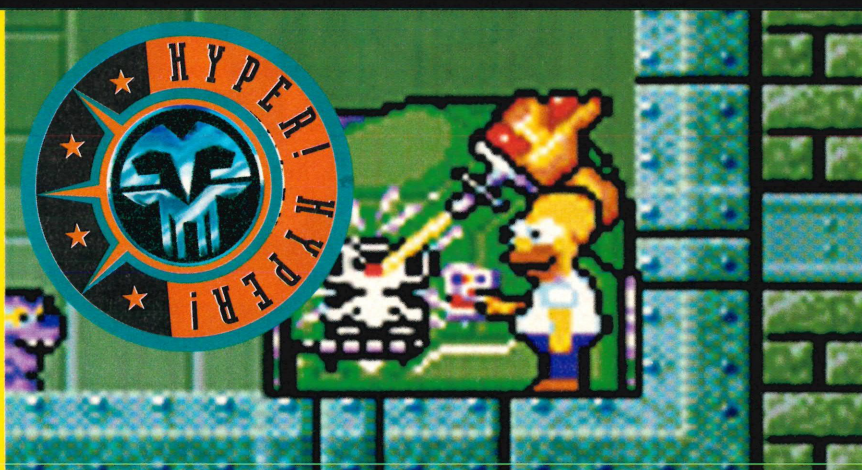
Bash up Mr Holyfield without suffering long-lasting brain damage in Sega's heavyweight boxing sim.

● CADASH.....48

A conversion of Taito's arcade hack 'em up, with a bit of RPG thrown in, just for fun.

● GRAND SLAM..52

Relieve those post-Wimbledon blues with the Megadrive's first ever tennis simulation.



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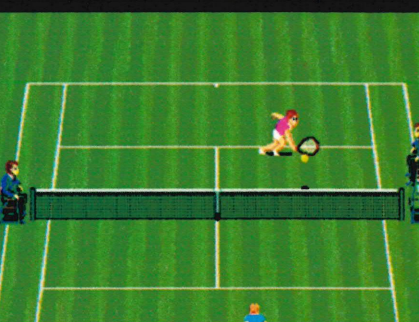
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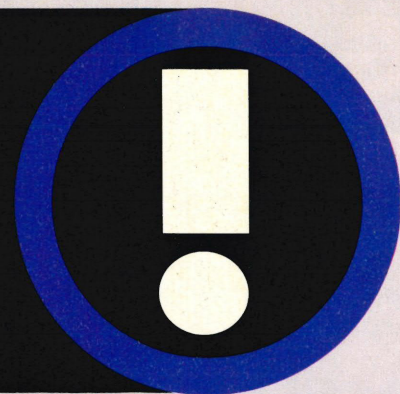
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NEWS



GAMESMASTER -LIVE!



Big Dom- will he waggle his joystick for a live audience?

It's odds-on that most of you out there have tuned into Channel 4's Gamesmaster at some time or another, and in December you'll have your chance not just to watch, but to participate in the challenges with the launch of an amazing three-day live show at the Birmingham NEC.

The centrepiece will be a Gamesmaster stage where you will be able to take part in challenges laid down by the Gamesmaster and hosted by Dominic Diamond. There'll also be a Quaser laser-gun game, soccer, BMX and skateboard demos, all the big-name software house showing off their Christmas releases and a Virtual Reality set up. The show is being hosted by CVG, Mean Machines and MegaTech amongst others, so you can expect to see our ugly mugs down there as well. It runs from 4-6th December and it's reckoned that over 60,000 people will attend!

URINE BIG TROUBLE!

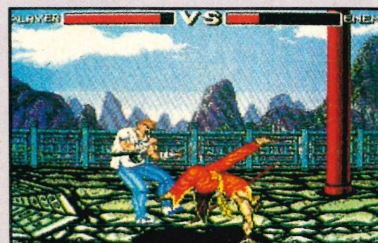


After *Fist of the North Star* (MT 4) the next release from Manga Video is to be another film of a Japanese comic, entitled *Domestic Tank Police* (Acts I and II-Acts III and IV are to follow on a separate video). The story is set in the year 2100, when the world is so polluted that most people have to wear gas-masks to survive. There are a lucky few who are immune to the poisonous atmosphere, but they're not that lucky because most of them have to stay in a maximum-security hospital where doctors are trying to develop a vaccine using-uh!-specimens of their urine.

Also on the hunt for the bodily fluids are cyborg criminal, Buaku, and the notorious cat-sisters Annapuna and Unipuma. The only people who can stop them are the Tank Police, lead by the very mad 'Mr Squad Commander' Britain, and aided by his side-kick Tank Girl Leona. Not surprisingly, they drive around, or rather over, the city in large tanks causing rather a lot of damage to just about everything. Surprisingly, there's not that much tank battling action in these two instalments in the story, which is a bit of a disappointment, but the strange storyline certainly throws a few entertaining curves and at the end of it all your reporter was left slightly bewildered, but somehow feeling better off for having watched it.

The film (which is dubbed, not subtitled) is in the shops now, priced £12.99 and certificate 15. Watch out for more news on the following release, *Project AKO*, in MegaTech.

ATHLETE'S FOOT



With all the speculation regarding *Streetfighter* on the Mega-CD, we can inform you of a definite alternative. It's called *Power Athlete*, it's produced by Kaneko, and in the *Streetfighter* vein, it's a one-on-one beat 'em up with large characters and plenty of moves, but unlike the game it's imitating, the characters can be outfitted with weapons to cause much damage to their opponent.

The downer with this is game is that it's not due for release Japan until November, so who knows how long, if ever, it will be before we see it launched officially over here.

ANY FRIES WITH THAT?



Virgin have finally unveiled their McDonalds licence, which now goes under the guise of Mick and Mack, Global Gladiators. As you might guess, the characters named in the titles are the stars of the game and they have to travel the world destroying machines which are pumping tons of sludge into the ecosystem and avoiding do-nasty creatures who want to see the environment obliterated.

Fortunately Mick and Mack are armed with high-powered disinfectant squitters, one blast from which is enough to clean-up the foulest creature. During their adventures they can collect bonuses in the form of McDonalds logos, fries and other fast-food related goods. It's looking good at the moment, and will be ready for release early next year, so watch out for a review then.

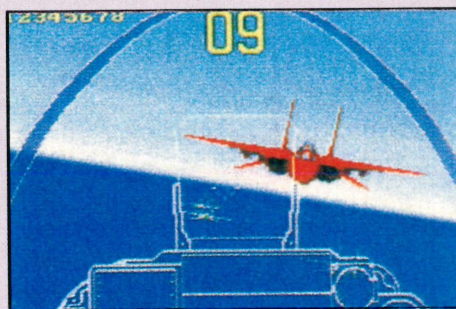
REACH FOR THE SKIES PART 1



We've seen some more of the game that could really set the Mega-CD on fire. Afterburner 3 is almost complete now, and, apparently, looks just like the FM Towns version (that's a kind of Japanese PC, if you didn't know) which was excellent. It uses 3D sprite scaling for the enemy planes, which means this could be the first game to give an indication as to what the Mega-CD's graphics chip is capable of doing.

The game's due for release in Japan in August, and we'll try and track down a copy as soon as possible to let you know if it's really as good as claimed.

REACH FOR THE SKIES PART 2



If you don't have a Mega-CD to play Afterburner 3 on, but still fancy bombing around in a big plane shooting other planes, keep an eye out for G-LOC. It's very similar to Afterburner, with you bombing around in a state-of-the-art fighter armed with heat-seeking missiles and a large machine gun.

The attraction of the coin-op came from it being housed in a 360° rotating cabinet. So how the game will play without this feature remains to be seen. And you're going to have to wait until at least November to get your hands on an import cartridge, and who knows when for the official version.

Fans of Atari's old classic, Gauntlet, watch out for a Megadrive version which will be coming soon to an importer near you. From what we've seen it looks like it'll be a pretty accurate two player conversion, with all the levels and monsters of the original. No news of an official release yet, but when we get hold of a copy we'll be giving it a full review.

Every school has its dweebs, but in a forthcoming RPG from EA, the entire school is made up from the living dead. Zombie High, as it's known, sounds quite interesting, it's also supposed to be quite funny. We hope to be able to bring you more info and shots next month.

The playable Master System castle-vs-castle-vs-Armada game that is Ramparts has just been released in Japan. It built up quite a cult following in the arcades a few years back, and we've been quite looking forward to the Megadrive version. Hopefully we might be able to bring you a review next month.

In case anyone's interested, Micronet are producing a sequel to their woeful Mega-CD beat 'em up, Heavy Nova. There are no details as to what the game will be like, but we can only take to our knees and pray that it's nothing like the first one.

And for you fishing enthusiasts, Black Bass will be available on import soon. Sail around in your boat, select your floats and flies then cast your line for that elusive big fish. Er, that about says it all really.

WHOOOPS-UP 1: WWF

What can we say about the tragic non-appearance of Megadrive WWF this issue apart from IT WASN'T OUR FAULT! We were told six weeks ago, just as our July issue went to press, that we would have WWF in time for a preview in the August issue, only to be told a week before we finished this issue that there had been a bit of a trans-Atlantic communications breakdown at Acclaim and in fact WWF on the Megadrive 'doesn't really exist yet'. Still, as you can see we've replaced it with previews of Alien 3 and Predator 2, and the Undertaker has been dispatched to bury the person responsible for the chinny happenings with WWF.

WHOOOPS-UP 2: NUBY

We made a little bit of an error in the hardware feature last issue. The Nuby System Carry Case should have been priced at £39.99, not £49.99 as we printed. Consequently the value rating should go up a point, and look, here's a little yellow dot you can cut-out and stick on the offending score to make everything all right.

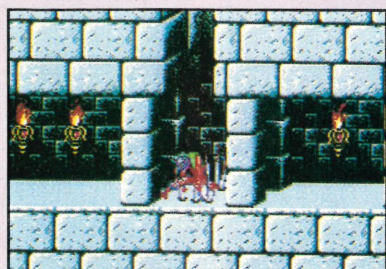
there's more... ➤



ME
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PRINCE OF PERSIA ON CD



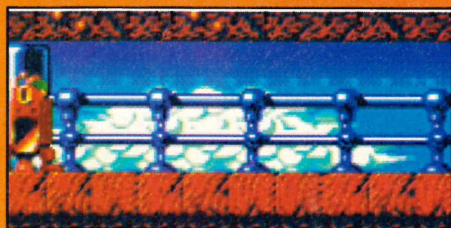
The much-vaunted Prince Of Persia is finally on its way to the Megadrive—on CD. It's out in Japan now, and could be one of the first officially-launched Mega-CD titles in this country.



It's set in an Arabian Nights-type world and you're cast the boyfriend of a young lady who has been captured by the Grand Vizier. She's been given only two Earth hours to decide to marry the Vizier, and if she decides he's not the right man for her he's going to have to

kill her. You're her only hope, but to rescue her you have to negotiate 20 platform-based levels, packed with traps, the Vizier's troops and sword-wielding skeletons. The character animation is one of the stunning features of this game, and because it's on CD, it should have an excellent soundtrack too (and if not we'll want to know the reason why).

FREE EA GAMES!



That's right folks, you can get your hand on a free EA game of your choice simply by identifying which game this shot was taken from then being one of the ten lucky

winners that we pull out of our magic sacks. All you have to do is dig out a postcard, or seal down an envelope, and put down the name of the game, your name and address, and your choice of game should you win on the back and send it to: EA SPOT THE SHOT (AUGUST), MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

GOLF WAR



New in Japan is probably the most sophisticated golf game on the Megadrive. Top Pro Golf, from Soft Vision, includes features such as a cross-hair so you can determine where you want to hit the ball, which causes it to spin in a particular direction when it

lands, a graph to show what the ball's flight path will be, which makes chipping over obstacles easier, top-down views of the course and grid overlay on the green showing how it slopes.

It should be at your nearest importer now.

SPECIAL FX



Wolf Team are currently beavering away on what could be the most visually impressive game to grace the Mega-CD yet. Thunder FX is a conversion of a Data East laser disc coin-op. You're put in the cockpit of an ultra high-tech attack helicopter sent out to destroy an attacking enemy force. A dialogue box at the top of the main display

tells you what to do next, because, in true laser disc coin-op style, you can only move at certain times, and if you choose the right combination you can sit back and enjoy a few seconds of graphics before being called upon to do anything else. Because of their limited gameplay, laser disc games never took off, so we'll just have to wait and see how this one translates to the Mega-CD.

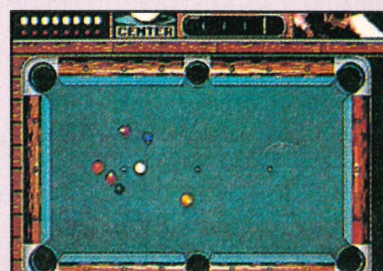
THE HEAT IS ON



Two new driving games will be available on import in the next few months. The first is Junker, a 3D race game with futuristic cars in a futuristic city. There are plenty of tunnels, opposing vehicles and extra features, as well as a time limit so you have to race against the clock as well.

Next up, in October, is SCI, that's Chase HQ 2 if you didn't know. The idea is quite simple; you're given details of a criminal making his escape in a car and you've got to simply catch up with them, and keep ramming his vehicle until it pulls over so you can make an arrest. Of course there's the added hazard of traffic on the freeway which slows you down, and tight turns in the road. Luckily your cop-car is turbo-charged, and fitted with three nitrous-oxide boosters, and help also comes in the form of a police helicopter which drops bazookas every now and then.

BAIZING SADDLES



Rack 'em up pool fans! As reported in last month's news section, the first Megadrive sim of this sport is released by Data-East Japan this month, and should with importers now. The object isn't just to hustle people out of cash, it's to become the top pool player in the USA. When you've won a match you hop onto your bike and journey to the next city (although you don't play this bit) where more riches are to be had.

It features a nine-ball game and other variations as well as trick shots and several jazz soundtracks. Unfortunately no one has any plans to release it officially over here as yet.

Incidentally, snooker fans will be interested to hear that Virgin's top quality Jimmy White's Whirlwind Snooker looks like it's going to make it onto the Megadrive after all. More news, as and when.

DOG-GONE

Sega's surf-quest platform game Green Dog The Surfer Dude is almost finished, and it looks dead good. The backdrops are all made up from digitised artwork and look fantastic, and roaming over them are some totally bizarre creatures. The object is to find a mysterious surf-babe who has the power to remove a strange amulet which became attached to your neck after you wiped out on a particularly big wave.

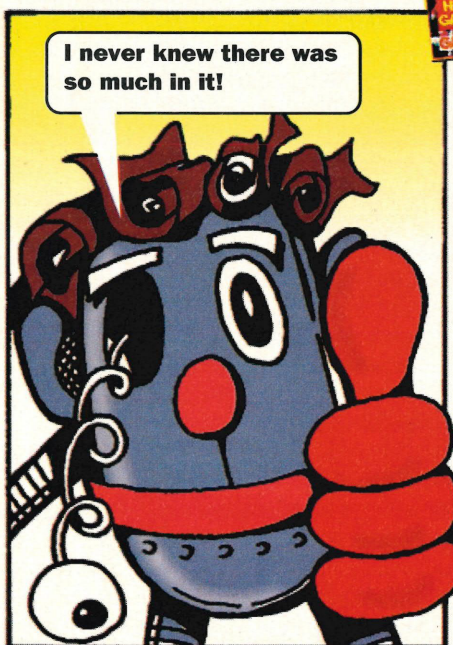
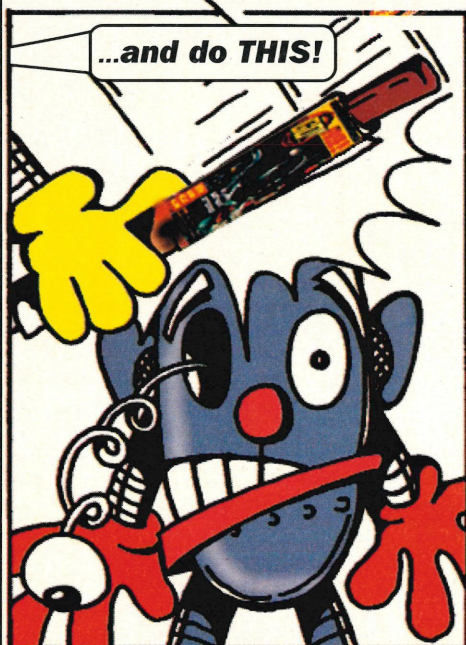
The action is accompanied by reggae and samba ditties and you can check out more info and shots of the game next issue.

JUNE'S WINNERS! SPOT THE SHOT

Two shots meant double the usual number of winners. The shots were of Road Rash (A) and Populous (B) and the winners who get the EA game of their choice are: Barry Mills, Bristol; Gary Priddy, Bromsgrove; Robert Butcher, Biggin Hill; Graeme Neill, Belfast; Tony Dunford, Oldham; Mr R Reynolds, Liverpool; David Budd, Hull; Seth S Perlman, Wisconsin(!); Tim Skidmore, Leeds; Kristofer Todd, Sunderland; Mr A Kelly, Wigan; Mr A Reynolds, Owen Taylor, Epping; Leon Lever, King's Lynn; Lisa Wasik, Royston; Alun Hughes, Ross-on-Wye; Mark Le Page, Southampton.

HYPERLINES

GOT A HAND-HELD?..THEN GO! AND GET THIS!





MT 8
STATUS:
PREVIEW

ALIEN³

PUBLISHER
ACCLAIM

PRICE
£39.99

FORMAT
8M-BIT ROM

DEVELOPERS
PROBE

RELEASE DATE
NOVEMBER 1992

After the disappointment of Terminator, all eyes are on the year's other great movie licence, Acclaim's Alien 3. Ironically both games were programmed by the same team, Probe Software, but from what we've seen Alien 3 is the better game.

Alien 3 boasts fifteen levels of action in which Warrant Officer Ellen Ripley once more has to face her alien adversaries after crash-landing her space-craft on penal planet Fury 161. In the movie, she has a group of unarmed prisoners to help her to destroy the alien, but there are no weapons at all anywhere in the colony. How can she deal with a creature that can't be fought hand to hand before it totals everyone on the planet? And does it make for a good Megadrive game?

THE ALIENS SYNDROME

Following a one-on-one battle with an alien at the end of the first film, Warrant Officer Ellen Ripley escaped the carnage that left her crew dead and her ship scattered in tiny pieces over several million miles of space by bailing out in an escape pod. Thus ended the Ridley Scott film.

For its sequel James Cameron took the helm, and produced a guns and death visual assault which went down very well with the cinema-going public. It's now six years later and Ripley has still failed to shed the bad karma that's made her a magnet for those creatures that gestate in the human body and have concentrated acid for blood, and once more has to go against her insectoid foes.

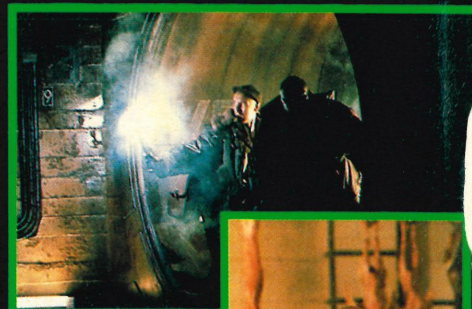
At the end of Aliens we saw Ripley, Newt (a girl she found on a colony devastated by the aliens), Hicks, who was the only surviving member of a marine platoon sent to kill the aliens, and Bishop the android, or at least what's left of him, going into hibernation for the voyage home. It seems as though the queen alien Ripley blasted out of the airlock wasn't the only stowaway though; one of her workers also dodged ticket inspection to make it on board. While our battered heroes are deep in cryogenic sleep it sets to work setting fires and attempting to crack open their chambers and put an end to any future Alien movies.

Fortunately Ripley wakes up in time—that is in time to fail to prevent the ship crashing into a nearby planet, killing her Aliens co-stars. She's not alone though. It turns out there's a prison colony there populated by the worst kind of criminal scum, and, following Ripley's arrival, an alien. The alien quickly sets to work, killing off the prisoners in a variety of gruesome ways, and generally settling down to make a home for itself where it can raise a few hundred kids.

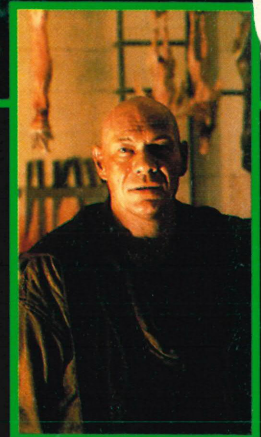
Now obviously this isn't a healthy situation for the human colonists. In fact, it's probably not understating things to say that they're in deep ka-ka, not least because they have absolutely no weapons in the colony with which to defend themselves.



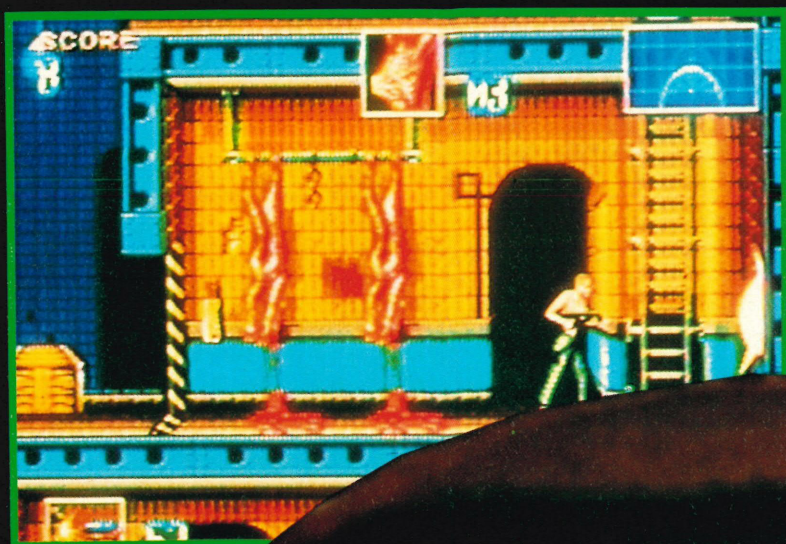
▲ This is Dillon, the prisoners' leader. The axe won't help him much, as the alien will bleed acid all over him if he hits it.



▲ The ventilation system is a key element in the game. Linking together the levels and acting as the aliens' main hang-out.



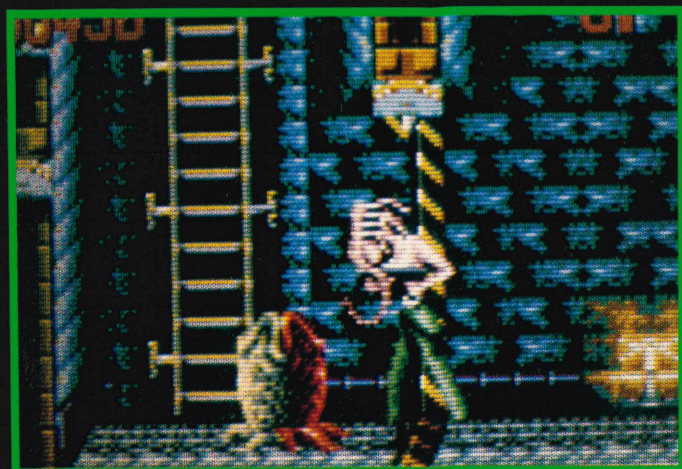
ALIEN³



▲ Not even the kitchen is safe. Ripley has to search there for the aliens' captives.



▲ Grenades are Ripley's most powerful weapons.



◀ Zap the eggs before the face-huggers hatch. The flame thrower is good for this job.

ALIEN³ PREVIEW



THE GAME

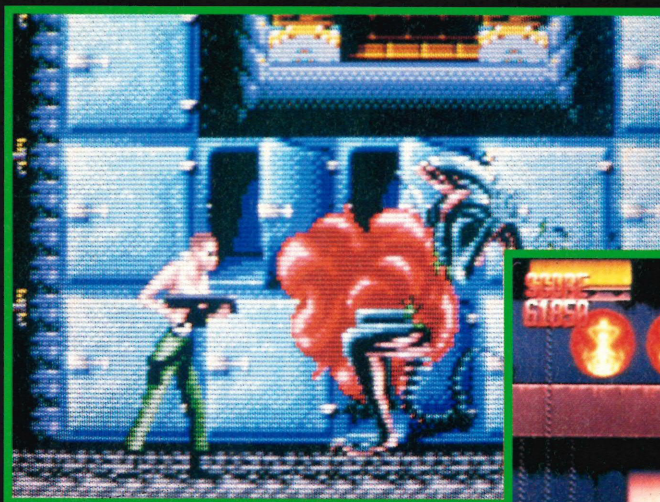
Unlike in *Aliens* (the second film in the series), the drama in *Alien 3* relies on keeping the audience in suspense rather than dazzling them with death-a-second action. Now, as it stands, this is not the ideal basis for an action-packed Megadrive game, and so the programmers at Probe have taken a few liberties with the plot.

Not surprisingly you control Ripley on her bug hunt, but instead of there being one alien and a dozen prisoners helping her out, there are dozens of aliens and Ripley has to dash around the prison's 15 levels, freeing trapped prisoners before they are impregnated by face-hugger aliens.

Another licence 'addition' is the inclusion of heavy artillery. In the movie the alien is driven away with home-made weapons and fire, while in the game Ripley is equipped with a pulse rifle (like those in *Aliens*), a grenade launcher, a flame thrower and hand grenades. She has a limited supply of ammunition, and refills are few and far between. The pulse rifle is the fastest firing weapon, and it's possible to empty it in a couple of seconds. The flame thrower last much longer though, and can be fired at several different angles, which makes it far more useful but, again, it has a limited amount of uses. Naturally the grenades have far more destructive power than the other weapons, and Ripley has good a supply of both types. Hand grenades are thrown in an arc and explode a few seconds after hitting the ground, while the grenade launcher fires in a straight line with the projectile blowing up on impact.

In the game the aliens come in two types, the face-huggers, and the fully-fledged workers. Face-huggers are easy to spot as they start off in eggs and only hatch when Ripley comes near. This lets her blast them before she gets close enough to rouse them. If one catches her unawares it'll jump at her face and slowly drain her energy.

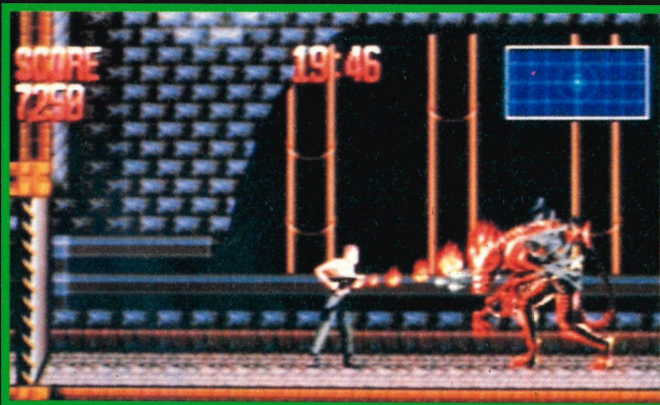
The worker aliens are a different matter. They spring out from corridors and leap teeth-first at Ripley. Her only way of knowing they're about is by checking the motion tracker in the top-right of the screen. It shows any aliens in the vicinity so she can ready the best available weapon.



▲ The aliens die in a completely over the top manner when shot with the pulse rifle or hit with a grenade.



▲ Keep an eye out for worker aliens. Or else!



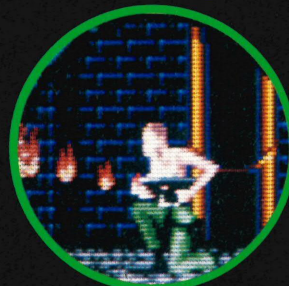
▲ The ventilation shaft is very restrictive which prevents Ripley from using her rifle and flame thrower, and because of the twists and turns it's impossible to spot any hidden aliens, so you constantly need to keep an eye on the motion tracker. Many of the aliens lurk around corners, and the only way to deal with them is by lobbing a grenade in their general direction and hoping they get caught in the blast.



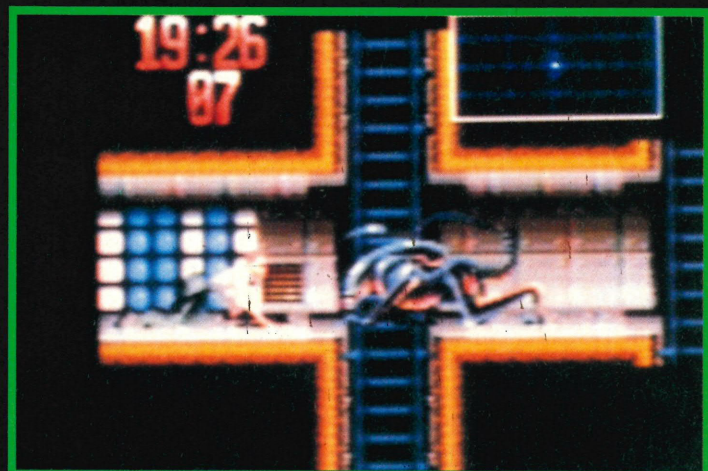
▲ The pulse rifle in action.



▲ Ripley fires off a grenade.

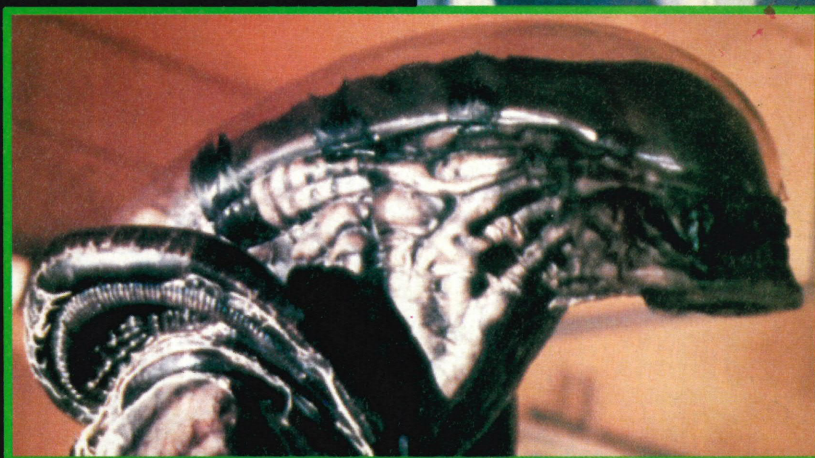


▲ Flame on!



XENOMORPH FAX

Alien 3 made a staggering \$56,000,000 in its opening week in the USA, although its earnings dropped off drastically after just two weeks. Cinemas blamed it on lack of word-of-mouth publicity, producers 20th Century Fox blamed it on overly-harsh reviews, and a joint view is that it just didn't have enough appeal when put against the other two summer sequels Lethal Weapon 3 and Batman 2. You can check it out for yourself when it's released on August 14th. It's an 18 certificate, though, so no naughty under-age viewing!

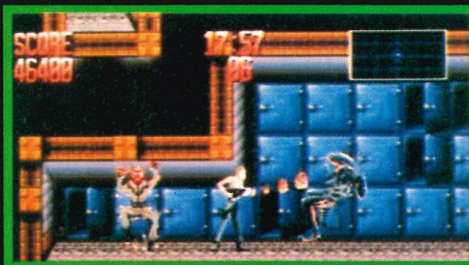
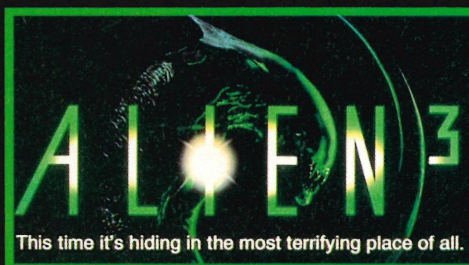


▲ Proof that even aliens need to go to the toilet.

It's been alleged that scripts and ideas have been drawn up for Aliens 4, 5 and 6, but with smaller a cast survival rate than any series of films in history, will people be able to overcome the lack of heroic continuity and remain faithful to the big picture?

THE DIRECTOR

Alien 3 marks the movie debut of director David Fincher. His previous work includes pop-videos for George Michael, Aerosmith, Madonna and Paula Abdul, as well as commercials for Nike, Pepsi and Levis, so he seems a bit of a surprise choice to direct one of the biggest sequels of the year. One of his more surprising 'improvements' over the previous movies was to shake the science fiction look. To do this he's tried to keep the sets and costumes black and brown with as little white as possible, to make a change from gleaming metal space-ship surfaces. The end result is the look of an ancient mine rather than a hi-tech future.



▲ Walk over to the prisoner to free him.

PROBING THE PAST

Alien 3 is being programmed by Probe software, who are one of the largest development houses in the country. They were also the people behind Virgin's Terminator, reviewed in issue six, which shows in the similarity of graphic styles between the two games. Probe have recently decided to stop producing games for home computers and concentrate solely on consoles, which is bad news for Amiga, ST, and PC owners. Next on the list for them after Alien 3 is a conversion of the Williams coin-op Smash TV, which is due out just before Christmas. We'll have more news of that in a future issue.



MT 5
STATUS:

PREVIEW PREDATOR 2

PUBLISHER
ACCLAIM

PRICE
£34.99

FORMAT
8M-BIT ROM

DEVELOPERS
IN-HOUSE

RELEASE DATE
NOVEMBER 1992

The second of Acclaim's big movie licences features another alien box office star, the fearsome Predator. He stands next to the aliens (as in Alien 3 aliens) as one of the most successful box office extraterrestrials ever and it looks like he could prove equally as popular on the Megadrive.

In the game you take the role of Harrigan, a typical embittered movie cop who starts off dealing with drug-related crimes (mainly by shooting people with a variety of big guns) and ends up going one-on-one with none other than the alien big game hunter himself. Although until then the Predator only shows up to slaughter innocent civilians.



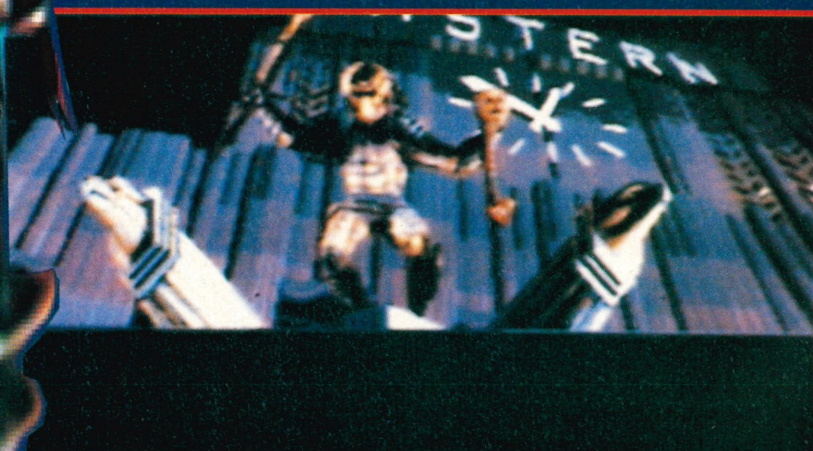
PREDATOR

HUNTER KILLER

The game, like the movie is set in Los Angeles, circa 1997, where a ferocious drug war is being fought in the streets by rival Jamaican and Colombian gangs. The police are taking heavy casualties and it seems they are powerless to resolve the situation, but then events take a new turn...

After a fierce fire-fight, a retreating gang of Colombians is discovered butchered by an unknown assailant. Then a Jamaican hit squad meets a similarly sticky end when they're sent to kill the Colombians' leader but are interrupted by something with inhuman combat skills.

Detective Harrigan, played in the film by Danny Glover, is one of the men investigating the incidents. But as members of his unit are killed in the same mysterious fashion, he finds he is alone against a powerful alien sportsman on an unstoppable man-hunt.



'YOU'RE ONE UGLY MOTHER!'

Not only is the Predator physically superior to a human, he uses weaponry which outclasses anything found on earth. As well as razor-sharp wrist blades, an ultra-razor-sharp throwing disc which cuts through concrete, and a telescopic quarterstaff, the Predator is equipped with a shoulder-mounted miniature laser cannon hooked up to a super-accurate laser targeting system.

Making it an even more formidable opponent is the cloaking device built into the Predator's combat suit. This bends light rays to make the Predator practically invisible, so most of its victims never even see it coming!

Even if an opponent does get the better of it, the Predator will not die without honour being satisfied. On its wrist it carries a small thermonuclear glory device which vapourises the Predator, his adversary and whatever else is within the huge blast radius.



▲ This digitised game shot shows the Predator's trophy room, complete with the skull of an Alien.

PREDATOR 2



BIG GAME HUNTER

Whether it's down to his stealth suit or what, the Predator's presence in the game is, for the most part anyway, only subtly suggested. Your joypad puts you in control of Harrigan, who has to make his way through a number of multi-directional scrolling levels looking for heavily armed drug gang members and the gang's innocent hostages. And all the time the Predator is lurking in the background.

Not being as discerning in the game as he was in the film, the Predator has got his laser sights targeted not just on armed opponents, but on the hostages too. Each level has a number of these potential trophies, but they're guarded by the gangsters who don't appreciate cops on their turf and are shooting to kill!

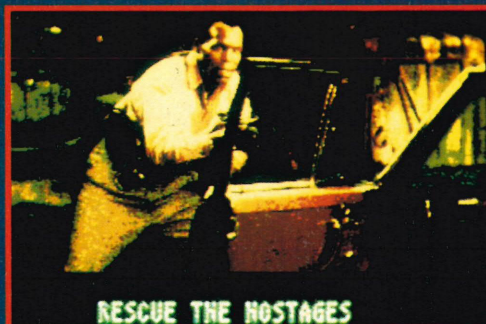
After getting rid of the gangsters with a few well-placed shots from his automatic, Harrigan releases the hostages simply by running up to them. If he hangs around for too long, though, the familiar triple beam laser sight of the Predator appears and drifts slowly towards the nearest hostages. When it's over them the Predator's laser fires and the hapless hostage goes boom.

Being a bit of a ruthless police officer who lives on the edge, Harrigan doesn't obey the regulations about shouting, 'Freeze! Armed police!' or firing warning shots or anything like that. He can tool up with pistols, shot guns, grenades and sub-machine guns which he uses to blast anyone wielding a weapon. He can take a few hits too, and his strength is shown in a gauge at the side of the screen.

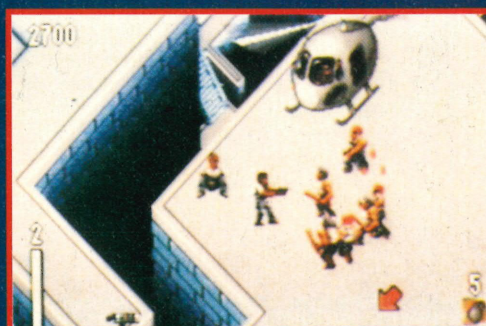
Rather than opt for a conventional scrolling shoot 'em up, the programmers have used isometric graphics to give the game a 3D look. Most of the stages, such as the battle on the roof tops, are set in mazes with several levels, which adds the task of finding ladders to Harrigan's troubles.

Each stage is introduced by a digitised picture and some text telling you where you are and how many people you have to rescue. Rather than have an unrealistic boss at the end of the ensuing carnage, the levels culminate with a special 'feature'. Level one, for instance, has a group of gun-toting gang members holed up behind a car which Harrigan has to destroy.

There's still quite a lot of programming work to go, and you can check out the finished item for yourself when it's released in November.



▲ The introduction to the street battle.



▲ Harrigan battles punks on a roof-top.



▲ Heading for the Predator's lair.



▲ The Predator unmasked.



MORE PREDATOR ACTION?

Both Predator films were enormously successful, and there's talk of several more movies in the works. There's also a rumour about a possible Aliens Vs Predator movie, based on the Dark Horse comic book (the two xenomorph monsters are already known to be enemies—check out the skulls in the trophy room in Predator 2).

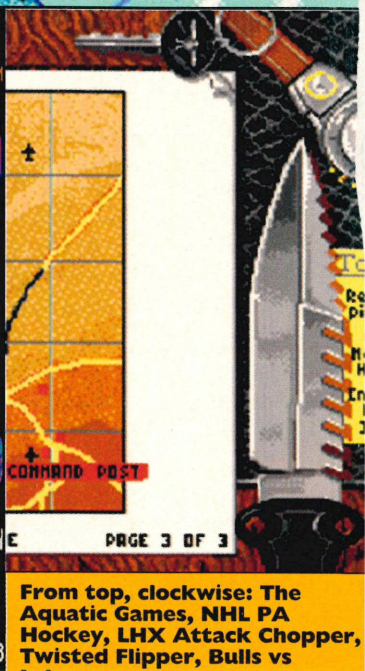
Interestingly enough, before Mirrorsoft closed down they had already signed up the Aliens vs Predator licence for production as a video game. Will it ever come out, we ask ourselves, and if it does, will it make it out on Megadrive? Stay tuned to MegaTech, and you'll find out...



Megadrive-wise, things have been a bit slow at Electronic Arts since the release of Desert Strike. In fact all we'd seen from them in recent months were games like Jordan vs Bird and Where In Time Is Carmen Sandiego? We won't lie to you, we were worried.

Thankfully, they did have some things up their sleeves and MegaTech is the first to reveal these brand new Megadrive titles to you, our beloved readers, thanks to the previewing powers of Paul Glancey. These five lovelies will be hitting the shelves later this year so watch out for them, but not before (as we always say) watching out for the reviews in the next issue of MegaTech!

State of E Arts



From top, clockwise: The Aquatic Games, NHL PA Hockey, LHX Attack Chopper, Twisted Flipper, Bulls vs Bulls

ht (c) 1992 Elect

PAGE 3 OF 3



TWISTED FLIPPER

PRICE:
£39.99

FORMAT:
8 M-bit ROM

RELEASE:
September

TWISTED FLIPPER

Apart from Devil Crash (or Dragon's Fury) there's not much on the Megadrive to keep pinball players happy, but now there's an alternative to Tecnosoft's classic, and Twisted Flipper is it.

As in Devil Crash, the table in Twisted Flipper is a three screen-high affair with three pairs of flippers, and mobile targets as well as the traditional stationary ones. At the moment there are three separate tables to play on, but the finished game may have more.

Twisted Flipper seems to have a rather bizarre aliens/robots/music theme to it which manifests itself in the wandering brains and skull creatures, mechanical Frank Zappa heads, graphics equalisers and VU meters in the scenery and the occasional chords from Beethoven's Fifth Symphony. All these come together to test the player with tricky and convoluted challenges of flipper skills. Throughout the game you can activate different features, such as a ball accelerator and a roll-over building by making the right shots. The tricky part, of course, is working out which shots are the right ones.

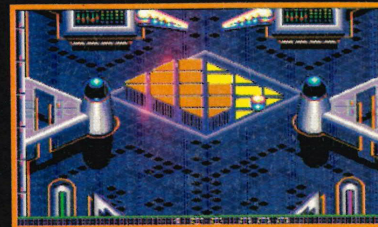
So far this looks pretty good. That old nemesis of pinball programmers, the ball movement, is fast, smooth and realistic. The game is fast and zappy and it's really noisy too, which is just how a pinball game should be.



Is it Frank Zappa or Jimmy Nail in a spangly wig?



Hitting the ball through the rollers powers it up.



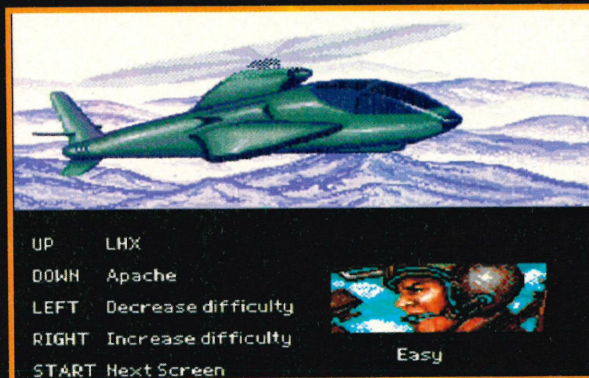
LHX ATTACK CHOPPER

PRICE:
£44.99

FORMAT:
8 M-bit ROM

RELEASE:
October

LHX ATTACK CHOPPER



UP LHX
DOWN Apache
LEFT Decrease difficulty
RIGHT Increase difficulty
START Next Screen



Easy

After their success with Desert Strike, EA are trying out another helicopter game. This one is a more ambitious project, LHX Attack Chopper being a conversion of a smart PC flight simulator, which puts you in control of either an AH-64 Apache or one of the super-advanced Light Helicopter Experimental (LHX) machines. The idea is to fly around your combat zone, letting rip with missiles and high-velocity 30mm rounds on various forms of hostile artillery (helicopters, tanks, soldiers carrying AK-47s).

Though the original PC game was a complicated simulation, the emphasis was on the combat so programmer, Edward Lerner (of F-22 fame) has managed to cram most of the gameplay, including all the external views, into 8 M-bits and the controls on one joystick (although there may be a two joystick option in the finished game to make other controls more accessible).

The hardest part of the programming must have been to get the Megadrive to fill the battlefield with loads of vector graphic objects and still get them to move around smoothly and quickly. The 'quickly' part hadn't quite been mastered in the early demo cartridge, but I did enjoy swooping around the desert with infinite ammo, dropping Hellfires on unsuspecting tanks, so hopes are high.

There are two different helicopters for you to fly.



Above:: View your 'copter from enemy positions.

Left: Another tank falls prey to a Hellfire missile launched from your 'copter



NHL PA HOCKEY

PRICE:
£39.99

FORMAT:
8 M-bit ROM

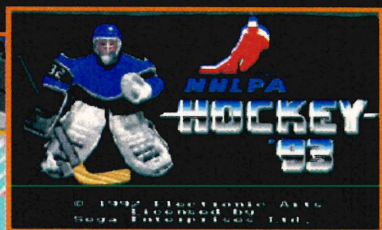
RELEASE:
October



The familiar puck-off screen remains unchanged.



According to EA the finished version will feature pools of blood on the ice, left by injured players.



Players are sent to the penalty booth when they commit a foul.

Park Place are developing this sequel to EA Hockey, which has this time been officially endorsed by the American National Hockey League's Players Association. This means that you can play as any of the NHL teams (including Ottawa and Tampa Bay who've just joined the league) and with 500 real players, such as Wayne Gretzky and even Mario Lemieux (who must have defected from Sega's game), all of whom play as per their statistics for the 1992 season.

Judging by these screenshots you're probably thinking the game looks the same as the original, but there are plenty of new features. The computer players have improved and are now programmed to be more aggressive than before. There are new controls, which allow new attacking and defensive manoeuvres, trips and hooks and a super slap shot. Players also have their own 'signature' moves too, so that if you get Wayne Gretzky into the right place on the rink and hit the right button he'll perform his own special shot!

Though it wasn't in our preview version, EA say that on-ice punch ups are still going to be a prominent feature of the game, and this time when a player is seriously hurt he'll leave a pool of blood on the ice!

Instead of giving you a code at the end of each game, this cartridge is equipped with a battery save feature, allowing you to store your position in tournaments and your own team line ups. That's a relief! I don't think the Technique Zone postbox could stand up to another vast influx of Hockey codes!

BULLS VS LAKERS

PRICE:
£39.99

FORMAT:
8 M-bit ROM

RELEASE:
September

BULLS VS LAKERS



Above: There's a video feature which lets you replay your best shots.

Left: The teams have the same line-ups as they did last season in the real NBA league.

As everyone knows EA's original basketball simulation, Lakers vs Celtics, was never released officially outside of the USA because of the terms of the endorsement deal with the National Basketball Association. Luckily EA have sorted out any such problems for this sequel.

The game lets you choose to play as any of the Eastern or Western Conference teams, all of which have properly defined, real players, just as in NHL PA Hockey. The sprites have even been designed to look like their real life counterparts. Something else it has in common with Hockey is the fact that certain players have their own signature moves so fans of Michael Jordan will be able to perform their hero's fading reverse dunks (or something).

All this makes the action on the court seem pretty realistic, and to take the realism further you can even replace any of your flagging players with one of five substitutes. All of the players come complete with the relevant statistics (successful field goals and so on) so you can choose the best man for each position. Will it be able to out-score Sega's Supreme Court Basketball? You'll just have to wait for the review to find out.

AQUABATIC GAMES

PRICE:
£39.99

FORMAT:
4 M-bit ROM

RELEASE:
October

That infamous F.I.S.H agent, James Pond, has just completed his mission to save Santa Claus in Robocod, and is about to embark on his next mission (due out on Megadrive at Christmas) to be entitled Splash Gordon. In between times, though, James has had his bionic bits removed and to get back into a fit condition to take on the might of Dr Maybe once again he has entered the Aquabatic Games.

The contest consists of eight different It's A Knockout-style games which range from simple races (well, not that simple—one of them involves a shark named Felix on a unicycle) to feeding fish with bubblegum so that they don't get caught by dangerous fishermen. There are also a few of James' buddies known collectively as the Aquabats, around whom many of the events are based.

It's all rather silly actually, but from what we've seen it's quite a good lark. Like the other James Pond games the graphics in this one are very cartoony, and though EA say that they're aiming it at younger players we think it could well be one of those games which will appeal to 'players from 8 to 80'. And would you believe it's sponsored by McVities Penguins (which were quite prominent in Robocod, if you recall)? The game's due out in October, and funnily enough, we'll probably have the review in that issue too.

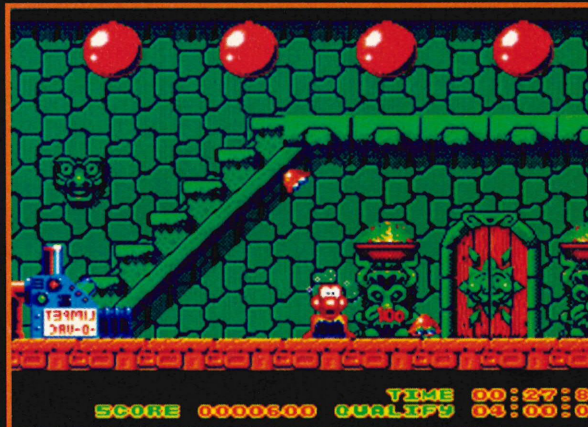
THE AQUATIC GAMES, STARRING JAMES POND AND THE AQUABATS



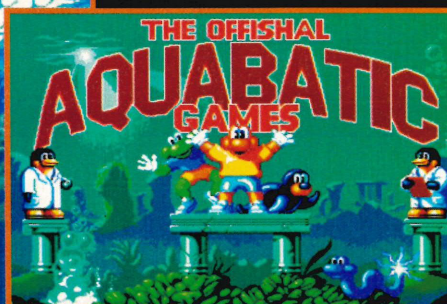
It's Felix the unicycling shark!



Who said beachballs and seals don't mix?



James comes unstuck in the lab.



James and his amazing animal friends.



P-p-p-p pick up a penguin.



The frog sprint.



Feed the fish with bubblegum.



You play each event on its own.



Medals are awarded by the sponsors.



Overtone of Robocod here.

ELECTRONIC ARTS



MT &
STATUS:

PREVIEW

XENON 2

PUBLISHER
VIRGIN

PRICE
TBA

FORMAT
4M-BIT ROM

DEVELOPERS
BITMAP BROS./
ASSEMBLY LINE

RELEASE DATE
SEPTEMBER 1992

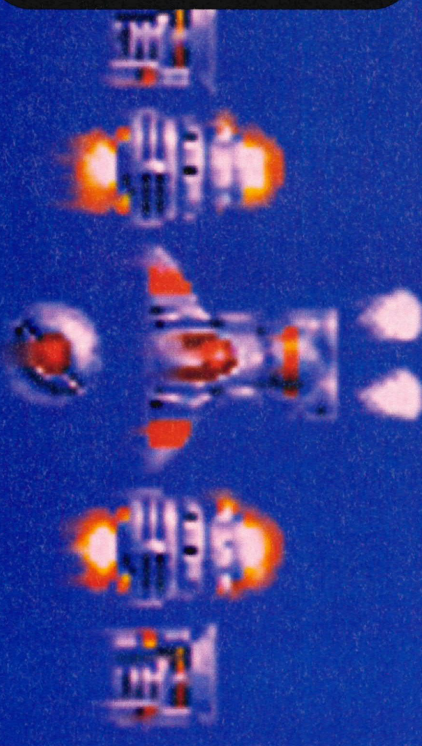
Our story starts in the summer of '89 when Mirrorsoft released an Amiga shoot 'em up which, at the time, was widely regarded as the bee's knees. Xenon II was a co-production of two top British development houses, The Bitmap Brothers and The Assembly Line, both of which had earned reputations for high quality 16 bit games. The second Xenon game garnered rave reviews all round, so with the console boom about to boom really loudly, Mirrorsoft deemed it logical to have Xenon II converted for Megadrive.

This they did, and everything seemed just dandy for a release date of Autumn, 1991. But then Cap'n Bob took a dive and pulled Mirrorsoft and its entire Megadrive catalogue into oblivion with him. For a while things looked grim for Xenon fans, then, just when it seemed like the games were doomed to remain in pre-release limbo, Virgin signed both Xenon 2 and Speedball 2 and they're both now scheduled for a September release. Watch out for a full review in the next issue of MegaTech!

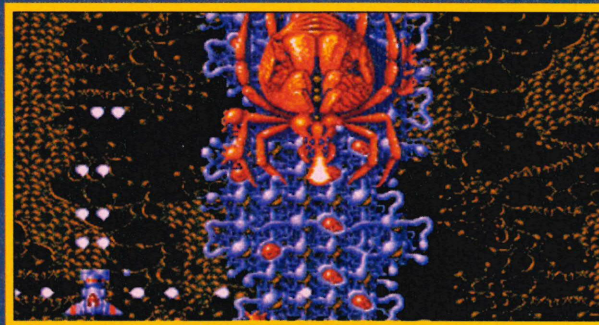
XENON 2

BIG MONSTERS

Those Xenonites are back and this time, they've brought their dads. In case you thought that was just a cheap ploy by the writer to fill up some space with a crap joke, you'd be wrong. The Xenonites have indeed brought their mean and evil biological alien terrorist parents with them in their latest quest for universal domination. Luckily, the Earth defence forces have spotted the threat whilst it is still in deep space, giving them plenty of time to mass a vast fleet of heavily armed space ships to repel the enemy. The authorities chose the alternate course of action, which was to send one tiny fighter into battle and then tell everyone else to hide.



▲ Ooh! It's the Nautilus, which resides at the end of the first stage.



▲ A fire-breathing spider! Watch out for its infernal babies!



▲ This nightmarish crab lurks in level three. Beware of its claws.



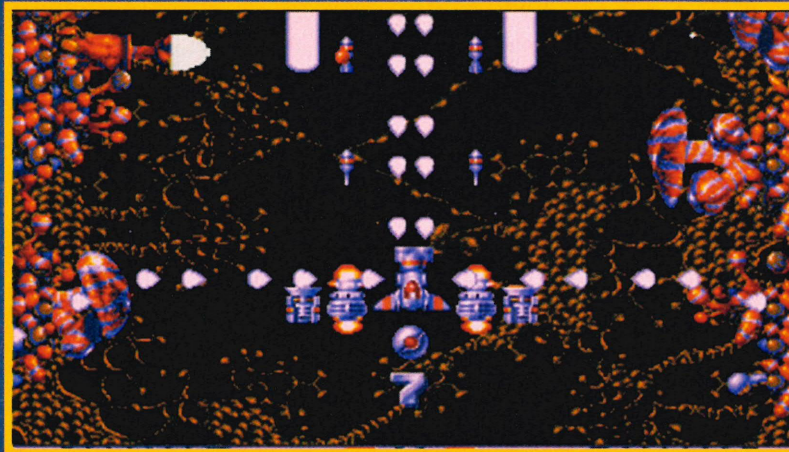
▲ These segmented fish-worm-things can't stand up to a good laser.



▲ Coming through! If they won't move out of the way, blast 'em!

BIG GUNS

Xenon II once again takes us all on a journey to that zone of the universe where, contrary to Einstein's theory, space is not curved but just scrolls vertically upward. Not surprisingly, your ship starts off with a standard issue pea-shooter gun but can gradually upgrade this to super-turbo-death power by means of the handy power ups which are either found in the level or bought from a rather unscrupulous alien arms dealer who owns shops at the middle and the ends of the levels.



▲ Super Nashwan Power in action. There are seven seconds of full-power blasting left.

BIG STARS

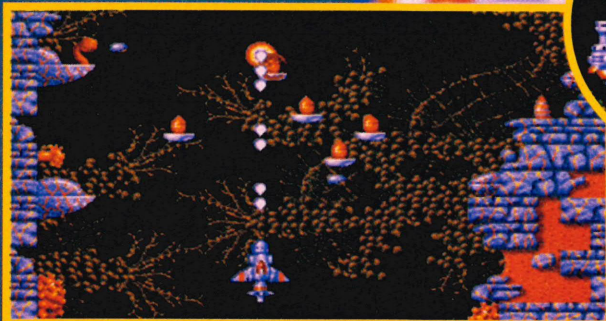
As just about everyone already knows, the music on Xenon II is a, how you say, '90s re-mix of a bouncy 'groove' entitled Megablast which was first 'cut' by top popsters, Bomb the Bass for their album of the same name. But, did you know that in a feat of unrivalled clairvoyance, the famous swingers wrote the track before Xenon II had even been thought up. They were obviously a bit keen to bust out of the Network Chart With Nescafé (with David Jensen) and enjoy the prestige of being in the Megadrive Hit Parade.



▲ Try the Super Nashwan (top right) for ten seconds of big guns.



▲ Get the Z icon to zap the screen's entire Xenonite population.



▲ Watch out for the nasty bomb-firing creatures stuck to the walls.



▲ These things leap off the side of the screen and try to eat your ship.



MEGABLAST
HIT PARADE

SOFTDRIVE GAME CENTRE

SEGA MEGA DRIVE



Master System

SEGA GAME GEAR

SUPER NINTENDO



AMIGA

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MEGA MAIL



MEGAMAIL T-SHIRT WINNER

miracles on megadrive

Dear MegaTech,

I have recently been reading about the Miracle Piano Teaching System from Mindscape International. It seems very impressive and I would be interested in purchasing it in the near future. However, I see that it is only available for the IBM PC, Amiga, NES and Super NES. Do you have any idea if Mindscape intends to make the system available for the Megadrive?

As Sega will soon be releasing the Mega-CD player to complement the Megadrive this would seem an ideal opportunity for both companies; Sega are looking for decent software for the CD and the Miracle system seems ideally suited to this format.

PETER CLARKE, BIRMINGHAM

I've tried the NES and PC Miracles and was most impressed by the design of the software and the quality of the keyboard (which is pretty good for the price). It's a surprisingly fun way to learn to play so I'm sure a Megadrive version would go down really well. A Mega-CD version would be pretty good too, I think, because the hardware would allow you to play along to real music recorded by professional artists with real instruments. What about it, Mindscape?

the pogmore backlash

Dear MegaTech,

I am writing in to reply to Andrew Pogmore. What a fool! How can he think Streets of Rage is crap. Did he play it on easy level the second he got it? Doh! I myself have got this game and every time I play it I put it on Hardest level and it is a great challenge and is well worth more than 90%.

STUART WARD, READING

...Streets of Rage has got high quality graphics and sound and is very enjoyable to play. It's also a good challenge when the game is put on Hard or Hardest mode (he probably put it on Easy or Normal). All this for £35 is not a waste of money at all. It's quite cheap for a Megadrive game!

CHRIS DAVIES, BOLTON, LANCs

...Some friendly Megadrive owner to Megadrive owner advice to Andrew Pogmore about his problem with Streets of Rage—see a psychiatrist.

SIMON BAKER, ENFIELD

...I think Andrew Pogmore has got his facts wrong about Streets of Rage. I am a proud owner of this game and I think it is superb and I totally agree with the rating it got in MegaTech.

I just can't understand how Andrew Pogmore and his friends can accuse this excellent game of being a total waste of money.

STEPHEN TURNER, A DISGUSTED STREETS OF RAGE OWNER, BEXLEY

Dear MegaTech,

Firstly, let me say that I like the humour in your magazine. You must have a great time while you all drink coffee all day. (Eh?—PG)

Secondly I agree with Andrew Pogmore's letter (MT 7) which said that Streets of Rage is rubbish. Even if you think that it's the best beat 'em up on the Megadrive it still does not deserve such a high rating. If the rating is relative to other games in the same category, then cor blimey mate, why didn't you tell us before? Perhaps the Game Index should be shown in categories, at the same time showing higher rated games at the top and lower ones at the bottom. You dig me?

GERO VASCO, LONDON, SE17

I still don't know how Andrew and his friends (and Gero Vasco—he's the only person who wrote in favour of Andrew's opinions, by the way) can accuse Streets of Rage of being a total waste of money either. My many, many friends and I all think it's a really slick beat 'em up and a brilliant Megadrive game. Okay, so it's not that difficult to beat in easy mode with two players, but put up the difficulty and you can keep coming back to it for ages.

The ratings we give are not relative to games in the same 'category', they're relative to other Megadrive titles, and compared to other Megadrive titles Streets of Rage offers great gameplay at a relatively good price.

We did consider running the game index in the form Gero suggests but categories are so difficult to define these days. You could have sections on platform games and puzzle games, but if that were the case which one would you put Krusty's Super Fun House in? Then you'd start getting into the business of, 'well the action is about 65% puzzles and 35% platforms' which is a big headache. And I'm not one for big headaches.

jaz odyssey

Dear MegaTech,

Back in the dim and distant past I used to possess a Commodore 64 which at the time was the business, so along with buying games (I never copied them, perish the thought!) I used to buy various magazines and in these mags was a gangly-looking character with a Bono Circa '86 haircut which at the time was pretty cool. I have now bought myself a Megadrive and have got all copies of MegaTech bar the first and to my disbelief the same gangly character is still lurking about the

Woah! Woah there, Dapple! Looks like we've run across a letters page in this here magazine where readers get to speak their pieces about Megadrive games and any other exciting Megadrive-related issues. Seems all they have to do is write in to the editor of this fine journal at MegaMail, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU, and they'll take it from there. Hell, they'll even give one of their dandy T-shirts away to the sender of the best letter of the month, and if that ain't a good deal, well ding-dang-dong it, I don't know what is.

MEGA MAIL



the pages of magazines—but now he calls himself 'Managing Editor'. This leads me to a few questions:

1. Is this possibly the same wacky Jazza Rignall as seen in ZZAP! 64 and Crash (or something similar)?
2. If it is, is that hair real because it hasn't moved in seven years?
3. Does he live in a cryogenic chamber?

Anyway, you've definitely got the best mag on the shelves—perfect formula—perhaps you could have a novice section explaining things like PAL, SCART, imports and where to get them, etc, for us ageing gamers who are belittled by 15-year-olds.

NICHOLAS GOULD, ACCRINGTON

In answer to your questions:

1. Yes it is. He's still as wacky, though he's not as gangly these days.
2. Yes, it certainly is. Amazing isn't it? A man of his age as well.
3. No, he lives in Southend.

Maybe we'll have some kind of feature for novices in the near future, but it's not something we could run every month because it would take up too much space. Thanks for your kind comments on our formula, by the way.

not quite kick off time

Dear MegaTech,

When is the release date for Super Kick Off, as it seems it will be the best football game on the Megadrive.

JAMES BROWN, GREAT WAKERING

Dear MegaTech,

- 1) Will Super Kick Off look anything like the SNES game, ie black as well as white players?
- 2) Will it have a battery back-up to save league and cup competitions?
- 3) Are EA making any new football games as they could possibly use their experts to corner the Megadrive market for a good football game.

M HANSON, LIVERPOOL

Dear MegaTech,

I feel that I speak for a large proportion of Megadrive owners when I express my disappointment at recent soccer simulations. Whilst reasonable attempts have been made I feel most MD owners would like to see a soccer game scoring above 80%

I do appreciate that the market is bracing itself for the arrival of Kick Off which hopefully will be the answer to our prayers. Nevertheless, I feel the following points should be made.

Most sports simulation fans appreciate realistic and challenging gameplay without giving too much thought to graphics and sound. We would like to see 16 bit gameplay and realism, not artistic genius. EA Hockey is a brilliant example. Super Tennis on the SNES also proves this point. Once again, a good tennis game is sadly lacking on the MD. Whilst I understand that Electronic Arts may not be able to promote a soccer game in the States and Japan, I see no reason why the same should apply to tennis. Surely the EASN could produce a classic in this area.

As a once-proud owner of a 48K Spectrum, I must frankly say that such classics as Match Day II and Match Point (tennis) may never be equalled if the current

trend keeps up. After all, 48K is a long way off 16 bit technology! However it proves the point that if programmers spent more memory space on gameplay and realism, sports simulations such as football and tennis would be more successful. Certainly, outstanding visuals work for games like Sonic and Quackshot, but should be sacrificed for sports games. Us MD owners want soccer and tennis classics along the lines of PGA Tour Golf and EA Hockey!

THOMAS WILSON, BALLYCLARE, CO ANTRIM

I don't really think EA would have a problem promoting a football or a tennis game in the USA or Japan, where, from what I hear, Soccer is taking off anyway. When I asked him, Electronic Arts PR Artist, Simon Jeffrey, intimated that EASN soccer and tennis games would be, 'Mmm a logical move' in a tight-lipped sort of way. And if I know Simon Jeffrey (which I do) that means EA have got something on the go which we'll probably see more of next year.

In the meantime, it looks like you're going to have to wait till April of next year to play Kick Off 2. Yes, I know. That's what I said. It seems US Gold's programmers are keen get the gameplay spot on and all the extra programming and game testing is going to push back the release date till spring of '92.

those were the days...

Dear MegaTech,

I am now a Megadrive owner and used to have a Commodore 64. On that I had a great game called Creatures by Thalamus. Most of the Thalamus games were very good and games like Hawkeye and Armalyte still are. Why can't Thalamus join up with Sega? I'm sure the games they would do would be good.

DANIEL LAWSON, FOLKESTONE

I agree! There were loads of cracking C64 games knocking around a few years ago which would make brilliant Megadrive conversions, and Thalamus have some of the best titles of the lot. What about Delta (they'd have to tart up the gameplay a lot, and make sure they got the music spot on), Quedex, Hunter's Moon, and as you say, Armalyte (we could do with a really good two-player shooter) and Creatures? And then there are games like Wizball, Dropzone, The Sentinel (COR!), Mercenary, World Games, Summer Games II, IK+ and of course who can forget Raid Over Moscow? Ah, the memories... If only it would happen for real.

megadriving

Dear MegaTech,

Can you tell me if Sega will be releasing Chase HQ on the Megadrive? I know it's available as a Master System game but I'd really appreciate a 16 bit version, and it would make an excellent addition (if done well) to the Megadrive's range of driving games.

A BROWN, SUNDERLAND

We-e-e-ll, I'm sure I saw Chase HQ on a Sega release schedule somewhere, but I can't find it on there now so I suppose it must have been another one of my

hallucinations. Tchah! A Megadrive version of Chase HQ 2 (Special Criminal Investigations) is definitely not an hallucination, though, and that will be out in October (unofficially).

snoozey games of our time

Dear MegaTech,

In your June 1992 edition you gave a quite valid reason for there being no Cricket carts on the market, ie they wouldn't appeal to Japanese and American players.

I have often wondered why there is not a horse racing cart. The same reasoning cannot apply as this pastime is more popular abroad than in the UK. Any thoughts?

GARY CRAWFORD, BIRMINGHAM

I remember there were a few horse racing games available on the Spectrum back in the mid eighties, and I even saw one on a Japanese Nintendo a couple of years ago, but they weren't much fun, and I don't think a Megadrive gee-gee game would be very successful anywhere in the world. If you play this sort of game in an arcade or pub (or even for real) the fun comes from the fact that you could either win or lose real money on each race. How much would you pay for the pleasure of betting coin sprites on tiny horse sprites in the hope that they wobble over the line in time to win a few extra numerals in the MONEY box? Not £40, I'll bet.

oh no! not again!!

Dear MegaTech,

I am really confused about one game, probably the best game of its kind in the whole world, Streetfighter 2. According to MegaTech, Streetfighter 2 is not coming out on the Megadrive but according to CVG, page 40, Yob's Mailbag, the letter titled 'Good, Your Nose Is Running' someone asks if Streetfighter 2 is coming out on the Megadrive. The answer was yes. I couldn't believe this when I read it. Then I read other magazines which said it wasn't. Now could you please answer this one question and remove all doubt. Is Streetfighter 2 coming out on the Megadrive?

NADEEM HAQ, GLASGOW

I've had a lot of letters about Yob's answer, but I'm afraid can't remove all doubt because the Megadrive Streetfighter 2 conversion is definitely still in the realms of rumour and informed opinion. I certainly wouldn't want to say, yes, it's definitely coming out when I'm not sure, because you'd all save up your money for ages and ages, then write in and complain at me when it didn't come out. Certainly Sega and Capcom haven't made any official announcements, but when they do you'll be the first to know if you keep reading the mag.

reading with omar

Dear MegaTech,

I own four brill games but all of them are easy so I got some dosh out and looked in your Games Index, and since I'm a Super Shinobi fan I decide to look up a game like it. In the second issue I found Shadow Dancer and saw that it only got 59%, with the remark,

'so smart cookies should check this out for the ultimate ninja game'. Well if it's so 'ultimate' why did it get 59%. Please tell me if this is a bad mistake and inform me that it's a playable, fun game.

OMAR, SUTTON

I think you've made the 'bad mistake', Omar. The full comment reads: 'Joe Musashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.' So that means Revenge of Shinobi is the ultimate ninja game. You see, reading English is easy when you know how.

hire! hire!

Dear MegaTech,

What a great idea being able to hire Sega carts. My local store will hire a Megadrive cart for £5 a week. Already I have tried Desert Strike and I loved it, and now I'm going to buy it.

This is a great move for the consumer. No longer will we have to waste between £35 and \$40 on a crap game that looks good and doesn't live up to expectations or on a good game that you may be able to finish within three to four days (ie Sonic). I will never buy a cart again until I have played it on hire first and if more people do the same then Sega and co will have to make games longer lasting and more addictive for people to want to keep on playing and buy them.

ANDREW FLYNN, ROCHDALE

What can I say, Andrew? You're absolutely right. I had my doubts when people first started talking about cartridge hire but a fiver for a week seems to be a pretty good deal and I hope it works out for all concerned.

gaming with mother

Dear MegaTech,

I've recently bought a Megadrive for my sons, complete with Sonic and Castle of Illusion. My eldest enjoys both game but the youngest has trouble in the later stages (he's only five).

Can you suggest a game with good graphics that he could manage, or one with an infinite lives cheat (not Robocod).

MRS JULIE FINLEY, LYTHAM

There can be only one, Mrs Finley, and that one is Sega's newbie, Taz Mania. Brilliant cartoon graphics and fairly easy gameplay make this the one for your lad, for sure. It should be out as you read this, priced £39.99.

dust cover and joysticks?

Dear MegaTech,

I wonder if you could answer a few questions for me. I have just replaced my Spectrum with a Megadrive but still play my favourite game, Sim City. Are there any plans to convert this to the Megadrive?

I desperately need a dust cover for my Megadrive. I know they are available but can't find one anywhere. Please help!

Finally, what is the best joystick around for the Megadrive? I'm thinking of buying one but don't know which one to get.

RAYMOND HERLIHY, HARROW

1) No, but you might enjoy Railroad Tycoon, which is supposedly coming out on the Megadrive some time next year.

2) Console Concepts (0782 712759) will do you a dust cover for not a lot of money.

3) Haven't you read the Hardware Horde feature we ran last month? If you don't want a speciality stick (such as the aircraft-style Quickshot Aviator) the best joystick we know of for the Megadrive is Sega's own Arcade Powerstick. It's a fine tabletop stick (even though it's not microswitched) which sells for £39.99.

problems down under

Dear MegaTech,

I tried your level select cheat for Moonwalker (p70, June 1992), namely: go to 1-player/2-player screen, press and hold up/right on pad one, hold down A and START on pad two and then press START on pad one... but it doesn't work! Are you sure this is right?

Another question—I'm shortly moving to Australia and wonder if the British MD works on Australian TV systems. Alternatively, if I bought an Aussie MD, would it play British cartridges?

JOHN S GILBODY, HAMPSHIRE

Regarding your gallivanting Megadrive problems, the good news is that both the British and Australian TVs receive PAL signals. The bad news is that the British system is designated as PAL-I and the Australian one is PAL-G, and while the pictures are broadcast in the same way, the sound signal isn't. What all this means is that you'd get a picture out of the Megadrive all right, but you'd get a nasty buzzing sound instead of those lovely eight channel stereo FM tones. You could get an Australian MD, but you'd probably run into problems with Sega's anti-import protection if you wanted to play the newer, protected British games. As far as I know the official Australian Sega catalogue is pretty up to date anyway, so it shouldn't be too difficult to get the latest games for an Aussie Megadrive.

As for the Moonwalker cheat, it does work! It does! It does! It does! It does! At least, it worked on our official Megadrive with an official copy of the game. Surely the picture we printed by the cheat (the one with the finger pointing to the words ROUND 5) prove it? I can only assume there are at least two different versions of the game and the cheat works on one and not the others. It happens.





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MT 8
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REVIEW

BY ACCLAIM

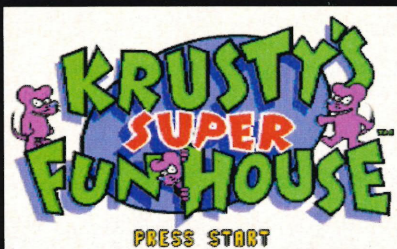
PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM/PUZZLE

CONTINUES: PASSWORD

SKILL SETTINGS: 1



Krusty, that cheery fun-loving clown so beloved of Springfield, is in a spot of bother. See, one of the reasons he's so popular in Springfield is that his pad, his own Super Fun House, is the major tourist attraction of the nuclear town. Sadly, the Fun House has become infested with rats which are driving the tourists away.

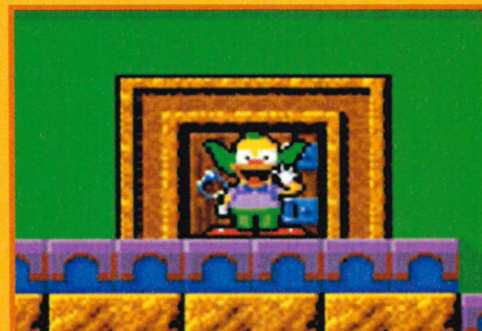
If Krusty is to avoid the wrath of concerned Springfielders he must dispose of the rodents. To do this, he has constructed several hi-tech rat traps, each one manned by one of his faithful friends or loyal employees. Krusty himself must guide the rather feeble-minded rats to the traps, over the platforms and ladders environment of the Fun House. Being a bit daft, the rats wander aimlessly in one direction until they encounter something they can't climb, whereupon they about-face. Sadly, Krusty's judgment in trap placement is a little off, so the traps are in fact miles away from the rather obvious rats' nests, meaning Krusty has to find blocks, pipes and other helpful items to lead them to their doom.

KRUSTY'S SUPER FUN HOUSE

THE WONDERFUL WORLD OF KRUSTY



Krusty's Fun House itself is a strange place. In the main hall, there are five doors. Each of these leads to a different world within Krustyland. In each of these separate worlds are up to fourteen more doors, each of which leads to a particular room which must be rid of rats. Complete one world and a password is bestowed upon Krusty, allowing him to skip right up to where he left off last time. However, only worlds can be bypassed—each individual room must still be completed every time.



▲ **HI KRUSTY! KRUSTY'S JUST COMPLETED A ROOM, KIDS!**

KRUSTY'S FUNHOUSE—WHERE PIGS REALLY FLY

Roaming around Krusty's pad are a number of the things which make Krustyland fun, although they seem to have it in for the clown somewhat. Along his travels, Krusty encounters flying pigs, laser aliens, giant goofy birds and big snakes. These critters drain Krusty's energy, as does falling two screens or more, and as such they should be avoided.

But Krusty is not defenceless. He starts the game with ten custard pies (more can be found in certain magic blocks). One or two hits from these is enough to see off most challengers. Also available on the armament front are Super Balls. These bouncy rubber gems come in packs of five, a single blow from which kills any hostile sideshow attractions. Super Balls are also good for destroying crumbling bricks, allowing Krusty to penetrate walls.

▼ **PIGS CAN FLY IN KRUSTY'S WORLD!**



▲ **THE FIRST ROOMS ARE EASY TO FIGURE OUT—LATER LEVELS ARE BIGGER AND MORE ELABORATE.**

HYPER FUN HOUSE



TRAPPED...LIKE RATS!

Being mere cartoon rats, the furry pests in Krusty's Fun House are more than a little stupid. This means their technique for terrorising visitors consists of the tried and tested 'walking along in a straight line' method. The rats can climb anything of their own height but should they bump into anything taller than this they simply change direction.

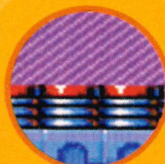
If Krusty wishes the rats to climb to a higher plane in their search for death, he needs the help of a number of different blocks which help in different ways. However, things are made a little bit trickier by the fact that Krusty can only carry one block at a time. Those blocks are all listed below.



BLOCK: A regular, everyday, common-or-garden block which is just right for constructing staircases and suchlike for those pesky rats.



KICKABLE BLOCK: Kicking this block shoots it a short distance along the ground. Don't trap it against a wall or it'll get stuck and Krusty won't be happy.



SUPER SPRING: Not all of these can be picked up. When Krusty bounces on these, they allow him to reach new heights and platforms. Sadly, they don't work on rats.



BLOWER: Blows rats around the room. Chains of blowers can blow rats around an area in a full circle (although that's not really much use).



PIPE CORNER: Joins two pipes at right angles, or provides an angled entrance to draw rats into existing pipes.



MAGIC BLOCK: Contains bonuses. Bag o' Tricks, mugs and hooters are worth between 10 and 50 points each. Krusty dolls bestow an extra life and Krusty burgers, crisps and shakes heal the poor clown. Pies and Super Balls are also found in magic blocks.

CRUMBLING BLOCK:

These cannot be picked up and have a rather nasty tendency of crumbling under Krusty's considerable weight. Handy for freeing rats from high places, but it can also trap them in impossible areas.



MARK'S COMMENT



Krusty's is a quite unusual licence. I'd have expected something more along the lines of Bart vs The Space Mutants, but instead the result is an extraordinarily good puzzle game. The idea and execution is very simple, which makes it easy to get into, and the problems are really well constructed. Special note has to be made of the progressive difficulty which is pitched just right. The early problems give you ample opportunity to familiarise yourself with the controls and features, and they gradually get tougher at a steady rate without reducing the player to suicidal frustration. I was very disappointed by the supporting characters like Bart and Sideshow Mel though, had the graphics been better and featured more animation it would have made a big difference. That aside, this is one of the most playable puzzle games I've come across, and probably the best cart I've seen in recent months. What I'm waiting for, though, is a game based around that moral bastion, Homer. There's a man who's got his priorities right.

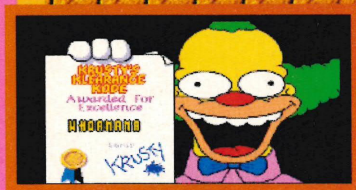
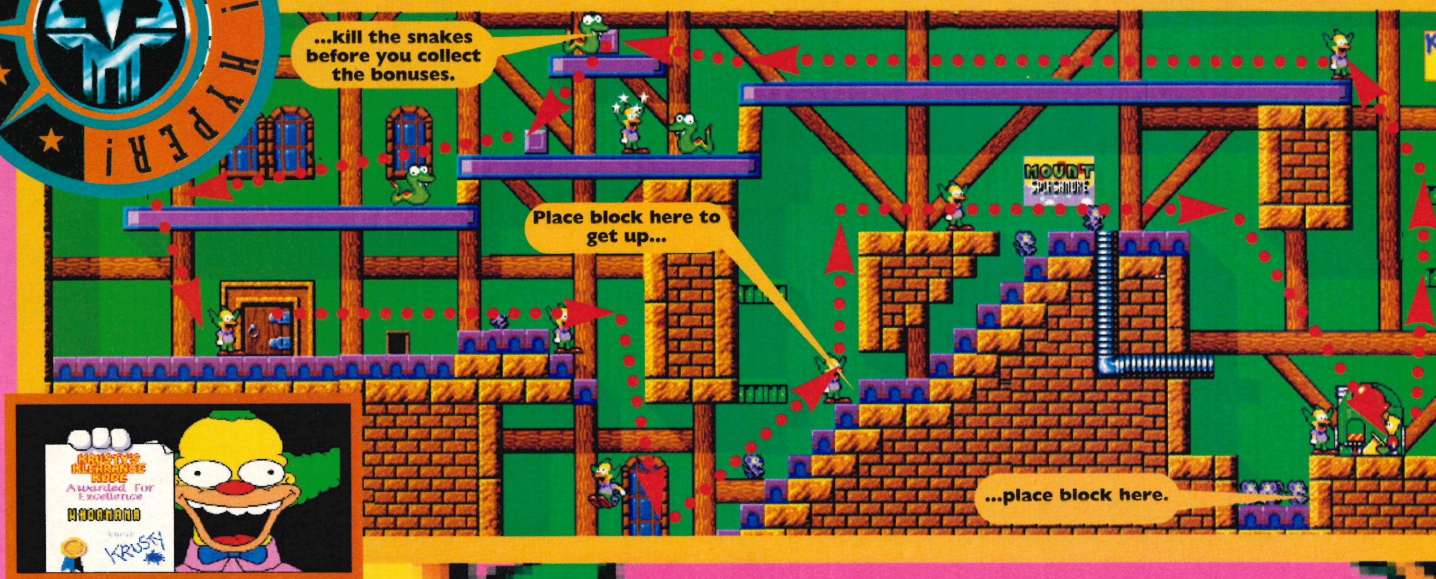
pick this up...

...place it here.





▼ You'll need to kill the rats AND collect the bonuses before you can leave the room and lock it. When you've completed the level, Krusty will give you a password!



DEATH BY INFLATION

Part of the fun of completing a level of Super Fun House is the sense of achievement, knowing you've done something really worthwhile in helping your old friend and hero Krusty. The rest of the fun comes from watching the traps obliterate the rats in many gross and sickening ways. Bart's first trap for instance squashes the little blighters with a giant boxing glove. Corporal Punishment takes delight in springing the rats into his mouth and eating them, Homer lasers the pests, exposing their frazzled skeletons. The most perverse trap though is Sideshow Mel's. This warped chap inflates the rats with a tube until they explode (squeaking as they do) into a shower of rat guts. Lovely.



▲ HOMER ENJOYS LASER-POWERED RAT EXTERMINATION



▲ RAT-SQUASHING ACTION WITH EL BARTO.



▲ SIDESHOW MEL USES HIS LUNGS OF STEEL TO BLOW THE RATS TO BITS! It's a dirty job but someone has to do it.

TEARS OF A CLOWN

That Krusty eh? He's supposed to be a role model for impressionable kids, but it's unlikely you'll ever see his sort on Blue Peter. Not only are the Itchy and Scratchy cartoons on his show a bad influence, but his endorsement of suicide in this game could lead to all sorts of unfortunate population-altering incidents. Indeed, every time Krusty realises he has bodged a level beyond repair and nothing more can be done to save it, pressing all three buttons and START on the joypad kills him off with nought but a shrug of the shoulders and the loss of one life, allowing the player to restart the level from the beginning, hopefully learning from his mistakes.



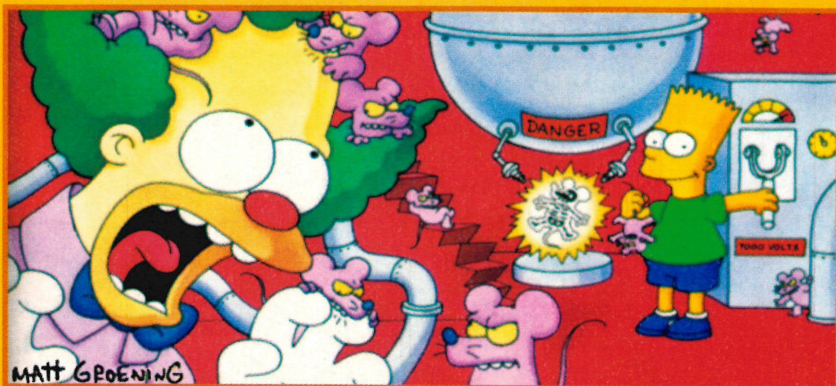
TIME WAITS FOR NO CLOWN

Although there is no time limit on completing a level in Krusty, it still pays to be quick. All levels have a bonus timer (although it's not shown on the screen). If Krusty completes a stage before this runs out he is awarded a big fat points bonus, indicated by a clock appearing in his 'item held' box. Other levels have a very different reason for speedy completion. There are times when a gap is exposed from which the rats could never possibly escape, and it is up to Krusty to reach it and plug it before any rats fall in. If but one rodent should get trapped the level is a failure and Krusty must die.



▲ HURRY THROUGH THIS LEVEL TO BLOCK THE HOLE (BOTTOM) OR THE RATS GET TRAPPED (TOP)!

KRUSTY'S CREATOR



Krusty the clown is a familiar figure to anyone who has ever seen the Simpsons cartoon on BSKyB. He presents his own TV children's programme, and preaches plenty of sound ideals and philosophies in between acts of gross violence and Itchy and Scratchy cartoons. Krusty was created by the cartoonist Matt Groening who first made a name for himself with his Life In Hell newspaper cartoon, reprints of which are available in a lot of British bookshops and should be purchased forthwith.

MADE IN BRITAIN

Did you know that Krusty's Super Fun House was actually programmed by those good, honest Tommy programmers at Audiogenic, UK?

Originally it was a puzzle game which didn't feature any Simpsons characters at all but when it was taken along prospective publishers, Mirrorsoft last year, they thought it'd make a treat Simpsons game which would cash in on the Simpson's mania of the time. When Mirrorsoft bit the dust, Acclaim snapped up the rights to the game that had become Krusty's Super Fun House and the rest, of course, is history.

If you don't fancy getting this on import, Acclaim will be releasing Krusty's Super Fun House very soon on their Flying Edge label. Release is set for some time in November, but price has yet to be decided.

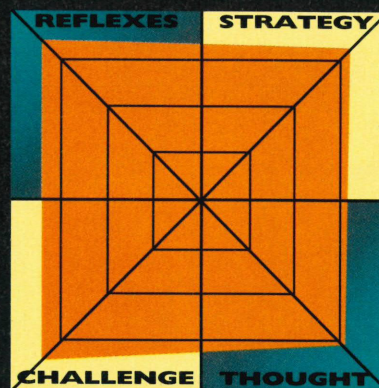
PAUL'S COMMENT



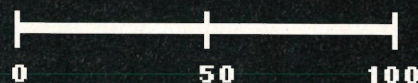
From the screen-shots, you might be forgiven for dismissing Krusty as yet another Megadrive platform game, but there's a lot more to it than that.

Super Fun House is really more of an inverted Lemmings, with you playing God, guiding the cute furry creatures around a danger-strewn environment and then killing them all. The levels are fiendishly designed, and the difficulty level is nicely graded so the first couple of levels act as trainers and later ones will keep you awake at nights. Despite this, the humorous graphics and neat cartoony effects and stunning animation help stop things getting frustrating. There are a couple of pitfalls however, the sounds are pretty dull and once you have completed the game, there's really no point in going back to it ever again. Still, that said, Krusty's Super Fun House is a breath of fresh air in a world be-smogged with crap arcade conversions and dull shoot 'em ups. If you'd rather exercise your brain or feel like playing something different, I have no hesitation in recommending Super Fun House to you.

KRUSTY'S SUPER FUN HOUSE



% RATINGS



PRESENTATION

92%

CARTOON INTROS, FAB INTERMISSIONS AND TOP IN-GAME PRESENTATION.

GRAPHICS

91%

COLOURFUL SPRITES AND BACKDROPS AND GREAT ANIMATION.

SOUND

78%

THE CHEESY TUNES GRATE AFTER A WHILE; THE SOUNDS ARE SPARSE, BUT NOT BAD.

SHORT TERM PLAY

92%

EASY TO GET INTO, AND ADDICTIVE FROM THE OUTSET.

LONG TERM PLAY

91%

SHOULD LAST YONKS, BUT ONCE FINISHED, YOU PROBABLY WON'T GO BACK TO IT.

MEGATECH RATING

90%

AN ORIGINAL GAME WHICH EVERY MEGADRIVE OWNER SHOULD ENJOY.

THANKS!

Thanks to Console Concepts (0782 712759) for lending us the cartridge used for this review.



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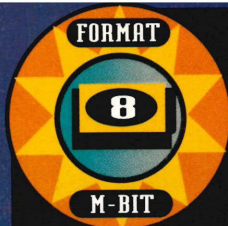
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MT 8
STATUS:
REVIEW

BY SEGA

PRICE: £44.99

PLAYERS: 1

GAME TYPE: SPLAT 'EM UP

CONTINUES: PASSWORD

SKILL SETTINGS: 3



Sinister things are afoot in this sequel to Namco's chop 'em up coin-op. You take control of Rick, a once-happy teenager whose life was changed the day he put on a demonic hockey mask which turned him into a homicidal maniac. After numerous messy, supernatural incidents, Rick was able to rip off the mask and exorcise the demon. Life returned to normal, though the mask still seemed to call to him. "PUuUuUt MeEe OoOn!" it would cry in the night, though only Rick could hear it.

Now, to add to his troubles, another demon is holding Rick's girlfriend, Jennifer, captive beneath a haunted house. Around it are hordes of undead and other odious creatures, and only with the aid of the mask can Rick fight his way through them to rescue lovely Jenny. But if he submits to the power of the mask demon again, will he be able to get the mask off before he turns her into shish kebab on the wedding day? Will that mean Splatterhouse three? Who knows, but be warned kids, never play with strange masks or take sweets from strange men with pitchforks.

SPLATT

WINNING JENNY



▲ AHH, IT'S JENNY, BUT RICK STILL HAS A LONG WAY TO GO TO RESCUE HER.

The house where Rick's girlfriend is ensnared is situated on an island in the middle of a lake, which is itself surrounded by a graveyard and a spooky forest. Getting inside the house is the easy part, but that's just one level.

Splatterhouse 2 consists of eight scrolling levels, all laden with a variety of nasty, slimy, evil hell-spawn out to claim Rick's soul, amongst other things. In the other seven levels of the game, Rick has to find his girl, destroy her demonic guardian, make his escape while the house is falling down around him, then climb aboard a rowing boat and be chased back to dry land where he can rid himself of the mask once and for all. Or can he? Or what? And why are we asking you?

TEA-TIME OF THE LIVING DEAD

The creatures that inhabit the house and its grounds are a motley collection of cadaverous characters, which even Scooby Doo and the entire Mystery Machine crew would have trouble defeating.



▲ JENNY'S FLESHY CAPTOR.



▲ CHICKEN-HITTING GOOD.



▲ MAYHEM IN THE SWAMP.

Purple leapers appear most frequently and are a constant pain. They either stand off at a distance and try to clobber Rick with a long range punch, or they take to the air and try to jump on him. The best tactic is to crouch down and low-kick them as they land.

One of the strangest types are the zombie chickens. These Colonel Sanders rejects waddle into your path and have a crack a pecking you to death. Occasionally when one of these is destroyed the head is left behind, which can be collected and chucked at its pals, although this only destroys their legs which leaves the torso free to come after you.

Rick is hardly the cutest hero himself. Decked-out in hockey mask and highly bogus green jump-suit (which offsets his jaundiced skin beautifully), he almost looks as bad as some of the creatures he's fighting.





SPLATTERHOUSE 2

SPLATTERHOUSE 2 REVIEW

GORE, BLIMEY!

In keeping with its splatter-movie image, *Splatterhouse* features loads of gore, including exploding eyeballs, twitching corpses and a good many gallons of slime. Most creatures are just content to collapse in a pool of mucus when hit, although there are a few additional gore-spots which are worth looking out for. One such 'special' effect occurs when you've dealt with a boss that consists of four baby-type creatures (minus skin) hanging from ropes. Kill these and a segment of wall opens to reveal a highly dubious-looking creature which eventually explodes, showering the screen with blood.



This particular boss requires several hits to what passes for its face. Land enough shots on target and its stomach ruptures spreading a noxious green fluid over the floor.



Aim for this guy's eyes for maximum effect. Ghostly faces descend from the top of the screen to make life tough for you, and you'd better jump when the mouth opens otherwise you'll be blasted by a gob of blue slime.



The skinless demon babies are fun. Collect the chainsaw, wait for them to drop from the ceiling and hack them apart. They spit out a green fluid which has to be avoided. Duck when all four babies drop down.



To beat this crustacean horror wait for it to fire, hit the spine it launches at you, pick it up, and throw it back when its eye opens. This is tough, time consuming and takes a lot of practice.



When you've given this fly creature a good beating he transmutes into a rather large spider which takes an equal amount of pounding to destroy, watch out when it leaps though, you have to duck or be hit.



The mad scientist boss can't be hit straightaway. You have to chase him through the laboratory, avoiding his fire bombs, before you can get your hands on him. After that he only takes one punch to kill.

MARK'S COMMENT



Splatterhouse 2 had the potential to be a real blood-and-guts classic, but I'm afraid this potential hasn't been realised.

The game's main failing is that, apart from a change in the graphics, there's hardly anything separating the levels; it's simply a case of walking along the landscape, remembering what's going to appear next and then thumping it when it pops up. If there had been zombies rushing on from all sides, and if Rick had been a bit more dynamically animated I think the whole thing would have been a lot more exciting. True, the action does get a bit more interesting as you get further into the game, but it does take a lot of playing to get to these bits, and less skilled players might find frustration takes over before they get there. This is a perfect case for applying the old reviewer's cliché of 'try before you buy'.



IT SLICES, IT DICES!



▲ SOME CREATURES TAKE SEVERAL HITS TO KILL.



▲ RICK CAN ONLY KICK WHEN DUCKED.



▲ ZOMBIES ARE NO MATCH FOR RICK'S POLE.



▲ NOTHING CAN WITHSTAND THE SHOTGUN

With the aid of the mask's mystical powers Rick can punch, flying kick and leg sweep with bone-breaking strength. But to make sure they know he really means business he can also wield a variety of weapons against his undead foes. Items such as oars, pipes, shears and what looks suspiciously like a human leg bone can be collected and used to destroy nasties from a safe distance, although each vial of chemicals is only good for one use and you only get six bullets in the shotgun.

Each weapon only appears once during the game, and except in one instance, Rick automatically discards any equipment before fighting a boss, which seems a bit of a silly thing to do, but then he's not himself with the mask on.



▲ A LEG BONE MAKES FOR A GOOD CLUB.

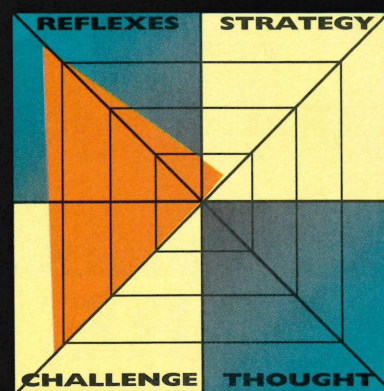
PAUL'S COMMENT



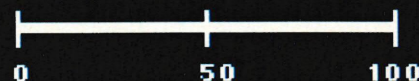
This is obviously one of those games where the entertainment comes more from the graphics than the action, and I think in that department Splatterhouse scores pretty well. The animation on the main character isn't great but it's good enough, and the bursting monsters and some of the more exotic splats, especially the ones involving the weapons, elicited a few jocular 'urgh!'s. Of course it's not meant to be scary, more comical, I think. My only gripe with the gameplay is that it lacks the real sinister atmosphere and the hectic pace of the original Splatterhouse coin-op—it's quite slow and there's not a great deal happening in most of the sub-stages. There are about 20 of these sub-stages spread over the eight levels, though, so taken as a whole there is a lot to get through, and things get much tougher on the later levels. The price is my main problem with Splatterhouse 2. I did quite enjoy it, but quite enjoying wouldn't be enough to make me want to pay £5 more than I would have for, say, Desert Strike.

SPLATTERHOUSE

2



% RATINGS



PRESENTATION

72%

FUNNY INTRO; POOR BETWEEN-LEVEL SCREENS. PASSWORD SYSTEM IS HANDY.

GRAPHICS

80%

SOME OF THE ANIMATION IS CRUDE, BUT SPLATTER EFFECTS ARE FUN TO WATCH.

SOUND

71%

EERIE TUNES AND SPOOKY SOUND EFFECTS.

SHORT TERM PLAY

80%

NOT OVERLY ADDICTIVE, BUT THERE'S THE DESIRE TO SEE MORE GORE AND CREATURES.

LONG TERM PLAY

77%

PLENTY OF CHALLENGING LEVELS, BUT LACK OF ACTION AND VARIATION MAY PUT YOU OFF.

MEGATECH RATING

79%

NOT AS SUPERB AS IT MAY HAVE BEEN, BUT STILL AN ENTERTAINING GAME. SHAME ABOUT THE PRICE, THOUGH.



MT 8
STATUS:
REVIEW

BY FLYING EDGE

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: RACING

CONTINUES: PASSWORD

ESKILL SETTINGS: 1



If you've ever dreamed of driving the famed Ferrari 643 Formula 1 car, you should start practising your race driving now or you'll never get a chance. However, if you think you'd be content with playing a simulation of driving a legendary Ferrari 643 you could be in luck. Ferrari GP Challenge does indeed place you in the hot-seat of this awesome vehicle, with your aim as New Driver On The Block being to compete in, and win, all of the sixteen major world grand prix, as well as practise on four other famous tracks, such as the famous Indianapolis circuit.

Not only do your driving abilities need to be up to scratch but you also have to be a top class mechanic, as you play your own pit crew as well! Yes, a mixture of racing thrills and strategic brainwork is the order of the day here. Ferrari GP is the closest thing to Formula 1 racing you've ever played, so take your position and take it away (it says here).

FERRARI GRAND PRIX CHALLENGE

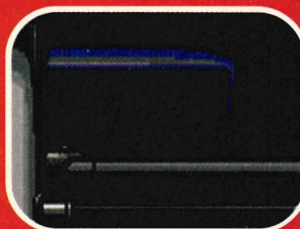
MECHANICS MADE EASY

Although the rules governing the mechanical structure of Formula 1 cars are pretty strict there is enough leeway to provide opportunities for budding mechanics to strut their stuff. There are six areas of your car which can be modified, as detailed here.



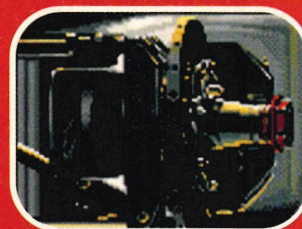
TYRES

Provide grip at the expense of speed. Faster tyres are less durable. Slicks and wets are available to provide all-weather racing without risk of being caught out.



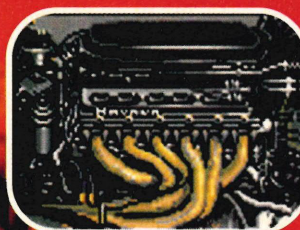
SUSPENSION

Can have either a positive or negative effect on speed and grip. Soft suspension is good for cornering, but lowers speed and grip and has the smallest durability rating.



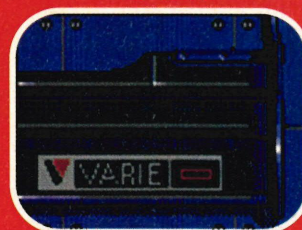
BRAKES

Brakes come in three stopping powers, from soft to ultra. The better the stopping power, the less durable the brake pads are, and the more speed you tend to lose on corners.



ENGINE

The better the engine, the faster your car goes. High performance engines are also the hardest wearing, so as soon as you can handle a big motor grab hold of one.



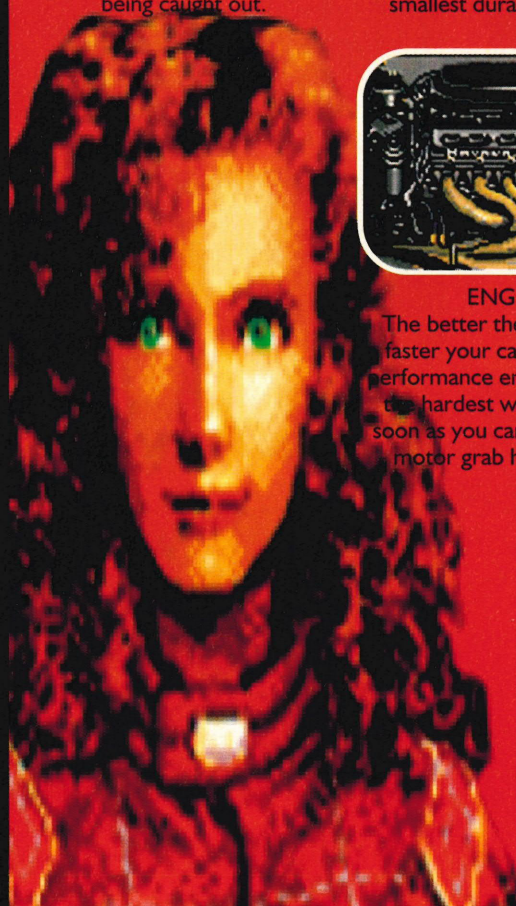
WING

Lighter wings provide more speed but the corresponding lack of weight reduces grip and the amount of punishment the shell can take.



TRANSMISSION

An automatic gearbox is best for learners, but the computer does make some unnecessary downshifts which can cost precious positions. Four and seven speed manual boxes provide a higher top speed but make driving more difficult.





THIS IS THE PITS(REALLY)




▲ REPAIR YOUR CAR DURING A PIT STOP.

All this equipment requires such fine tuning and precision placement that rough treatment, such as tearing around a racetrack at two hundred miles an hour, tends to damage it, especially if you happen to have a chance meeting with any roadside objects along the way. Luckily, the handy pit team are on call throughout the race. Simply look at the course map in the top right corner of the screen to check how far away the pits are. When you near them, a flashing P indicates that you should slow down if you want to enter.

Once you've stopped your car on the grey bit of road (a minimalist representation of the pits entrance), the pit screen appears. Here each of your car's six structural areas are listed, along with damage ratings. It's up to you to consider which systems need attention then go down the list and select them for an instant repair. Be quick, though, because the game clock keeps a-ticking and your opponents keep a-racing. Hang on though, if all the repairs are instant where's the logic in having to select them?

MARK'S COMMENT

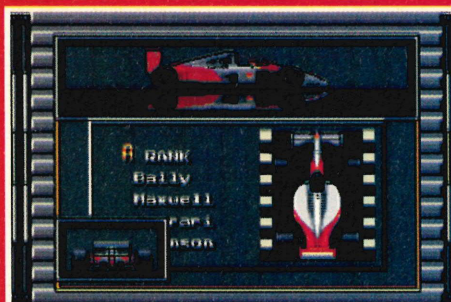
 I have played some crap driving games in my time but this takes the biscuit. First of all the controls are unresponsive and once you start sliding out on a bend no amount of braking will save you. This is the most annoying feature of the game. Other factors that make this a total bummer are the appalling graphics which include unrealistic car scaling and road movement which gives no impression of speed, plus there are only eight cars, which means you can go for several laps at a time without seeing another vehicle. I must ask myself why did they bother? You certainly shouldn't. This is the ultimate Megadrive race-game turkey.

HEAD TO HEAD

If you fancy a high-speed one-on-one chase, select the time trial option. This enters you into a split screen head-to-head race against either a human opponent or a computer foe of your choice. Only single races can be played this way, although it is the only way two players can be involved simultaneously.



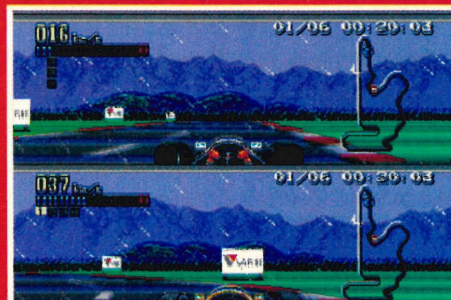
You have a choice of 16 drivers to race against in Ferrari Grand Prix Challenge. In Practice mode, you are presented with a screen which allows you to choose seven of these to play against and place them all in starting positions of your choice (although you always hold eighth position).



▲ SELECT YOUR CAR AND HEAD FOR THE TRACK.



▲ HITTING VERGES SLOWS YOU DOWN.



▲ A RAINSTORM IN TWO-PLAYER MODE.

THE OPPOSIT



R Cousen. Team: Bally
Top quality British driver who is actually quite sportsmanlike. What a nice chap.



B Simson. Team: Maxwell
The Ferrari GP Challenge is only his second Grand Prix, but he intends it to be his first championship.



A White. Team: Ferrari
The best driver on the circuit, White has two GP Championships under his belt and is still looking formidable.



C J Dupre. Team: Johnson
A fearless French driver whose outstanding cornering abilities make him a real threat on twisty courses.



M Perlo. Team: United
An Italian champion of yesteryear who makes good use of his vast experience and should not be underestimated.



T Crews. Team: Tyger
Values speed more than handling so he's tough to beat on simple courses, but easy to pass on tracks involving much cornering.



S Hendro. Team: Lipton
Major Brazilian driver who has a reputation for impenetrable blocking.



T Morton. Team: Minieri
A cult hero in England (apparently), Morton is a bit of a daredevil and is known for his high on unethical tactics.



ALTERNATIVELY

2ND 0'03'00	P.P. 0'02'00
1ST 0'05'00	3RD 0'04'00
5TH 0'07'00	5TH 0'06'00
8TH 0'08'00	7TH 0'08'00
10TH 0'11'00	9TH 0'10'00
12TH 0'13'00	11TH 0'12'00
14TH 0'15'00	13TH 0'14'00
15TH 0'16'00	14TH 0'15'00

SUPER MONACO GP 2

PRICE: £49.99

BY: SEGA

A bit pricey, but this is the best MD racer by far. Could have done with a bit more depth, but earns top marks for graphics and super-smooth speed-o-matic gameplay.

MEGATECH RATING: 93%

PAUL'S COMMENT



Ferrari Challenge sounds like it has all the ingredients for a classic game. The tracks, the car design and the different opponents all inspire thoughts of great

attention to detail and depth. Unfortunately, all the good ideas were lost on the way from the drawing board to the programmer's office. Although there are lots of options their effects are negligible. In wet or dry conditions, no matter how your suspension and wings are set up, no matter which driver is on your tail, there is no difference in the gameplay. The only option which has any effect is the choice of transmission, and manual gears are so fiddly to operate that even experienced players will choose auto just to save themselves hassle. But no matter how easy the handling, it'll be a cold day in Hell when you win a race because your opponent's cars are so much faster than yours that no amount of good driving will allow you to catch them. It's not even a matter of learning the courses, because to all intents and purposes there all featureless so unless you're watching the map constantly you're not going to recognise what's coming up next. The 3D effect is so poor that corners don't appear on the horizon, and you're halfway around them before you get chance to react. Basically, Ferrari GP Challenge is a good idea which has been brutally savaged by a team of pit-bull programmers.



▲ ARROWS SHOW YOU WHAT TURN IS NEXT.

ION



R Hatton. Team: Cudera

This Australian isn't too speedy, but his cornering is exceptionally tight, making him quite an opponent on tracks like Monaco.



C Broota. Team: Bracchi

A veteran of those testing eastern European tracks (such as?) who has relatively little experience of the major world circuits.



Lourde

A mild-mannered Canadian whose foul-weather conditions are unrivalled. Because of this he is nicknamed The Fish, probably.



T Fugi. Team: Sorrei

Subscribes to the Ninja school of driving, so he'll probably assassinate you the night before the race. Driving-wise he's fast and sly.



N Skalka. Team: Lechter

A Belgian brat, Skalka is still wet behind the ears. What he lacks in experience he makes up for in guts, speed and enthusiasm.



C Albert. Team: Katano

Washed-up champ from Canada, Albert is making a comeback after a few bad years and a re-training sabbatical.



W Trager. Team: Winona

Twice the winner of this GP, but his somewhat unsophisticated, bullish driving style makes him easy to outwit.



Y Hikita. Team: Fosters

A much sought-after Japanese racer, Hikita places style over skill, but is a very aggressive opponent nonetheless.

FERRARI GP CHALLENGE



% RATINGS



PRESENTATION

60%

LOADS OF OPTIONS, BUT MANY DON'T AFFECT THE GAMEPLAY. THE TWO PLAYER OPTION IS HOPELESS.

GRAPHICS

40%

DECENT PRESENTATION SCREENS, BUT THE SPRITES, BACKGROUNDS AND 3D UPDATE ARE AWFUL.

SOUND

56%

FAIRLY JOLLY TUNES, BUT THE INCESSANT ENGINE DRONE MAKES PLAYING PAINFUL.

SHORT TERM PLAY

50%

FIRST IMPRESSIONS ARE GOOD, BUT THE WEALTH OF OPTIONS KEEP SOME HOPE ALIVE FOR THE GAME.

LONG TERM PLAY

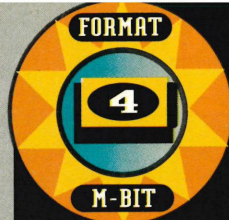
30%

BUT ANY REDEEMING FEATURES APPEAR INSIGNIFICANT, DESPITE THE NUMBER OF COURSES.

MEGATECH RATING

35%

A RACING GAME WHICH PROMISES SO MUCH AND GIVES SO LITTLE.



MT 8
STATUS:
REVIEW

BY VIRGIN

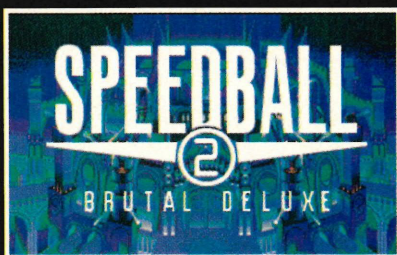
PRICE: TBA

PLAYERS: 1-2

GAME TYPE: SPORTS

CONTINUES: PASSWORD

SKILL SETTINGS: 1



Despite the best efforts of David 'Are We Having Fun Yet?' Mellor, by the late 21st century football died out and was replaced by Speedball, a kind of indoor hyper-violent rugby—without the songs. Unfortunately the game's brawling players and easily bribed officials soon earned it a reputation for a complete lack of ethics, and when squeaky clean sponsors started dropping out the game was driven underground.

At the start of the 22nd century the government unexpectedly revived the sport, but did away with most of the rules (including the ones about not breaking your opponents bones) and built up teams from big, hard men in strength-enhancing power suits. Thus was created Speedball 2, which quickly became the biggest spectator sport the planet had ever seen.

The idea of the game is simply to outscore the opposing team by getting a steel ball past their nine players then throwing it through their goal slot. The squad of nine you control play under the name of Brutal Deluxe, and it's your job to take the boys from nowhere to the top of the league of 32 Speedball teams.

SPEED

SPEEDBALL STARS



▲ SCORE A GOAL AND YOU GET THIS PICTURE.



▲ LEAP TO THE CATCH HIGH BALLS.



▲ A SUCCESSFUL BARGE GIVES YOU POSSESSION.

A Speedball team is made up from four elements; the defence are in charge of preventing goals, then there's the midfield whose job it is to get the ball to the attackers, who simply have to score, and the substitutes who replace any injured team mates.

There are several ways to gain the ball from the opposition. The safest is intercepting a low pass, or jumping up and catch a high shot. More aggressive players can shoulder-charge the opposing ball carrier simply by running into him. Usually this results in the victim being flattened and the ball ending up in your guy's hands. The final, and best, method, is to beat the ball-carrier senseless by simply running up to him and tapping the joystick button really fast to unleash a volley of kicks and punches.

Undoubtedly the trickiest move to master is after-touch. It lets you swerve the ball as you throw it, so a straight pass can become an angled shot which catches the goalie by surprise. It's done by quickly pushing the D-pad left or right after shooting, depending on where you want the ball to go.

Each player has their own stamina bar which is shown when they're carrying the ball. It's dead important to keep an eye on this as it depletes every time they're hit, and when it's gone altogether they have to be hauled off and replaced by a substitute, who won't be as good.

The centre-forward is the key player in each side, so it normally pays to beat him senseless before halftime, especially if he hasn't got a decent replacement.

IT'S A KNOCKOUT

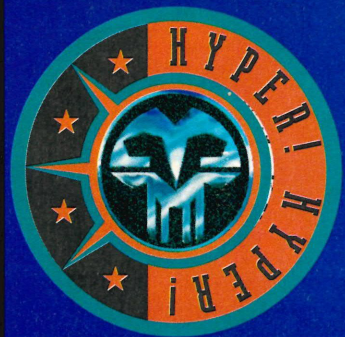
There isn't just one type of game in Speedball. You can take Brutal Deluxe into one of three competitions. The knock-out tournament pits you against every team in the game in ascending order of difficulty, while the cup works like a standard tournament with your side being drawn against randomly selected teams.

The most durable of the three is the league, which contains two divisions, with you starting in the second. The object to begin with is amassing enough cash to build your team up in preparation for division one, where all the teams are armed to the teeth with huge amounts of equipment and will eat your side alive if you fluke your way into their territory.



▲ IF YOU SAVE ENOUGH CASH YOU CAN BUY PLAYERS ON THE TRANSFER MARKET.

BALL 2



FOUL PLAY

There are no real rules in Speedball, which is just as well as the only way to tackle is to rough up the ball carrier. French-style off-the-ball poundings are also permitted, and quite useful for eliminating key players. This aggressive lifestyle makes Speedball players tougher than your average sportsmen, and to give them the edge they need specialist equipment, of the kind that would be banned if it really existed. The relevant devices can be bought for each individual member or a group of players, and they also materialise on the pitch occasionally, just waiting to be collected by the quickest player.

BITMAP SHADES-AGGRESSION
Make your players see red which results in them being more aggressive on and off the ball.

POWER ELBOWS-THROWING
Increase the distance of throws and shots. Handy for getting the ball past defenders by bouncing it off the walls.

THUNDER THIGHS-STRENGTH
Help your men stand their ground by making them less susceptible to shoulder barges.

SPEED BOOTS-SPEED
Run rings around the opposition by outfitting the lads with these. Probably the most useful piece of equipment.

BRAIN BOOSTER-INTELLIGENCE
Ensures a player will be able to follow the course of play and be in the right place at the right time.

SHOULDER PADS-ATTACK
Augment attacking prowess by increasing the chance of barging another player out of the way.

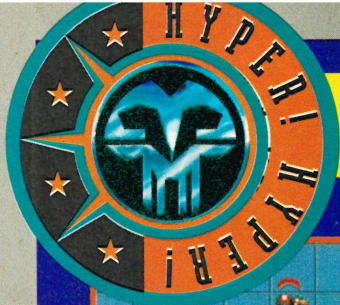
CHEST GUARDS-DEFENCE
Protect your stars from being damaged by barging opponents and makes them harder to push over.

POWER GLOVES-POWER
Make the difference in a fight. When you're armed with these, the opposition had better watch out.

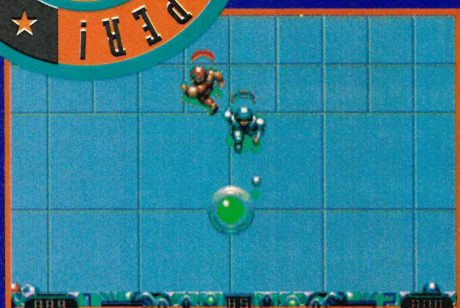
MARK'S COMMENT



This is definitely my favourite version of Speedball, it's so fast! The speed difference between crud teams and good teams is noticeable, which makes for some really interesting games in the league mode. The controls being so simple is another ace feature. Although you only use one button during a match there's no shortage of moves and a huge array of tactics can be employed, which makes it very durable—a quality that is often lacking in sports games. The two-player mode adds further value for money along with the three other game modes. The presentation is also excellent, having to equip your team as well as play them further increases the depth. Combine that with the speed, smart graphics and a great sound track, this is without a doubt one of the top two-player Megadrive sports games. Well worth buying and definitely worth the wait.



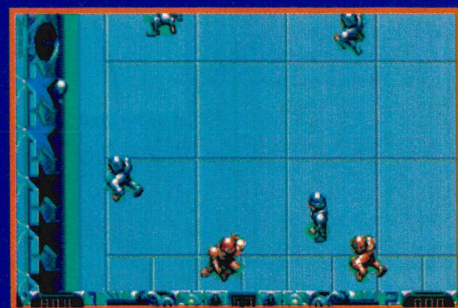
THE PITCH



▲ THE BOUNCE DOME PREVENTS LONG SHOTS.



▲ USE THE ELECTRIFIER TO POWER-UP THE BALL.



▲ HIT THE STARS FOR BONUS POINTS.

THE GOAL

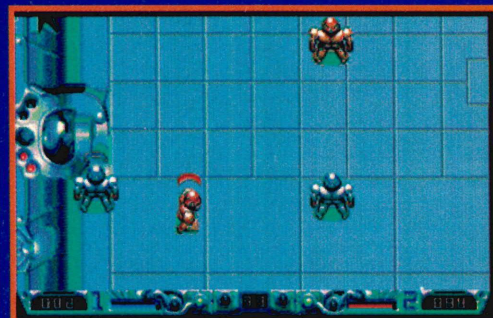
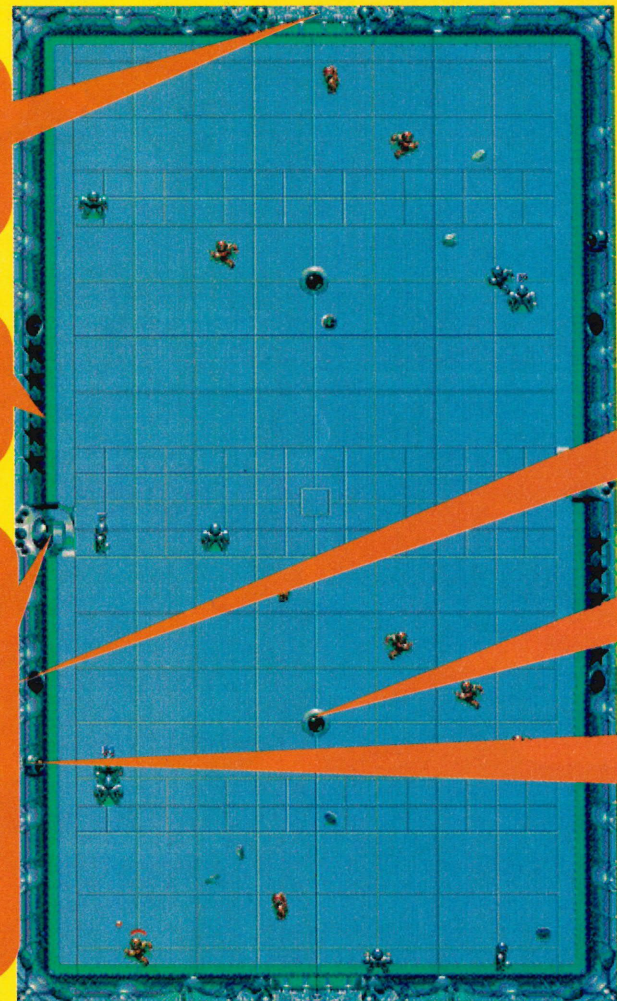
Earn ten points just by dodging around the keeper (or steaming straight through him) and slamming the ball into the goalmouth.

BONUS STARS

Bounce the ball off one of these five stars which adorn the wall and earn an easy two points.

SCORE MULTIPLIER

Throw the ball into this and every subsequent point you score will be worth 50% more, or even double points if you can activate the multiplier twice. The colour of the indicator lamps shows the current multiplier state for each team. Of course, the other side can use the multiplier themselves and if they hit it while you have a lamp lit you lose your advantage.



▲ USE THE MULTIPLIER WHEN YOU'RE LOSING.

BALL WARP

Throw the ball in the hole and gasp as it comes out of the hole on the other side of the playfield.

BOUNCE DOME

Fire the ball at it and watch it fly off at a surprising angle.

BALL ELECTRIFIERS

Electrifiers power-up the ball on contact, which means it will stun any opposing players it hits.



▲ TRY TO PASS THE BALL BEYOND THE GOALKEEPER'S RANGE.



UNGENTLEMANLY CONDUCT

On top of all the bonus equipment, several other forms of 'aid' appear from time to time in the form of black and green iconised power packs. These are the most useful:



Collecting this temporarily lowers your opponent's power, making them easier to knock over.



As before, but this increases your team's power making them a lot tougher.



This zapper icon knocks over all the opposing players, giving you a few seconds respite.



More effective than they zapper, this icon roots the opposition to the spot for a short time.



This one teleports the ball into the hands of whichever one of your players is nearest the goal.

HEAD TO HEAD

The two-player mode is very straightforward, both people control their player who's nearest the ball, and they swap ends at half time. Each game is match is set over two legs and you can play a one-off game or best of three or five.



CURRENT HUMAN CONTROLLED PLAYERS ARE DENOTED BY A LETTER REFERRING TO THEIR POSITION.

THE VANISHING SPEEDBALL TRICK

Speedball 2 has been available on import (for SCART machines only) for quite a while, but it's been a long time coming out officially. It was originally due for release last year under the auspices of Mirrorsoft, but when the company closed, the game's future was uncertain.

Just when things were starting to look gloomy for Speedball fans, Virgin came galloping over the horizon, magic cheque book in hand and salvaged Speedball 2 and Xenon 2 from the sunken remains of the fallen software house. The game is now set to hit the shelves in September, so watch out for it!

PAUL'S COMMENT

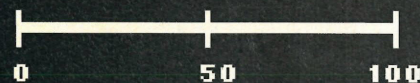


Thinking about it, I suppose the fundamentals of the gameplay in Speedball 2 are not unlike those in Acclaim's awful Arch Rivals. Unlike Arch Rivals, though, the playing area in Speedball 2 is big, there are nine players on each team as opposed to just two, and there are various ways to score points, so there's much more to it than just charging into the opposition, stealing the ball then steaming up the pitch to plant it in the goal. The mixture of tactics and violence is made even more exhilarating by the speed at which the game is played-boy, is it fast! The graphics and sound are exceptional, and all of the playing modes are hugely enjoyable, as are the various tournament modes. In short, this is one of the best Megadrive games I've played in ages. It's out in September, so start saving your cash and get in the queue now!

SPEEDBALL 2



% RATINGS



PRESENTATION

90%

EASY CONTROLS AND SENSIBLY LAID OUT SCREENS.

GRAPHICS

87%

NEAT CAMEO PICS, AND FAST, SMOOTH CHARACTERS AND SCROLLING.

SOUND

92%

THUMPING TUNES AND SOME SMART SAMPLED SOUNDS.

SHORT TERM PLAY

92%

EXTREMELY EASY TO GET TO GRIPS WITH AND ENJOY.

LONG TERM PLAY

93%

TWO CHALLENGING DIVISIONS, A TOURNAMENT AND A TWO-PLAYER MODE.

MEGATECH RATING

92%

IT'S BEEN A LONG TIME COMING, BUT SPEEDBALL 2 HAS BEEN WELL WORTH THE WAIT.



MT 8
STATUS:
REVIEW

BY SEGA

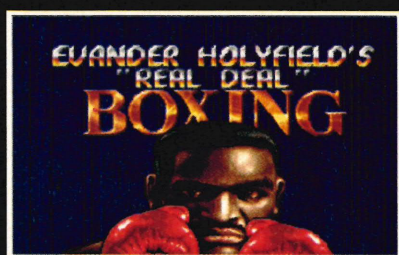
PRICE: £49.99

PLAYERS: 1-2

GAME TYPE: BOXING

CONTINUES: PASSWORD

SKILL SETTINGS: 1



Holyfield's 'Real Deal' Boxing (presumably 'Real Deal' because whereas some boxers go for nick-names such as Bone Crusher or Sugar Ray, Evander wanted to present a more respectable image), is Sega's second sim of this sport, following on the from none-too-good Buster Douglas Boxing.

It features 30 competitors, including Evander, and a design-your-own-boxer utility which lets you create your on-screen pugilist persona. The boxers are viewed side-on from a camera viewpoint which follows them around the ring. There's even one of those voluptuous babes who struts around the ring holding the marker for the next round. The ref doesn't appear until the end of the match though, so the fighters are separated automatically when the going gets a little too rough for one of them. If both are still standing when the final bell rings the bout is decided on points, which are calculated by the amount of punches landed.

EVANDER 'REAL D

ANATOMY OF A BOXER



Our boxer with 70s hair and whiskers.



Being left-handed has no advantages.



The boxers' records are shown before the fight starts.

There are 30 pre-built boxers in Holyfield's, all arranged in ascending order of difficulty from Mal Darchy, ranked 30 and a real push-over, to Evander himself who, as you might expect, is the most formidable fighter in the game. You can select any of these boxers and play them in a one-off exhibition match against any other, but if you want to be a contender for the world championship you're going to have to build a fighter of your own by using the boxer construct-o-matic utility.

First of all you need to decide what your fighter is going to look like. You have to determine whether they are left or right handed, then select their head, and hair, skin and shorts colour. Once the aesthetics have been sorted (you can actually create a really good James Brown lookalike), you have to set the kind of fighter he will be. His in-the-ring prowess is broken down into four categories; speed, power, stamina and defense. These are represented by bars which increase in size when your boxer trains. To begin with though, they are only about a quarter full, but you can reassign the values to give a slower but stronger boxer, or one that isn't so strong but very resilient.

HOLYFIELD'S REAL BOXING

PUNCH OUT

The boxers in Holyfield's have a number of formidable blows in their collective arsenal, which can be unleashed to the head and body of an unguarded opponent. Pressing A throws a punch with the left and B with the right, and the type of punch thrown depends on the distance between the two fighters. They can also raise their guard to fend off furious assaults, although this leaves the body undefended.



JAB—The fastest and weakest punch, it's used to gauge the range of your opponent.



CROSS—This is another long-range shot, although slower than a jab it does much more damage.



HOOK—A short range blow that's designed to send your foe crashing to the canvas.



UPPER-CUT—A quick blow to the chin that's best executed when your opponent is ducked.



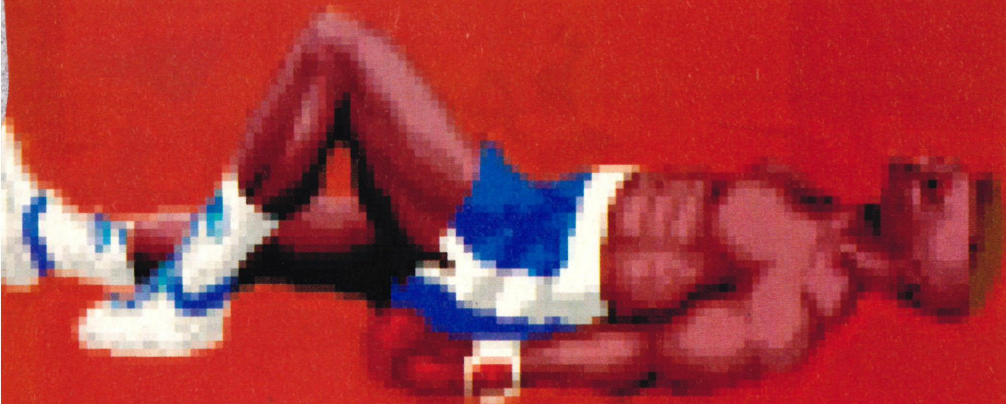
BODY SHOT—Like a cross, but delivered low to the sternum.

MARK'S COMMENT



To begin with this looks really good. The boxer design feature is ace, and the graphics are smart. Being it's a boxing sim, it seems to

be lacking two elements - boxing and simulation. Despite the good variety of punches you can't string together combinations other than jab and hook because of the sluggish controls and the slow movement of the boxers. Programmable button's which let you assign to certain punches and pre-designed combinations, such as in Panza Kick Boxing (a PC Engine and Amiga game) would have been a great feature. Had it contained something like this it would have overcome the biggest hurdle facing a boxing game—lack of variety. As is, this just isn't interesting enough, in fact it's bloody boring, even in two-player mode.





BRAIN DAMAGE

Each fighter has three gauges in their half of the screen which show their overall energy and the state of the head and body, depleting as the fighter takes hits. When the head and body gauges have emptied completely the fighter will take more damage from each blow, which depletes his main energy bar. Once this has emptied, the next blow will floor the fighter. To recover when downed you have to press the A button really fast, followed by C when your boxer has recovered enough energy to carry on. You can't cheat by switching on turbo-fire either, as a routine has been incorporated to check the frequency of the signal from the joypad.

As he takes increasing amounts of punishment, cuts open on a fighter's face. This isn't very serious though, all it results in is a spray of blood erupting from the wound when he's hit.



Press C to get off the canvas.

FIT FOR LIFE

PICK THREE ITEMS



BRIAN CANT

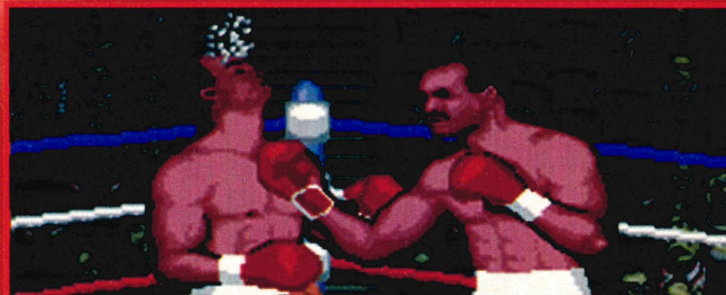
POWER
 STAMINA
 SPEED
 DEFENSE



You enter the gym before every fight.

Your fighter needs to be well prepared for each match, so he needs frequent visits to the gym to bolster his stats. There are seven different strength-building regimes, three of which can be selected at a time, each one will either increase a single area by a large amount, or have a smaller effect but over many areas. Road work, for instance, builds endurance and stamina while chucking weights around in a gym will increase his strength.

It's best to concentrate on stamina and defense first, as they'll let you hang in a fight longer, giving you a better chance of victory.



The upper-cut is the hardest punch.

JAP ATTACK

Holyfield's is one of the first games to feature Sega's much discussed import protection chips. What this means is that if you have a Japanese or American machine the official version of the game is liable not to work. So don't say you weren't warned.

AND THE NEXT CONTENDER...

The next boxing sim to hit the Megadrive will be Muhammad Ali's Boxing from Virgin. It's being programmed in America by Park Place, the people behind the enormously successful John Madden '92 and EA Hockey. Your view point is from behind the boxer you control, and a camera effect similar to Holyfield's is used to track the boxers as they stagger around the ring.



▲ Isn't he in Star Trek?



▲ Victory by a knock-out



▲ Stats are given at the end of each round.



JAMES 'BUSTER' DOUGLAS BOXING

PRICE: £39.99

BY: SEGA

The Megadrive's only other boxing game isn't up to much, with very few punches and only four easy-to-beat opponents.

MEGATECH RATING: 56%

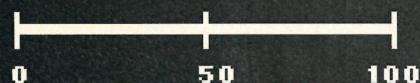
PAUL'S COMMENT

Computer boxing games have never been up to much, mainly because there's never enough variety in the gameplay and if it's going to be entertaining the action has to be fast and furious and you need sound effects and graphics which provide a good feeling of thumping someone in the face. Alas, Real Deal Boxing falls short on most of these counts and it just lacks...well...excitement, really. The sprite definition is pretty good, but the boxers look like they're moving around on trolleys and they don't follow through when they punch so it doesn't look like there's any power in the blows. The boxer designer feature is a nice touch, but even with my own fighter in the ring I found the game plain dull. Technically it's a better simulation of the sport than Buster Douglas Boxing, but even that gave a slightly better impression of two blokes frantically trying to pound each other's brain cells out.

EVAN DER HOLYFIELD'S BOXING



% RATINGS



PRESENTATION

75%

GREAT BOXER DESIGN FEATURE BUT SLUGGISH CONTROLS.

GRAPHICS

82%

LARGE SPRITES AND NEAT CAMERA-PANNING EFFECTS.

SOUND

76%

GOOD THEME TUNE, AND PLENTY OF GRUNTS AND GROANS.

SHORT TERM PLAY

75%

PLAYABLE ENOUGH AS YOU LEARN THE BEST WAY TO DEAL WITH YOUR OPPONENTS...

LONG TERM PLAY

55%

...BUT THERE IS ONLY ONE WAY TO BEAT YOUR OPPONENTS!

MEGATECH RATING

58%

POTENTIALLY GOOD, BUT LET DOWN BY A SLOW AND UNIMAGINATIVE CONTROL SYSTEM.



MT 8 STATUS: REVIEW

BY TAITO

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: ACTION

CONTINUES: 2

SKILL SETTINGS: 1



A demon's lot is most definitely not a happy one. Having to put up with grotesque deformity and ingrained bad attitudes is hard enough, but the last straw came when they were banished to the underworld.

In an attempt to marry into royalty and secure himself a place of power in the human world Balrog, the demon king, has snatched King Dirza's daughter, Salassa, and is planning to marry her. Fortunately Balrog is a superstitious type and won't wed until a certain constellation rises. This leaves enough time for Dirza to send a pair of bold mercenaries into his kingdom's nastier places to find Balrog's castle and rescue Salassa.

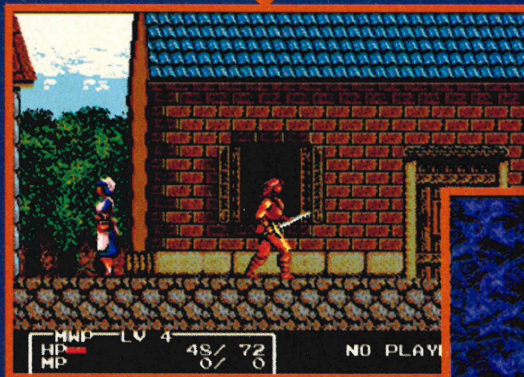
But the way is fraught with danger. Predicting Dirza's move, Balrog has increased his legions and is now guarded by hordes of grotesque creatures and innumerable traps designed to kill adventurers in a variety of colourful ways. Luckily, our heroes are armed with magic weapons and large, sharp swords, so they should be able to cope with just about anything.

CADASH

THE FIVE LANDS



▲ DIRZAR, THE CASTLE TOWN.



▲ MARINADE VILLAGE.



▲ THE GROVE OF THE GNOMES.



▲ THE GHOST VILLAGE.

Dirza's kingdom is made up from five different lands joined by magic gateways. The first four are made up of two sections apiece, the human world and the underworld, where the demons live. A puzzle has to be solved before your hero can advance to the next level, and the problems are compounded by creatures such as giant spiders, troglodytes and zombies who are out to stop anyone who has any ideas about visiting Balrog. The final level, Balrog's castle, can only be reached after first finding a way across a lake of fire. Once inside you're faced with some of the previous bosses as well as a maze of passages populated by skeletal guards.



▲ CASTLE CADASH-THE FINAL LEVEL.



GNOMES AT HOME



Level three is inhabited by a race of friendly gnomes, who are very accommodating when it comes to letting you visit their shops and enter their magic gateway, if only you were two-feet tall. The answer to this problem lies at the end of the Trackless Forest. Find Jobim the gnome leader, who'll tell you how to get through it.



Find the worm, kill it by hitting it when it raises its head and collect the silk it leaves behind. Head to the cliff and your hero will use the cord to climb over. The passage does indeed lead to the far-side of the forest where lies the lilliput orchid. Collect it and you'll shrink to a gnome-like two feet high. Fortunately your hero's clothes also shrink.



Return to the village and visit the apothecary. Here you can buy the silver key which allows you to pass the door that leads to the gateway. It pays to spend a night at the inn before going to the next world as you'll need maximum hit points when you face the zombies there. Stop off at the armoury and purchase a new weapon and better armour too.

SWORDS AND SORCERY

Unlike the coin-op (which could handle up to four players) this conversion can only accommodate a maximum of two adventurers. Only two of the original four characters can be selected for solo or team play and they are a barbarian and a wizard. Arcade players will remember that the coin-op also featured a ninja and a warrior woman.

Each character has scores relating to abilities such as strength (sets the damage their blows inflict) agility (dictates how fast they move) and hit points (their energy rating). The wizard also has score for magic points which decreases with every spell cast. Every time they kill something the characters earn experience points which increase their scores as well as their hit points. The wizard also gains extra spells as he increases in power, along with bonus magic points.



▲ YOU CAN CHECK ON YOUR CHARACTER'S STATUS WHEN YOU PAUSE THE GAME.



▲ THE BEST WAY TO BEAT THIS CREATURE IS TO ZAP IT WITH SPELLS.

PAUL'S COMMENT



I suppose the closest Megadrive alternative to this game is **Wonderboy in Monster World**, but while Cadash has a decent enough action element it doesn't match up for depth of gameplay and clever puzzles, which appear to be token rather than essential parts of the game. The game's plot isn't particularly engaging either, so it really boils down to being another Rastan-style hack 'em up with the additional novelty of a two player option. As such it's not bad and it certainly looks and sounds nice, but I didn't find it compulsive playing at all and after a couple of hours I'd grown bored of getting killed around the middle of the game, running out of credits, then having to go through it all again.

DUAL HERO HAVOC

The advantage of playing with a mate is that whoever has the barbarian can go in front and use his superior fighting abilities while the wizard takes the rear-guard and fights off any pursuers with spells.



The Wizard

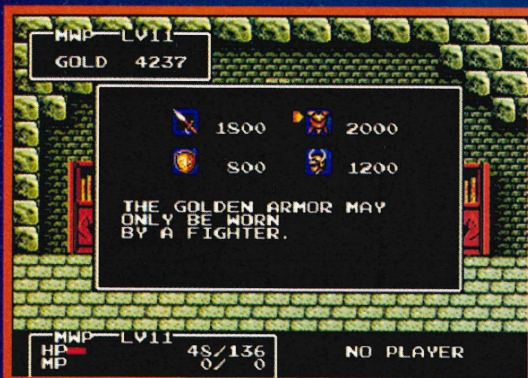
Though puny in the weapon department the wizard has an array of spells which let him blast enemies with fireballs, lightning and daggers. To activate these hold down the attack button to cycle through the spells then release to cast it—not a particularly good system because the selection process is slow, and it leaves him vulnerable while he's choosing. Casting spells depletes his supply of magic points and these take a while to recharge.



The Barbarian

Even though he can't use any magic, this Conan-style death machine boasts great strength (ie more hit points than the wizard), a large sword and a nice line in furry loin cloths. He also takes less damage than the wizard, especially if he's equipped with armour. His other advantage is that he goes up the levels much faster than the wizard, because he usually makes more of the kills and hence earns more experience points.

SWORDS-R-US



▲ WHATEVER YOU PURCHASE IN THE SHOP...



No self-respecting adventurer can be seen without the latest line in armour, so to keep up with the in-crowd you've got to do some shopping.

There is at least one armoury in every level where you'll find swords, staffs, armour, shields and helmets for sale. As you visit shops later in the game you'll find they have much better equipment, although the price is much higher. Luckily the heroes receive a bounty each time they make a kill.

The apothecary sells healing herbs, poison antidotes and extra credits at vastly inflated prices, while away from the hustle and bustle of demon slaying are the inns. For a weighty fee they'll let you spend the night and restore all lost hit points and magic points.

◀ ...IS AUTOMATICALLY WORN WHEN YOU LEAVE.

TALK BACK



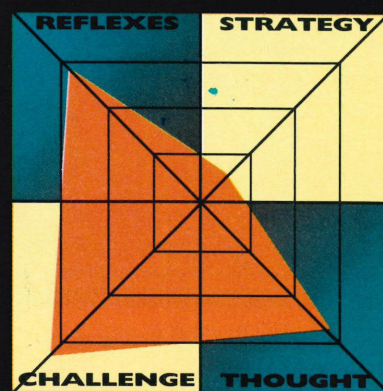
▲ NOT ALL ADVICE IS BAD, HERE WE FIND OUT WHERE THE MERMAID IS HIDING.

Most of the information you need is supplied by the human inhabitants of the world. By standing next to a person and pressing B you find out something about your current task. Although most people have nothing genuinely useful to say, the odd clue is thrown up by certain key characters. On later levels you find yourself having to talk to corpses, tombstones and even a dog in order to find out what you need to do next.

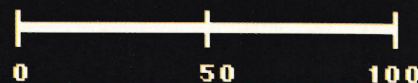
MARK'S COMMENT

After getting through to level three on my first go I was honestly expecting to finish Cadash within the ensuing hour. As it turned out this game is a lot tougher than it first seems. The puzzles aren't difficult to solve as most of the information you need can be gleaned from the local populace, but with the added difficulty of demons, awkward jumps and some ferocious bosses, what we're given is a well balanced and challenging arcade adventure. What I did find annoying is the amount of time it takes to cycle through the wizard's spells, because by the time you've come to the one you want to cast you liable to have been crocked by an oncoming zombie or similar creature. Although there are no outstanding features to this game, it's worth considering this as a second choice purchase if you don't like the look of anything else this month.

CADASH



% RATINGS



PRESENTATION

70%

NO DIFFICULTY SETTINGS, AND THE SPELL CASTING CONTROLS ARE AKWARD.

GRAPHICS

85%

LARGE CHARACTERS AND A FEW NICE BOSSES, BUT NOTHING REALLY SPECTACULAR.

SOUND

81%

PLENTY OF RESPECTABLE TUNES WHICH SUIT THE GAME WELL.

SHORT TERM PLAY

80%

THE FIRST HALF OF THE GAME IS QUITE SIMPLE.

LONG TERM PLAY

70%

BECOMES TOUGHER, BUT EARLIER LEVELS ARE TEDIOUS TO REPLAY.

MEGATECH RATING

72%

A FAIR MIX OF ACTION AND PROBLEM SOLVING, WHICH MAKES FOR AN OKAY HACK 'EM UP.



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We could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

What we could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.

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.....
.....

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MT 7
STATUS:
REVIEW

BY TELENET

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: SPORTS

CONTINUES: N/A

SKILL SETTINGS: 1

GRANDSLAM



With the memory of Wimbledon fresh in the mind and tennis being the order of the day a new Megadrive simulation of the old sport is upon us. Yes, Wimbledon, the time of year when millions of people who couldn't usually give a fig about tennis become obsessed with one tournament player they can identify with (for whatever bizarre reason) and spend fruitless hours of local tennis courts attempting to emulate them. Now you can save yourself the embarrassment of not even being able to hit the ball over the net when it's your serve with Grandslam Tennis from Telenet.

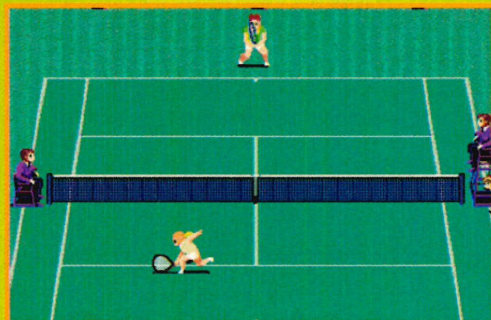
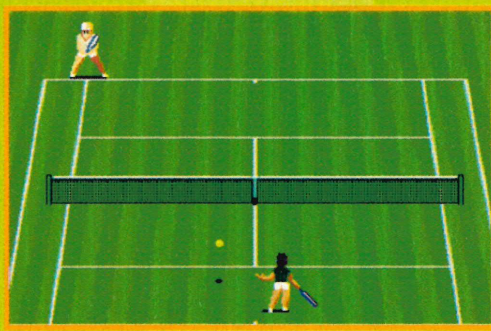
Grandslam Tennis has all the features you would expect from a respectable tennis simulation, allowing to compete in exhibition matches or tournaments against some of the greatest tennis players the world has to offer (supposedly based on real-life players, although the likenesses are a bit dubious to say the least). Is success on the cards for you, or will you just Jeremy Bates it all up?

HIGH COURT ACTION

There are three ways to play Grandslam Tennis, Training, Exhibition and Circuits. Training pits you against the equivalent of a random serving machine. You choose whether to position this chap to the left, right or centre of the court and wait for him to start serving balls at you, although he doesn't return any shots. As the name suggests, this mode is handy for practising shots and getting used to the controls.

The second game mode is Exhibition, in which you play a single friendly match against your choice of opponent, or indeed opponents, as doubles play is also possible.

Circuits mode is where the real game is at, however, pitching your character into a seedy world of...er, tennis. Competing in the five major open tournaments of the world is the aim of this mode, with your player requiring three straight match wins to claim the tournament. Win all five and you are proclaimed Grandslam Master of the Universe.



START THE GAME BY SELECTING ONE OF THESE THREE OPTIONS, WHICH TAKE YOU ON TO...



EXHIBITION MODE OFFERS A HOST OF OPTIONS FOR SINGLE AND DOUBLES PLAYERS.



CIRCUITS MODE STARTS YOU IN THE FIRST TOURNAMENT, THE AUSTRALIAN OPEN.

◀ **AN EASY SLICE.**

◀ **CHIPPING THE BALL OVER THE NET IS A TRICKY SHOT TO PULL OFF, BUT IT ALWAYS FLUMMOXES YOUR OPPONENT.**

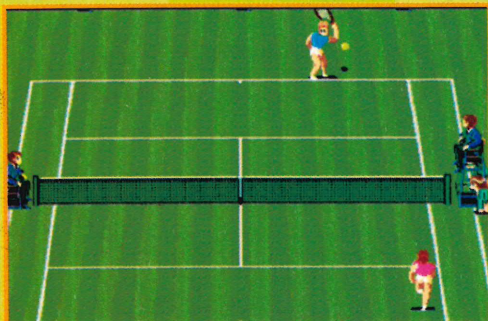


TRAINING MODE CHOOSE THE POSITION OF THE SERVER, THE POSITION OF YOUR PLAYER, THE TYPE OF SHOT YOU WANT TO PRACTISE AND THE SURFACE TO PLAY ON.

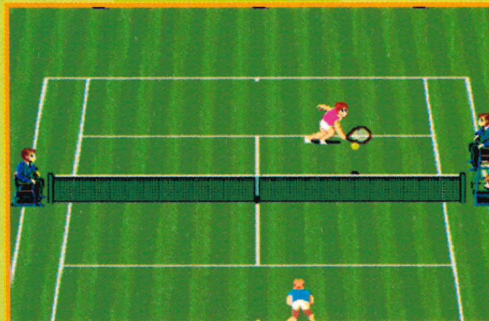


AM TENNIS

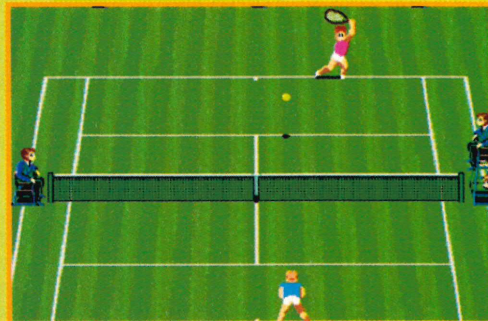
RAQUETEERING



▲ **BUTTON A**—LOB THE BALL.



▲ **BUTTON B**—SMASH, SLICE OR CHIP.



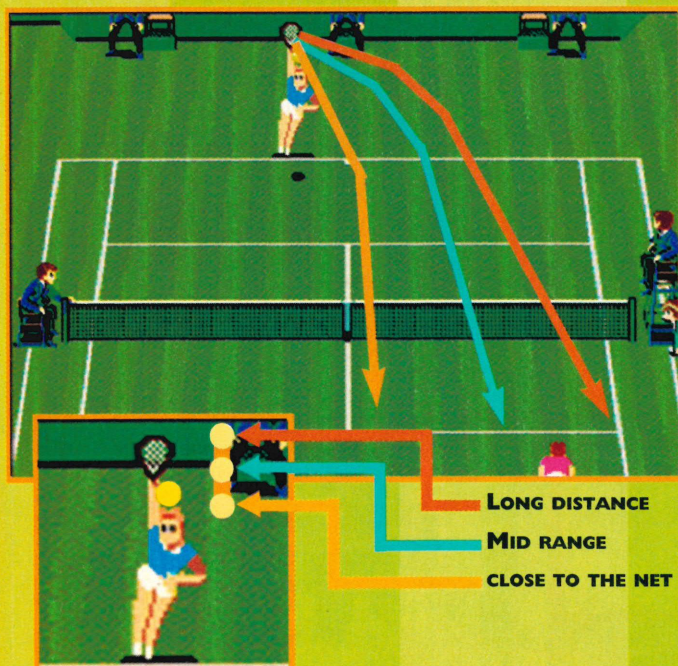
▲ **BUTTON C**—A REGULAR FOREHAND.

Each of the three joystick buttons hits the ball in a different way. Button A is used to lob the ball, button B slices it and the C button is a regular forehand or backhand shot. The direction of your strike is controlled using the left and right controls on your joystick, hopefully foxing your opponent and sending him or her the wrong way.

The degree of direction placed on the ball depends on the angle at which the ball approaches you, with a more or less straight-on shot having a wide-angle return potential, whereas trying to hit a ball back to the right when it approaches from the left generally yields a smaller angle.

Backspin and topspin can also be placed on your returns by careful use of the up and down controls. This of course alters the speed of your shot and makes returning the thing much more difficult for the other player. Players can also dive for shots just out of their reach by pressing any button, although whether they leap or not is randomly decided by the computer.

FIRST SERVICE



PUSH RIGHT AND HIT THE BALL HIGH TO REACH THE CORNER.

TRY A HARD SHOT (BUTTON B) FROM THIS POSITION.

HITTING LOW AND PUSHING LEFT PLACES THE BALL HERE.

LONG DISTANCE

MID RANGE

CLOSE TO THE NET

MARK'S COMMENT



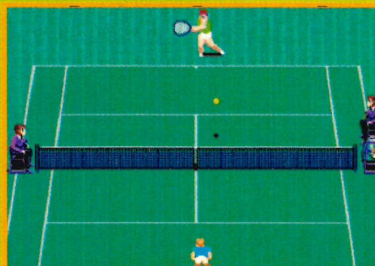
I write this five hours after John McEnroe and Michael Stich won the doubles at Wimbledon, and with the tournament over I no longer have the urge to play tennis, so the

attraction of this game has waned somewhat (that and the fact that I can't beat Paul). But despite the fact that I don't want to play it, it's still proved itself as a fine sports sim. What it requires is a great deal of skill in timing shots, which makes it very playable as it's so difficult to be fluky. There's the added difficulty of predicting where your opponent is going to hit the ball, which makes the two player game really good. It's this challenge in playing that makes up for the graphics, which I though could have been better. Even though this is currently the only Megadrive tennis sim, any future carts will have to go a long way to beat it. Even if you're one of these people who only become tennis fans during Wimbledon fortnight, you should find this entertaining stuff.

Serving uses different controls again. Firstly, any of the three buttons make your on-screen chap throw the ball in the air. After this, pressing A lobs quite a short and slow serve, B whacks the ball at a zillion miles an hour and C launches a longer, but very slow serve. The effect of each serve depends upon your position along the baseline. If you're standing pretty close to the centre, a long serve might go just too far, whereas if you are placed in the far corner of the court, the low, fast serve is unlikely to clear the net. It is important to learn which heights and speeds of serve work best where, although you can always vary your shot speeds with the old



SINGLES AND DOUBLES



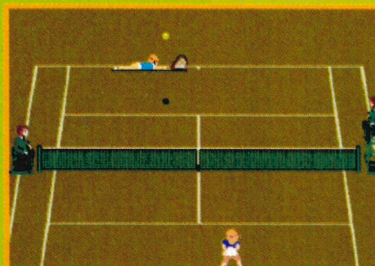
▲ SINGLES ON THE HARD COURT.



▲ MIXED DOUBLES ON GRASS.



▲ CHOOSE YOUR SURFACE



▲ OOOH! DIVING ON CLAY! THAT MUST HURT LIKE HELL ON A JETSKI!

There are a number of ways to pit the players in Grandslam tennis against one another. Exhibition matches have the greatest number of options.

Firstly, there are the singles options of either human against the computer, human versus human or two computer players battling it out for spectatorial delights.

Then there are a number of doubles options, which allow one player to play against two computer opponents with a third CPU-controlled competitor on his or her side, or two players to team up against two computer types. There are also options for two humans to play against each other, each with a computerised teammate, or once again, four computer players can be fielded to strut their stuff while you watch.

Sadly, these options are not open to any of the other modes. In both practice and circuit modes only one player can take part at any one time, although in all play styles you are allowed your choice of twenty-four players of mixed gender (for all you feminists out there).

SURFACE SAFARI

Just as in real-life tennis, there are three different court surfaces to play on, hard, grass and clay. Lawn tennis (played on grass if you couldn't guess) is the slowest, although the players are more sure-footed and more likely to dive. Hard is a rubbery artificial surface which provides plenty of speed but makes up for this with a decent grip. Players are slightly less likely to dive on this surface. Clay is the hardest court of all to play on. The hard surface makes the game very fast, whilst by its very nature clay doesn't provide great grip. Players are highly unlikely to dive onto clay, and the bouncing of the ball can sometimes be erratic.

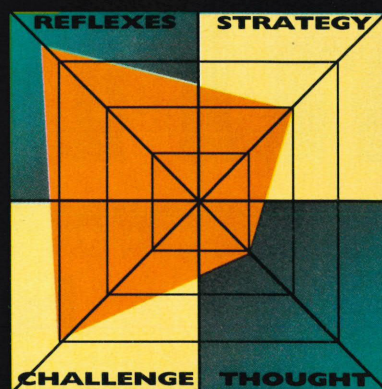
PAUL'S COMMENT



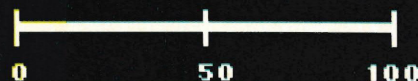
At last! After years of waiting, we've at last got a Megadrive Tennis game. Even more amazing is the fact that it's pretty good, too! If you've ever played Super Tennis on the Super NES you'll be surprised to know that this is almost identical, with the only problem being that it's a bit slower. It's the level of control you over the players that really makes the game, and after a few games you'll be confounding the opposition with dazzling smashes, cross-court volleys and unexpected drop shots. Each of the twenty-four players has their own strengths and weaknesses, with some being weaker than others, and this too extends the life of the game, if you don't mind taking time to learn each player. Grandslam Tennis isn't what you could call a classic game, but if you're a tennis fan, or are suffering from post-Wimbledon withdrawal, it makes a fine stopgap.

● THANKS!

GRANDSLAM TENNIS



% RATINGS



PRESENTATION

93%

HOSTS OF OPTIONS AND STATS. JAPANESE TEXT ISN'T TOO MUCH OF A PAIN, EITHER.

GRAPHICS

72%

SMALL, BUT FAIRLY DETAILED SPRITES DISPLAYING SOME OKAY ANIMATION.

SOUND

53%

A COMICAL UMPIRE ANNOUNCES THE SCORE, BUT OTHER EFFECTS ARE SPARSE. MUSIC IS OKAY.

SHORT TERM PLAY

84%

IT DOESN'T TAKE LONG TO LEARN THE DIFFERENT SHOTS TO GET ANYWHERE.

LONG TERM PLAY

85%

GRANDSLAM SHOULD LAST AGES, ESPECIALLY WITH THE TWO-PLAYER MODE.

MEGATECH RATING

83%

A QUALITY TENNIS GAME WHICH SUFFERS FROM BEING JUST A BIT TOO SLOW TO BE A TRUE CLASSIC.

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Lost Wonderboy players, you're luck is in. Wherever you're stuck in Sega's fab arcade adventure, you will find help in our complete Hyper Technique Zone solution. We've also got fab cheats for **Alisia Dragoon** and some more **Toe Jam** and **Earl** tips starting on page 58.

If you've got any **NEW** tips, cheats, maps or players guides to top Megadrive games, we want 'em, and we'll give five Megadrive games to the sender of the most impressive tips of the month.

We emphasise the word '**NEW**' because we've noticed that, in a futile attempt to win the five games for the best tips, certain sinful people are sending in reams and reams of tips which we've already printed (the Sonic cheat, Immortal codes, etc, etc) or which have obviously been copied, word for word, out of other magazines! This is a waste of time and makes us **SO ANGRY** that we aggressively hurl those letters in the bin. So please don't do it. Thank you.

Anyway, send your **NEW** (that's '**NEW**') tips to **TECHNIQUE ZONE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

TECHNIQUE ZONE



DESERT STRIKE TZ: 1/7 HIDDEN CO-PILOT FROM: VARIOUS

Okay, it's time to come clean with this one—we made a slight mistake with the Desert Strike tips, as several people noticed. Jake (the super co-pilot) isn't on level one after all. He's in the top-right corner of level two, standing by his crashed plane, being attacked by two soldiers. Shoot the two soldiers, pick him up and shoot the plane to reveal an extra life.



The bloke at the left corner of level one is just a regular pilot, but hey, it's not as if he's not worth picking up, so we're not all bad.



Another tip comes from Wil of Huntingdon. Wil says that all enemy artillery has a range which your 30mm cannon will cover. So, with

the ZSU you can be so far away that it will not detect you, but your cannon will reach it.



SONIC THE HEDGEHOG TZ: 2/7 HIDDEN MAZES FROM: JON GOULD, STOURBRIDGE

Amazingly, Jon has found a new Sonic cheat which is actually pretty good! Activate the level construction cheat (UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and START on the title screen) then start the game and get enough rings to go to any of the Special Stages.



Grab all the emeralds in one go.



As soon as Sonic appears activate the cheat by pressing B and he should turn into a ring. Steer the ring outside the maze and press B to turn it back into Sonic. After floating down for a bit he should hit a new

maze which is full of secret bonus items, such as Chaos Emeralds, extra lives and even level warps! INCREDIBLE! Unfortunately, it's incredibly tricky to get the bonuses, but it can be done.



MICKY MOUSE TZ: 3/7 EXTRA LIVES FROM: TIM STOKES, HUDDERSFIELD



Hammer the start button here.

Earn yourself an extra 'try' after every level with this simple cheat. Once you've beaten the boss and collected the gem, scoreboard should appear. While the scores are counting up press START as fast as you can (it helps if you have a controller with a built-in slow motion mode). If you hit the button fast enough you should hear a sound and when the next level starts you'll have one extra try.



ROLLING THUNDER 2

TZ: 4/7

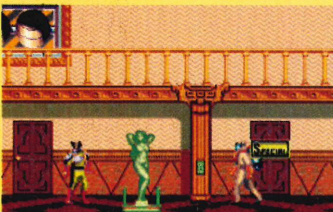
HIDDEN ROOMS

FROM: RICHARD BAYLOW,
CANVEY ISLAND

Richard sent in some treat tips for this game, revealing the secret rooms and more besides.



LEVEL ONE: Be sure to have a machine gun before you climb on the boxes which lead to the top of the petrol tanker. Stand between the palm tree and the hedge and fire to the right to reveal an extra life.



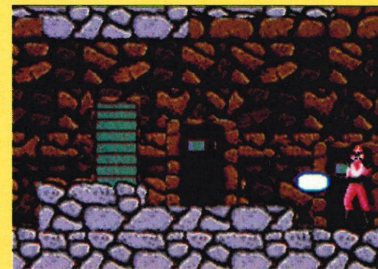
LEVEL THREE: Get on the platform directly above the second statue, then jump down and go through the door on the right to reveal extra energy.



LEVEL EIGHT: Go left at the beginning and jump on to the second step. Push up and you will go through a door and receive extra time.



This one is a bit tricky to pull off. On the second ledge above the red man and the panther there's a hidden door between the first two railings. Go inside for extra energy.



And finally on level eight, there is a door which leads to extra bullets after the third ledge on the edge of the top step.

Also, if you're playing in two player mode, a dead player can steal one of his colleagues lives by pressing A, B and C.

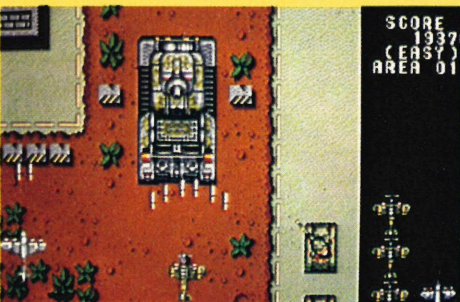


TWIN HAWK

TZ: 5/10

DIFFERENT DEMO

FROM: GEORGE NAKATA,
PHILADELPHIA



For an interesting new demo mode, go to the options screen and set them up as follows:

LEVEL-HARD
PLAYER-I
SOUND-26
RAPID-OFF

then go back to the title screen.

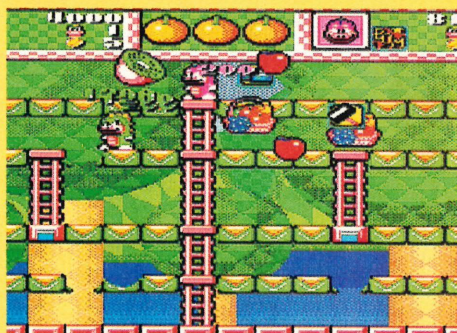
Another interesting effect is that when you finish the game once you start again, but this time you're in a helicopter. This doesn't affect the gameplay, but if you keep going you end up flying a Stealth Fighter!



WANI WANI WORLD

TZ: 6/7

BONUS & EXTRA LIVES
FROM: GEORGE NAKATA,
PHILADELPHIA



In two player mode you can steal all the fruit machine bonus by touching the machine icon then dashing to the middle platform at the top of the screen. All the goodies come from that point, so you should be able to get everything before the other player gets the chance.

To start the game with 200 lives press reset twice when SEGA appears on the screen. If this has worked question marks should appear in the lives counter.



SUPER FANTASY ZONE

TZ: 7/7

CHEAT MODE
FROM: GEORGE NAKATA,
PHILADELPHIA

While playing, hit START to pause the game. Plug a controller in port two and hit B while holding down START and down-left. Do this correctly and the word PASS will appear. Now press the following buttons for these effects:

C Go to next stage
B Infinite credits
B again Immortality



Once you've done this and started playing again, pause the game once more and press these buttons on the second controller:

C Unpause and go to boss
A Maximum gold





ALISIA DRAGON

FROM: GEORGE NAGATA, PHILADELPHIA AND UNKNOWN OF COUPER ANGUS

TECHNIQUE ZONE



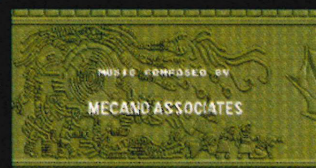
George has discovered a cheat mode in Alisia Dragoon which lets you power-up your lightning and the monsters as well as activating a level skip. Unfortunately, you need two joypads to get it working, but this is how it goes.



Switch on the game, and after SEGA disappears from the screen, hold A until the words GAME ARTS have disappeared.



Hold the B button until GAINAX disappears.



Hold the C button until MUSIC COMPOSED BY... disappears.



When the stars come out of the crystal press START and you should hear a sound which indicates the cheat mode is active.

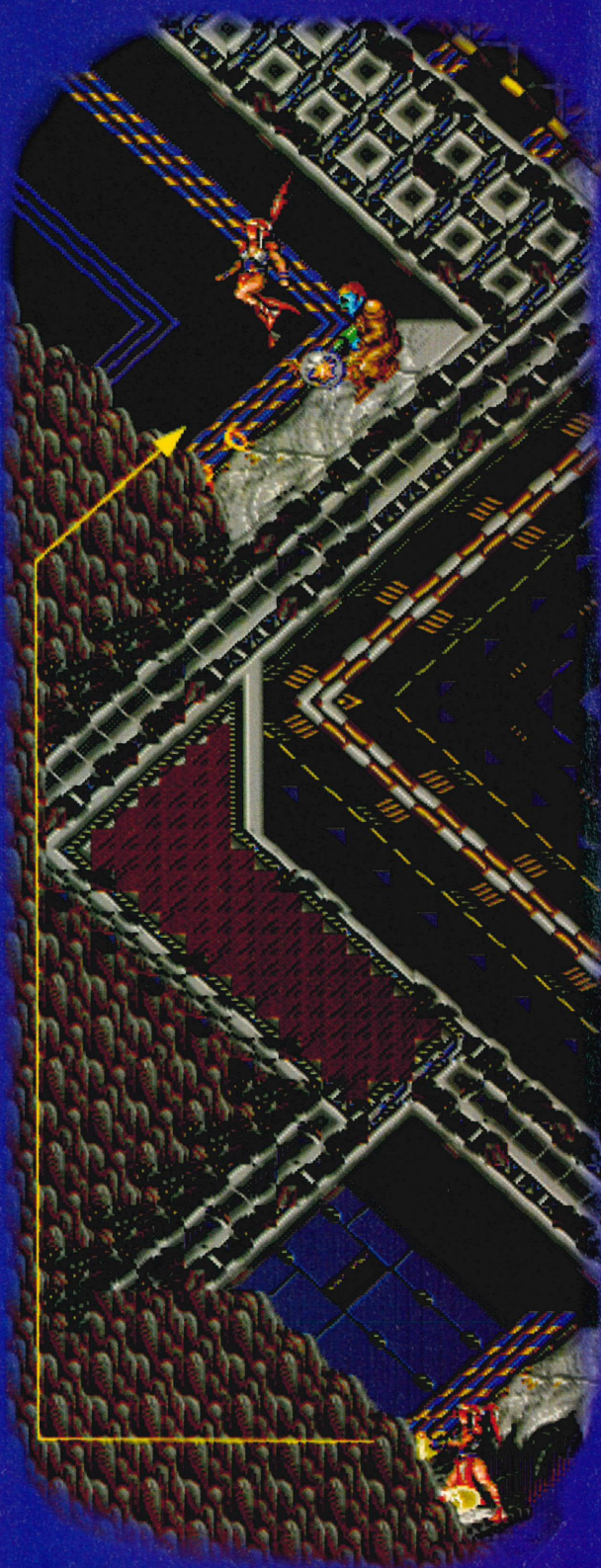
Now start the game and while playing, press C on the second controller to blank the screen. If you don't press anything you warp straight to the next section of the level you're on. Alternatively you can hit any of these combinations for these effects.

C	WARP TO STAGE ONE
B	WARP TO STAGE TWO
B AND C	WARP TO STAGE THREE
A	WARP TO STAGE FOUR
A AND C	WARP TO STAGE FIVE
A AND B	WARP TO STAGE SIX
A, B AND C	WARP TO STAGE SEVEN
START	WARP TO STAGE EIGHT

Alternatively, you can press A on the second controller while you're playing to pause the game. Then press:

PAD 2 B	START PLAYING AGAIN
PAD 1 UP AND PAD 2 B	MAXIMISES HIT POINTS
PAD 1 LEFT AND PAD 2 B	RAISE LIGHTNING LEVEL
PAD 1 RIGHT AND PAD 2 B	RAISE CURRENT MONSTER'S LEVEL
PAD 1 LIGHTNING BUTTON AND PAD 2 B	POWER UP LIGHTNING
PAD 1 MONSTER SELECT BUTTON AND PAD 2 B	BECOME IMMORTAL

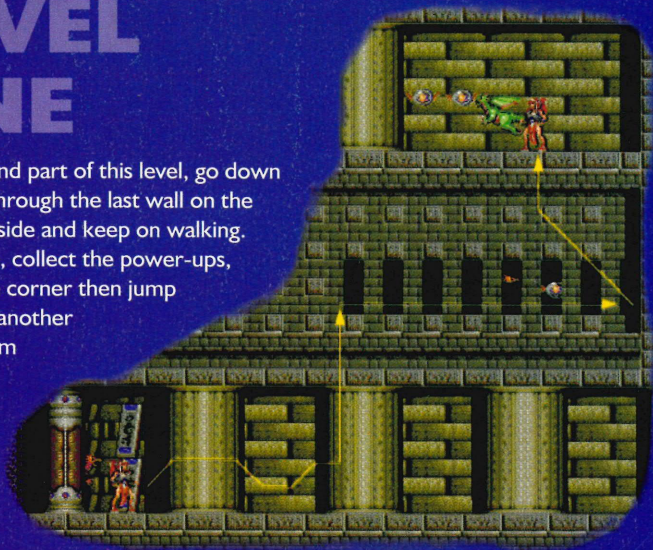
Alisia Dragoon is also piled high with secret treasure rooms, some of which have been revealed by an unknown tipster from Coupar Angus and are illustrated here.





LEVEL ONE

In the second part of this level, go down and jump through the last wall on the right-hand side and keep on walking. Jump twice, collect the power-ups, walk to the corner then jump left to find another hidden room



LEVEL FIVE

Walk right, jump over the gap and shoot the wall. Walk through and collect the power-ups. While walking back through the wall, keep jumping and you should find a hidden platform which leads up and left to another hidden room.

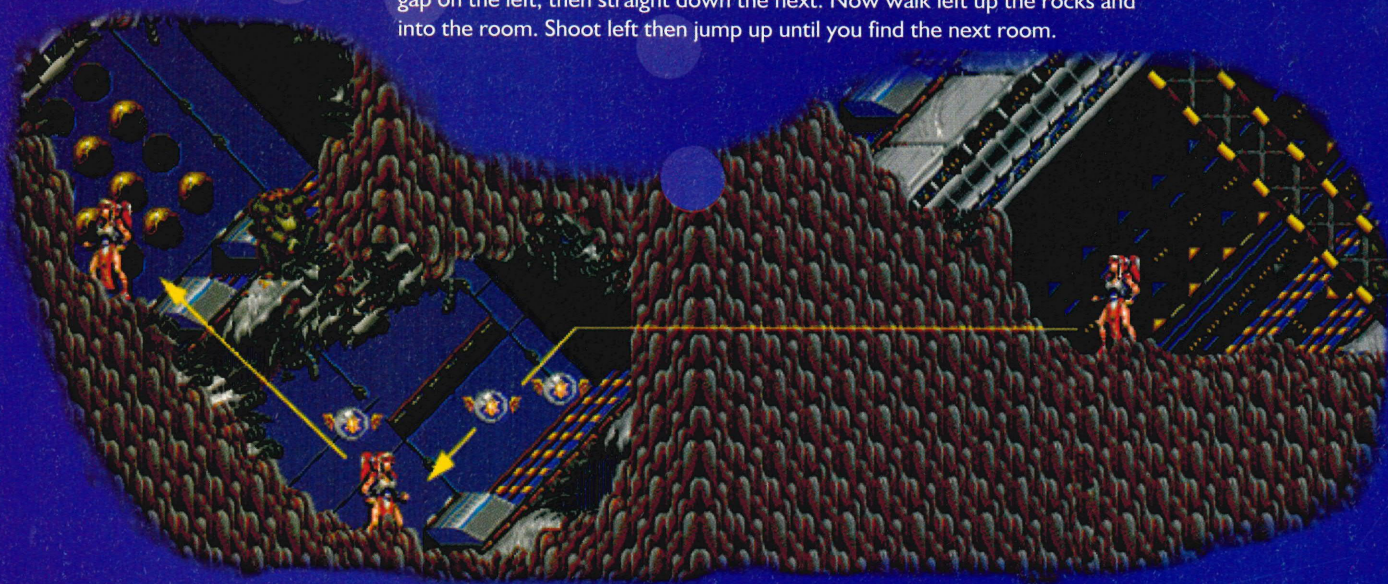
Once you're back down, fall down the gap and walk left, then shoot through the wall to find another room.



LEVEL SIX

Towards the end of the first part of the level, shoot through the wall on the left-hand side to reveal another room.

In the second part of this level, drop down the first gap, then the gap on the left, then straight down the next. Now walk left up the rocks and into the room. Shoot left then jump up until you find the next room.





TOE JAM & EARL

SOLUTION AND SECRETS
FROM DAVID AND GARETH CARROL, DEAN BUBERT, RHINO 69, JOHN GOULD, UNKNOWN OF KETTERING



Following up on the guide to avoiding hazards we printed a couple of month's back, here's a complete solution to Toe Jam and Earl. This solution only works on the fixed game, so when you've finished it you can turn your hand to random world.

	ELEVATOR	ROCKETSHIP PART
LEVEL 2:	Top right	Bottom left
LEVEL 3:	Middle left	
LEVEL 4:	Bottom left	
LEVEL 5:	Bottom left	
LEVEL 6:	Top left	Centre right
LEVEL 7:	Centre bottom	
LEVEL 8:	Bottom right	
LEVEL 9:	Centre bottom	
LEVEL 10:	Bottom right (island at centre of lake, use rocketskates)	Top right
LEVEL 11:	Bottom right	
LEVEL 12:	Top right	Centre bottom
LEVEL 13:	Top right	
LEVEL 14:	Top right (in the middle of the lake)	
LEVEL 15:	Bottom left	Top left
LEVEL 16:	Top right	
LEVEL 17:	Top right	Top right (above elevator)
LEVEL 18:	Top left	
LEVEL 19:	Bottom left	
LEVEL 20:	Top right	Bottom left
LEVEL 21:	Top right	Bottom left
LEVEL 22:	Top left	
LEVEL 23:	Bottom right (at the centre of a lake)	Centre top
LEVEL 24:	Top left (along a secret path)	
LEVEL 25:	...Bottom right (final piece)	

CLIMBING THE COOLOMETER

Our Coolometer shows the score you need to progress up through the ranks of groovedom. Of course, you can bypass these using a PROMOTION present which automatically advances Toe Jam or Earl one level.

880 points	Funklord
700 points	Rapmaster
540 points	Homey
400 points	Bro
180 points	Peanut
100 points	Poindexter
40 points	Dufus





DON'T FOLLOW THE YELLOW BRICK ROAD

When you've completed the game and are told to follow the yellow brick road, don't. Try exploring the bottom-right of the level, and the very top. You'll find a few additional 'extras' that spice up the ending somewhat.



ANOTHER SECRET ISLAND!

There is another hidden island on level one. Get the Icarus Wings, Rocket Skates or Rubber Ring and use them to go up and right from the island. The island is a little way down from the top right corner, and it's loaded with presents.

THE ANTI CARROT BLOKE ALTERNATIVE

As an alternative to asking the carrot bloke which presents are the Icarus Wings and so on, here's where to find the items you need to get to level zero, playing in the fixed world



Icarus Wings: Just to the right of the ship piece in the bottom left corner of level two.



Rocket Skates: From the start of level three go up to the main part of the landscape. The skates are at the bottom-right shore of the lake.



Rubber Ring: Walk straight down from the start of level three and the ring is the present at the bottom right edge of the pond.



Randomizer: You don't need this to get to level zero, but it's handy to know what the present looks like so you can avoid it in the rest of the game. At the start of level two, go right to the lake, then walk up the left shore to find it.



NASTY PRESENT AVOIDANCE TECHNIQUE

If you're not sure what's in the present you're about to open (will it be a promotion or a rainstorm?) find the lift and stand by it. Now open the present, and if it's a storm, nasty human or tomato rain, just dive in the lift and you should be able to avoid any ill effects.



HYPER TECHNIQUE



ZONE

THIS MUST BE THE
BEST MEGADRIVE
ARCADE ADVENTURE
EVER, AND TERRY
WILLIAMS FROM
DULWICH HAS
FINISHED IT. NOT
ONLY HAS HE
FINISHED IT, HE HAS
SENT IN THIS
SUPERLATIVE
SOLUTION, WHICH,
NOT SURPRISINGLY,
WINS HIM THIS
MONTH'S SOFTWARE
PRIZE. YOUR GAMES
ARE ON THEIR WAY,
TERRY.

WONNIE IN MONS



STARTING AT SHION'S HOUSE...

Go to the nearest tree stump and step inside to receive ELIXIR and FIRE STORM magic. Outside, a lift appears to take you up over the hill. Keep killing snakes until you have 30 gold, enough to buy the LEATHER BOOTS from the shop.

That done, go right. You won't be able to enter Purapril Castle until you've rescued the princess, so keep going, across the water, until you come to Alsedo.



SPEAK TO THIS BLOKE AND HE GIVES SHION FIRE MAGIC, AN ELIXIR AND HE ACTIVATES THE LIFT TO THE TOP OF THE CLIFF.



TIME YOUR JUMPS CAREFULLY TO BOUNCE OFF THE FLYING JELLYFISH AND INTO ALSEDO.

ALSEDO, THE FAIRY VILLAGE

INN
10 Gold

KISHERA, THE WEAPONS SHOP

Chain Mail 70 Gold
Small Spear 80 Gold
Wood Shield 50 Gold

FELISSIMO
Medicine 10 Gold

Keep killing the toadstools and when you have enough gold buy the SMALL SPEAR, then the CHAIN MAIL and finally the WOOD SHIELD (though the shield isn't essential). Stand between the statues and push up to find Queen Eleanora and helpful fairy, Priscilla.

When you return, visit Sonia and after she's told you about her lost OCARINA buy some medicine from Felissimo and, armed with the small spear, go right to the cave.

The OCARINA is under the first musical door in the cave. Get it and go back to Sonia's house where you'll be taught how to play it. The three tunes are:

First door: BABABCB
Second door: ABCBCAB
Third door: ACCABAB

Put the ocarina in one of the two equipment windows, then go back to the caves and whenever you're confronted by a musical door, use it.

Inside the cave, the chest contains a HEART and if you jump by the pillar beside the skull door you should receive some extra energy.

The Myconid is not difficult to kill (use the spear and keep jabbing), and once it's dead it releases plenty of cash and more FIRE STORM magic.

Back outside, return to Queen Eleanora and go left through the door in the tree. Jump by the tree next to the ladder to reveal more cash, then head down the ladder and through the door.

DERBOY

T E R R O R W O R L D

PURAPRIL CASTLE

INN

15 Gold

BACCHUS

Knight Sword 250 Gold
Hard Armour 220 Gold

WANDERER

Excalibur 2,500 Gold
Steel Shield 2,000 Gold

SUNDRY

Ladder Boots 50 Gold
Potion 50 Gold
Hi-Potion
Charmstone 500,000 Gold

HIDDEN HOUSE

Trade Charmstones for a Heart Container or
Firestorm, Quake and Thunder magic

The door leads to the dungeons of Purapril Castle.
Keep going left and kill the knight who is guarding
Princess Shiela Purapril to release her, then go up the
tower.



Talk to the women and one of them will tell you that
the gate to the castle has been opened. You can
now go down and left to enter the castle.

Buy what you want (the LADDER BOOTS, the POTION
and the Knight Sword are good buys) then go down
and left to enter the jungle which leads to the Dwarf
village of Lilypad.



YOU'RE A LONG WAY FROM MEETING THE CHARACTER ON
THE RIGHT. WOULD YOU BELIEVE HE'S THE PRINCE OF
DARK WORLD (INSET)?

LILYPAD, THE DWARF VILLAGE

INN

20 Gold

DRAPNELL SUNDRY GOODS

Marine Boots 300 Gold
Shield Magic 500 Gold
Potion 50 Gold

GOONINGLES WEAPONS

Shell Shield 200 Gold
Steel Armour 800 Gold

Enter all the houses and shops then go left to the cannibal camp where you should
find the Dwarf boy. Kill all the cannibals and he is set free. Return to Lilypad, and buy
the MARINE BOOTS and the POTION, but don't
bother with the SHELL SHIELD.



At the right end of the
village you should see
the dwarf boy, Hotta.
Talk to his sister and he
joins you. Now go right
again, and when you
reach the statues, Hotta
smashes a hole in the
wall. Go through and you
are in the monsters' lair.

THERE'S HOTTA, ALL STRUNG UP. YOU DON'T HAVE TO
KILL ALL THE CANNIBALS TO RELEASE HIM.



there's more...





WONDERBOY IN MONSTERWORLD

MONSTERS' LAIR

Go left and kill the giant bat to get the LAMP. Now wear the ladder boots and go down (in fact, it's always a good idea to wear the ladder boots for climbing until you find the Legend Boots, as they let you climb faster). At the bottom of the ladder, change to the Marine Boots (these make you go faster on land or underwater) and quickly run out of the way of the boulder then jump on the ladder.

Once the boulder has gone, jump right, and keep going up the ladders until you find a switch (this is on the far side of the room you started in). Throw the switch then go back into the room you've just left and break down the wall. Go through and Hotta will smash the wall down and lead you into a room with a HEART CONTAINER in a chest. Go back out to the switch, then through the door and you will be outside. Take this opportunity to rest in the inn and save your game.

Now go back to the lair and the boulder room, go right, and drop down. Change back into your ladder boots and climb the ladder, avoiding the spears. Go along the passage and head for the top of the next screen. Drop through the blocks to activate the switch which changes the wall into breakable blocks. Smash through and open the chest to reveal an ELIXIR.

Fall through the hole in the next room, then, making sure you're wearing the Marine Boots again, go left past the spears and Hotta should smash another hole in the wall which leads to a chest containing the HARD SHIELD. Go back the way you came and head right, dodging the spears or blocking them with the shield.

When you reach the end of the corridor, hit the switch to open the wall then go inside. Be careful in here. You need to open up a passage at the bottom right of the room, but to do that you must hit the switches in the right order. Whenever you hit the right switch, the torch above it lights up, and if you get the order wrong all the torches go out. If that happens, just leave the room and come back in again.

When you meet Gragg and Glagg, stand on the platform in the centre of the screen and leap over the pebbles they spit at you. Wait for the boulders to roll back at them, and when they've swallowed them, jump down and strike. When the boulders appear again, run back to the centre of the screen and let the springs catapult you back on to the platform. Repeat this, concentrating on one monster at a time until they're both gone. They release cash and POSEIDON'S TRIDENT.

ONWARD TO THE SHRINE...



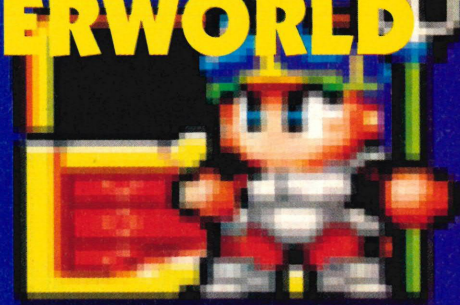
Leave the lair and rest up in the inn before taking the new door back to Purapril. From there, go to the passage under the castle and arm yourself with the Trident. Jump into the well and you should be swimming! Get past the mines then go straight up and then left to find the chest containing the PYGMY SWORD.

There are several chests in the underwater maze, some of which are easy to get to (providing THUNDER magic and HEART CONTAINERS), but there is another chest in a part of the maze which seems impossible to get to. To reach it you have to carry the Trident and find the hidden door at the bottom of an L-shaped ditch in the passage under the castle.

The objective of this part of the game is to find Poseidon's Shrine, and to do that you need to find his daughter, who is in a hut on an island. Give her the Ocarina and she tells you where to find the AMULET which reveals the Shrine's location. Go right and follow her instructions to get to it.



Now go left and dive into the water. Swim down and right and the opening to the shrine is revealed.



POSEIDON'S SHRINE

Swim right, then up and go to the far ends of this corridor. Jump by the arrows to receive a LIFE-UP HEART and some cash.

Go down and get the HEART CONTAINER which is in the chest and disable the turbines by destroying the red controllers, then swim down. Do the same in the next room to get the RETURN magic before leaving. Follow the maze around until you emerge into the air again and collect the LIFE-UP HEART in the chest.



Dive in again, but don't try to get to the chest just yet. Keep swimming down and left until you come to the passage which leads to Poseidon.

After Poseidon has bestowed his sub-aquatic knowledge on you, you should be able to reach the chest which contains the OASIS BOOTS. Your next objective is to get across the Maugham Desert to the Sphinx, so get back to the castle (use the RETURN magic if you like), spend a night in the inn then head right from the tower.

Incidentally, you might have noticed that the second weapons shop, Wanderer, is now open, and if you can afford them it's worth getting both EXCALIBUR and the STEEL SHIELD. If you can't, find something to kill until you have enough gold.

THE MAUGHAM DESERT

Wear the Oasis Boots before you set foot into the desert. Watch out for the scorpions; use your shield to deflect their shots then when they come close, strike.

When you come across a pit, let yourself fall down and jump to get some hidden gold at the bottom right of the cave, then open the chest to receive QUAKE magic. To get out again kill the bats, and each one will reveal a lift when it dies.

Travel right, across the desert, then go down the next pit and open the chest to receive SHIELD magic. Keep going down and swim to the chest underwater to get the SUN KEY. Then go back to the surface and through the centre door in the pyramid. At this point, you may well be low on energy, so RETURN, stay in the inn and buy a potion. If you have enough money, go to Wanderer and buy Excalibur before returning to the pyramid.

THE PYRAMID

Wear the Ladder Boots and climb the rope, dodging the spears, until you get to the chest at the top, which contains the MOON KEY. Then work your way down, opening the trapdoors with the switches. Get the LIFE-UP HEART and keep going until you reach the Sphinx.



The Sphinx asks you five questions about the game so far. If you get all five correct (which isn't too difficult)

the Sphinx will give you magic and lets you use the transporter at the top of the pyramid. Get one wrong and it still lets you use the transporter. When you leave open the chest to get the STAR KEY and gain lots of magic power by opening a hidden door (shown in the picture) which leads to the chest in the sealed room nearby.

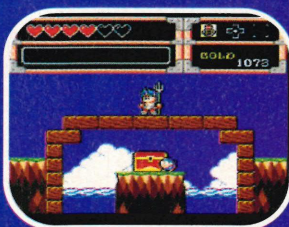


That done, leave and go right. Now that you have the Moon and Star Keys, both the doors in the pyramid that were sealed are now open. The one on

the right leads into a room containing the PYGMY SHIELD. The one on the left leads up to the transporter. Before you use the transporter, though, return to Purapril to rest up, then take the top-left exit and go towards Alsedo.

FINDING THE PYGMY ARMOUR

Instead of hopping across the islands this time, use the Trident and swim. When you've gone as far as the second island, leave the water and go right, over the wooden platform above the chest.



To reach the chest, keep going right, dive in and swim down and left. The maze leads you up under the platform so you can reach the chest which contains the PYGMY

ARMOUR!

Return to Purapril and rest before going back to the pyramid to use the transporter.



THE OTHER WORLD

Before you do anything in the Other World, you might like to pick up some extra Shield and Power magic by going left from the transporter.



Make sure you're wearing the Oasis Boots, then walk over the cliff and keep pushing right. About a third of the way down you should step on to a hidden ledge which leads to the Power magic. Leave and do the same again and you hit another ledge which leads to hidden Shield magic. Once you've done that, walk left and go back to the transporter in the pyramid.

This time keep going right until you come to Begonia, the dragon village.

BEGONIA, THE DRAGON VILLAGE



INN

50 Gold

SHOP

Hi-Potion 5,000 Gold

Elixir 3,000 Gold

WEAPONS SHOP

Flame Shield 8,000 Gold

Flame Armour 10,000 Gold

All the shops in Begonia are closed, so talk to the dragon and he tells you to see the Elder Dragon. He tells you to

find the old axe in the Ice World and gives you the BRACELET which you need to get through the frozen entrance. Leave him for the moment and go through the door at the top left of Begonia. This leads back to Purapril, where, if your energy is running low, you should rest before embarking on the next part of the journey.

INTO THE ICE WORLD

Go to the passage under Purapril and go right to the passage which leads down. Go through the door at the end of this passage and keep going, smashing the bricks down with your sword. At the last set of bricks you need to construct a stairway of bricks so you can get out. The chests contain a LIFE-UP HEART and QUAKE magic.

When you reach the passage to the Ice World the bracelet starts to glow and melts the seal. Keep going right until you reach Childam.



there's more...



HYPERTECHNIQUE ZONE



WONDERBOY IN MONSTERWORLD

CHILDAM, THE DARKWORLD VILLAGE

INN

50 Gold

SUNDRY GOODS

Ceramic Boots 4,000 Gold

Holy Water 200 Gold

LABYRINTH

Knight Shield 3,500 Gold

Knight Armour 5,000 Gold

Battle Spear 10,000 Gold

The first item you want to buy here is the Battle Spear, but you probably won't be able to afford it when you first arrive so save the game at the Inn so you can venture forth and return when you've got some more cash.

Visit the fortune teller's house before you leave and enlist the help of Shabo before going right towards the Ice Castle.

THE ICE CASTLE

Go down in the lift and then left. Destroy the pink statues and pull the ropes to get yourself to the second lift. Work your way along the platforms and enter any doors you see. The first one on the right contains the PYGMY BOOTS, the next one contains the BLUE GEM, the next contains the GOLD GEM and the one on the far left contains a HEART CONTAINER. Incidentally, all of the monsters in these rooms provide either an ELIXIR or a LIFE-UP HEART when you kill them.

When you're ready for a fight, go up the platforms to the next screen and insert the gems into the two slots in the walls of the castle. This opens the door in the centre of the wall which leads to the ICE BOMBER.



To defeat the Ice Bomber, try to stay on the highest platforms and keep jabbing it's head with the Battle Spear. Even it's little snowball buddies shouldn't cause too much trouble. When it dies it coughs up the OLD AXE, which you need to take back to Begonia.

RETURN TO BEGONIA

Return via Purapril, then when you arrive, go to the Blacksmith's shop (just above the Elder Dragon's domain) and give him the Old Axe. See? You can't. You now need to find his Fire Urn so he can melt down the axe and turn it into the LEGENDARY SWORD.



Buy an ELIXIR then rest up in the inn before visiting the Elder Dragon. Leave Begonia by the exit on the right and take the baby dragon with you. Unfortunately, the entrance to the volcano is too small for you to get through, so you need to visit the dragon in the hut with all of the Pygmy gear. He will shrink you to pygmy size so you can enter.

Incidentally,

remember all those small passages in the Monster's Lair and the pyramid? Well, now you know how to get through them to some lovely secret treasures.



THE VOLCANO

Enter and drop down the shaft. Collect the Power magic from the chest and throw the switch to open the wall back towards the right. Keep finding the switches to open walls and activate lifts.

By the fourth switch there is a pool of fire guarded by a firesnake. Kill the snake and fall through the fire to find a hidden chest containing a HEART CONTAINER.

When you reach the last door go through and kill the two snakes, then climb down the ladder. Don't go through the bottom door yet because the small platform second from the left is a switch which turns the wall of solid bricks into breakable stones. Smash them down, collect the LIFE-UP

HEART and go down and through the door to meet the Tyrant Dragon.



Kill him simply by repeated slicing at his head. Use Power magic if you want fast results, but really he should cause no problems as long as

you remember to use your shield to block his flames. Once dead he releases the FIRE URN.

Take the Fire Urn back to the blacksmith, go and see the Elder Dragon and then go straight back to the blacksmith to receive the LEGENDARY SWORD!

PYGMYISED!

While you're in pygmy form you might as well take the opportunity to try out those mini corridors in the Monster Lair (return via Purapril) or the pyramid (go left from Begonia and use the transporter). Don't forget, though, that if you rest, the magic wears off and you return to normal size.

In the Monster Lair you should find a HEART CONTAINER and in the pyramid there's a load of cash, a HEART CONTAINER and possibly a CHARMSTONE as well (trade that in for magic in the hidden house in Purapril). With all those in your pockets it's time to progress.

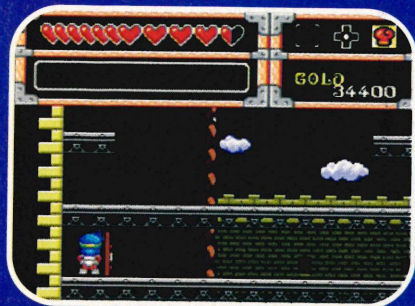


PUSH UP BY THE VINES IN PURAPRIL TO FIND THE HIDDEN HOUSE WHERE CHARMSTONES BUY EXTRA MAGIC AND HEALTH

THE CASTLE IN THE SKY

With the Legendary Sword you can now get to the castle in the sky via the bell tower in Purapril Castle.

Once you've arrived, open the first chest to receive the HEART CONTAINER then go right to enter the castle. Inside the castle is one of those strange wrap-around mazes, so go down, right, up the chain, right, up the chain, left, up the chain, right, over the pit and up the chain.



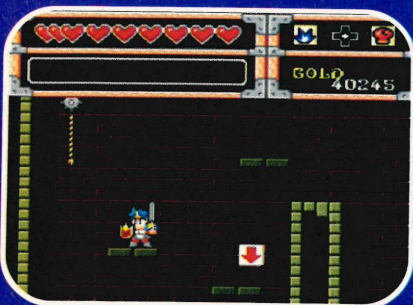
Get on the trolley, but jump off when you get close to the chest, which contains the LEGENDARY BOOTS. Then jump down to the bottom-left of the maze of platforms and push up to find a hidden

door. This leads to another miniaturising chamber which you need to pass through to get through the next bit of the castle.

Go down and around the maze again (jumping over the vampires is better than taking them on with the Pygmy Sword) until you're back on the trolley, then when it arrives under the ladder, jump off and climb up. Cross the gaps on the pulleys and open the chest to get a LIFE-UP HEART. Fall down the hole and open the next chest to get the LEGENDARY ARMOUR. Now instead of going through the door on the right, go left to find the last HEART CONTAINER and go through the door.

When you come out, go through the door and you'll be deminiaturised before appearing on top of the unreachable ledge. Go up, then right (that way you'll miss out the knights), then kill all the anemones and go up on the first pulley to get the LEGENDARY SHIELD. Drop down and go to the pulley on the right. Get the Quake magic ready and when the pulley reaches the top of the room use the magic to get rid of all the anemones before jumping off. Go through the doors and up the chain.

Kill the two skeletons, climb the chain and defeat the dragon. If it doesn't release a heart go back down the chain and keep coming back until it does—you'll need as much energy as you can get for the next bit. When you're ready, go through the door revealed by the



dead dragon to a platform room which is very tricky to negotiate.

The idea is to get up to a door at the top-left of the room by jumping between two moving

platforms. As you land on one it starts to fall off the screen, so you have to quickly jump to the other. When you reach the other one, the first platform moves to a new position, and so it continues. When you've reach the edge of the left side of the room, let the platform sink, and as it passes the platform with the snake on it, jump off and kill the snake to start on a new set of moving platforms. At the end of that, jump on the platform that carries you to the pulley and let that take you across to the door.



informs you that he was under a alien's spell, before returning you to the clouds outside the castle.

Before you do anything else, return to Begonia via Purapril, buy the HI-POTION and the ELIXIR, go back to Purapril and rest in the inn.

JOURNEY INTO SPACE

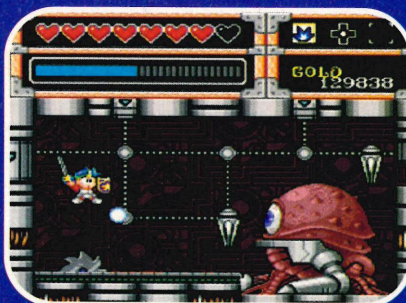
Now you're ready for the final part of the game. Go back to the Bell Tower and return to the clouds. This time go left and climb the steps into the spaceship which then transports you to Biomeka's planet.

Here you find five ladders, one of which is blocked off. The other four lead to rooms where the Tyrant Dragon, the Myconid, the Ice Bomber and Gragg and Glagg are waiting. To unblock the central ladder you have to kill off all these bosses. It's not too difficult, though, as they are no harder than they were first time around, and your weaponry is much better anyway (Myconid dies from one hit with the Legendary Sword!).

In the unlikely event that you run low on energy, just keep killing the little robot octopi outside the rooms. Each one drops a heart.

Unfortunately, though these creatures are super-soft, the final boss is hard as nails. If you haven't got them with you, go back and get the ELIXIR and the HI-POTION from Begonia before continuing.

When you're confronted with Biomeka let his first barrage of laser bolts hit you, and when you're down to your last heart the prince of Darkworld appears and destroys his gun.



Now it's up to you to smash Biomeka's metal shield while dodging shots from the laser turrets which travel around the wall. Use the Power magic to double your sword's destructive capabilities and this shouldn't be too much of a problem.

When the shield is gone it suddenly gets much harder. Two laser turrets appear, the floor turns into a conveyor belt, and a large buzz saw starts zipping back and forth. You'll need the Power magic again, and be ready to use your Hi-Potion when the Elixir starts to run out. There's no chance of you being able to dodge everything, so just try to stay at the right of the conveyor belt and keep hammering Biomeka (you don't have to hit him in the face, but he only takes damage when his eye is open).



As soon as Biomeka is dead, that's it! You return to Monster World in triumph and everyone lives happily ever after...

Or do they?



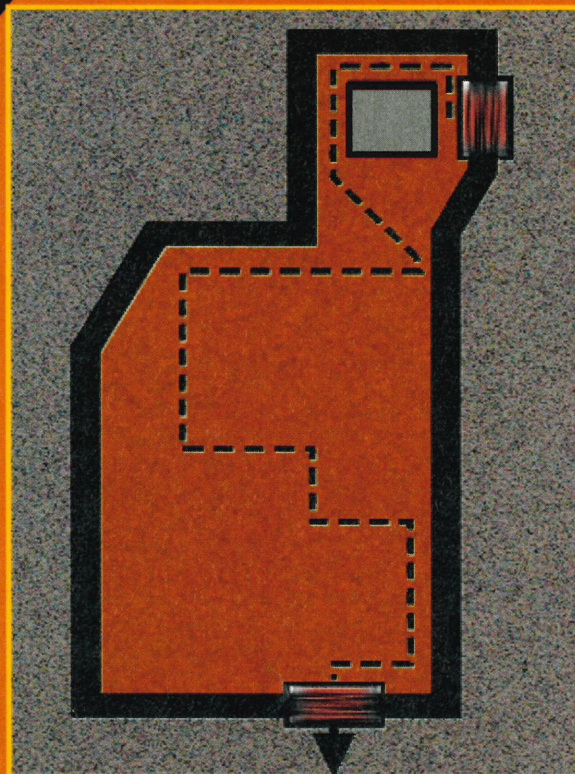
GOOD LUCK!

TO BE CONTINUED



HELP!

the immortal



Help! I can't get past the worm room in The Immortal. Please can you help me?

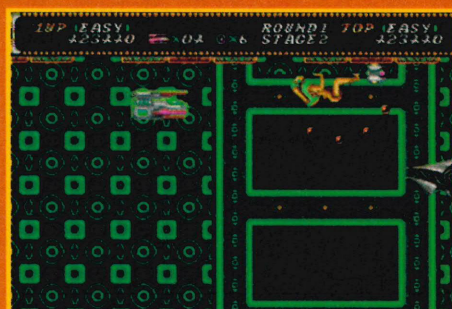
ANDREW GOULD, DORKING

It's not surprising that you're having trouble with this, Andrew, as it's probably the trickiest part of the whole game. This map shows the route through, but it will still take some experimentation with the sensor to pass.

Alternatively, if you don't mind cheating a little, try this cheat to miss it out completely. When you've bought the shrinking potion and done what you have to, go back to the start room. Instead of drinking the water let the wizard die! You'll start your next life in the chamber past the worm room. Neat, huh?

the immortal

hellfire



I've had this game since Christmas and I'm still having loads of problems getting past the purple zebras on level two, which I presume are near the boss. Can you help me?
CHRISTOPHER ROBERTS, MANCHESTER

Ahem, after long and detailed inspection, we can guarantee you there are no purple zebras on level two. But if you're not getting Hellfire confused with another game, the chamber before the boss requires you to use the diagonal fire to destroy the creatures that bound along the floor and the ceiling.

hellfire

castle of illusion



I can get to Mizrabel, but I can't beat her. Is there a safe spot on the screen? Or is there a special attack I should use?
KEVIN SULLIVAN, LONDON

Stand on the left-hand side of the top-right platform, wait until the witch appears and avoid the ghouls she fires at you, then bottom-bomb her head. If she appears on the right side of the screen jump to the bottom-left corner then return to the top-right platform when she fires another load of ghouls. If she appears on the left go to the far centre-right platform and dodge the ghouls before returning to the first platform. You can only bottom-bomb her when she's below you, so it takes quite a while to beat her.

castle of illusion

There's a real mixed bag this month, and a solutions to a few problems that had us stumped in the past. If you have a problem you can send it in to us and our panel of experts will try to help you, alternatively you could write to one of our helpline heroes. Remember to be as detailed as possible with your enquiries and answers, and send your contributions to Helpline, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU



rings of power

rings of power



I'm having trouble finding the sextant and the archer's symbol in Rings Of Power. Please help me out!
CARL JACKSON, WARRINGTON

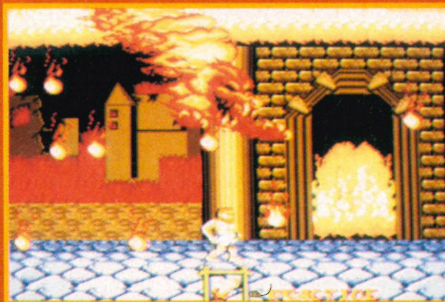
To get the archer's symbol first go to the archer's guild in the city of Speed. Talk to the secretary and she'll tell you that she wants some flowers, which you can get from the city of Perfection. When you've done that go upstairs and talk to Arrow. Next, find Carp (who's hanging around the dock), talk to him then obtain a flip stone by collecting one from the ruins or buying one from the store. Show the stone to the prisoner in the civic centre, who'll swap it for a map. Just take the map to Arrow and she'll give you the archer's symbol.

To find the sextant you have to go to the waterfall by the Mines of Misery, which is to the east of Speed. Cross the bridge and push up when you're facing the waterfall to enter it and find the sextant.



ghouls 'n' ghosts

ghouls 'n' ghosts



a PAL Megadrive and the game's official.
DAVID RUDDY, RIPLEY

We've just got that ace game Ghouls 'N' Ghosts, and we're having trouble getting past the gatekeeper on level four. Please tell us how to destroy it.
ANDRE AND LYNETTE COLISTI, DERBY

Here's a cheat mode that we've tested with an official cartridge and PAL machine. When the title screen appears press the A button four times then press UP, DOWN, LEFT and RIGHT on the D-pad. You'll here a chime if it's worked. Now you can use these button combinations to activate the following cheats:

- B and START: Invincibility.
- UP, A and START: Starts you halfway through the second level.
- RIGHT, A and START: Takes you to level five.
- DOWN-RIGHT, A and START: Teleports you to Loki.
- DOWN, A and START: Starts you on level three.
- LEFT, A and START: Begin halfway through level four.
- Hold B while playing: Slow motion.

As the levels are in two segments we weren't quite sure if Andre and Lynette meant the fire demon on level four or Loki on level eight, so here's how to beat both. Wait for the fire demon to hit the ground then jump and shoot it in the head. To beat Loki stand between his feet and fire up, or stand on his foot and shoot him when he lifts it.



quackshot

quackshot



I need help on Pete's hideout and treasure island please.
STEVEN PRESTON, ST ALBANS

If you can get to treasure island you've already passed Pete's hideout, so what do you want help with it for? Treasure island is tough, but there are no tips for it until you reach the swordsman. To beat him you have to stand on the top block and slide into him as he's about to throw his sword. Then you have to stand up, fire a plunger and jump onto the block again. Keep repeating this to beat him.



revenge of shinobi

revenge of shinobi



I can get to the last boss (the one with the massive wig), but I can't beat him. I shoot him several times and his wig flies off, then he stands still. I still die if I walk into him and I can't open the lock. Should the boss stay still like this, or is there a fault with my cartridge?
CLIVE M DAVIES, DYFED

Sounds like you could have a dodgy cartridge, Clive. When he throws his massive wig at you it should come back and he should continue his attack until he bites the dust. Check it on another Megadrive if you can, and if it turns out to be certifiably knackered, take it back to the shop where you bought it.

problems
Solved...
overleaf!



problems solved...

Thanks to everyone who has written in to solve the problems we couldn't.

fantasia



In issue seven you printed a letter from Mark Harper asking for a guide on how to complete the last stage of Fantasia. Well, here it is. You must kill the creatures in the following order for the fantasy fairy to take you to the conductor.

1. Make sure you have plenty of spells handy when you reach the fairy.
2. Kill the three heads by casting one big spell and one small one at each.
3. A mushroom will appear when these have been destroyed, zap that with two small spells.
4. A bit will appear, blast that with a spell too.
5. A witch appears next. To destroy her jump onto the middle spire and jump and shoot one big spell and one little spell at her.

6. Get into the bottom-bounce position as soon as she dies because a ghost will appear right underneath you. Use spells to kill it.
7. When that's dead a head will appear in the bottom-right corner of the screen. Kill it with one big spell and one small spell. Two more will materialise after that, destroy them in the same way. You'll now be able to touch the fairy.

You have to have enough points for 11 notes otherwise she'll send you back to the start of the fire world.

These tips are for normal level. If you play on easy the nasties won't take so many hits to destroy, likewise if you play on hard they'll take extra spells to kill.

ANTHONY DAVIES AND PHILIP CARR, MERTHYR TYDFIL



sword of vermillion

In answer to James Morrison's query in the June issue, the cave of Thule can only be entered by using the Thule key. This can be obtained from the bloke in Carthahena who's the only one who wasn't turned to stone (the one the hint book tells you has nothing of interest to say!).

Mr A NONNYMOUSSE, NOWHERESVILLE



sonic the hedgehog

In issue seven Roger Hutchings wanted to know if it was possible to start Sonic with all six chaos emeralds, well it is. To do this use the level select and go to the special stage. When you've collected an emerald and gone to the intermediate screen reset the game. When you start the game you'll be credited with having that emerald. You can keep doing this until you have all six.

BRIAN THOMPSON, SPRINGSIDE

helpline heroes

For a little extra help you could try sending you enquiry to one of our Helpline Heroes. Don't forget to supply a stamped, addressed envelope for your reply. This months stars are Paul Stephens, Richard Bayely and Mehmet Ersin.

Alien Storm, Castle of Illusion, Desert Strike, F-22 Interceptor, Ghouls 'N' Ghosts, Moonwalker, Quackshot, Robocod, Rolling Thunder 2, Sonic The Hedgehog, Spiderman, Streets Of Rage, Strider, The Immortal, Toe Jam and Earl.

Paul Stephens, Lynwood, College Road, Carmarthen, Dyfed, SA1, 3EF

Afterburner 2, Air Diver, Aleste, Alex Kidd, Alien Storm, Altered Beast, Arcus Odyssey, Arnold Palmers Golf, Arrow Flash, Assault Suit Leynos, Axis FZ, Baseball Tale, Batman, Battle Gopher, Bonana Brothers, Burning Force, Columns, Curse, Cyberball, Dangerous Sees, Darius 2, Darwin 4081, Devil Crash, DJ Boy, Dynamite Duke, ESWAT, Faery Tale Adventure, Fastest One, Tongue Of The Fatman, Ferios, Fire Mustang, Forgotten Worlds, Gain Ground, Gaiars, Ghostbusters, Ghouls 'N' Ghosts, Golden Axe, Granada X, Gynoug, Hard Drivin', Heavy Unit, Herzog Zwei, Insector X, James Pond, James 'Buster' Douglas Boxing, John Madden American Football, Klax, Kyubyoku Tiger, Lakers vs Celtics, Last Battle, Marvel Land, Master Of Monsters, Mega Panel, Midnight Resistance, Moonwalker, New Zealand Story, Onslaught, Osomatsukun, Out Run, Phelios, Populous, Powerball, Pro Baseball '91, Rainbow Islands, Rambo III, Revenge Of Shinobi, Road Rash, Ringside Angel, Saint Sword, Shadow Dancer, Shining In The Darkness, Shinten Mayooh, Shove It, Sonic, Space harrier 2, Space Invaders '90, Stormlord, Streets Of Rage, Strider, Super Hang On, Super Monaco GP, Super Real Basketball, Super Thunderblade, Super Volleyball, Sword Of Sodan, Sword Of Vermillian, Technocop, Tetris, Thunderforce 2, Thunderforce 3, Truxton, Twin Cobra, Valis III, Vortext, Wolfied, Warrior Of Rome, Whip Rush, World Cup Italia '90, Wrestleball, Zoom.

Richard Bayley, 54 Beaumont Road, Bournville, Birmingham, B30, 2DY

Afterburner 2, Alien Storm, Altered Beast, Arnold Palmer's Golf, Dick Tracey, DJ Boy, Dunamite Duke, EA Hockey, ESWAT, F22 Interceptor, Fantasia, Fatal Rewind, Forgotten Worlds, Ghostbusters, Ghouls 'N' Ghosts, Golden Axe, James Pond, John Madden, John Madden '92, Mickey Mouse, Moonwalker, PGA Tour Golf, Rambo 3, Revenge Of Shinobi, Road Rash, Robocod, Sonic, Space Harrier 2, Spiderman, Streets Of Rage, Strider, Super Hang-on, Super Monaco GP, Super Real Basketball, Sword Of Sodan, Saint Sword, Toe Jam and Earl, World Cup Italia '90, Zany Golf.

Mehmet Ersin, 25 Ashbourne Road, Broxbourne, Herts, EN10, 7DG



AFTERBURNER - 27,861,520



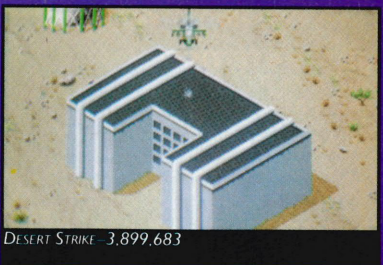
ALIEN STORM - 100



DARIUS 2 - 6,530,390



DECAPATTACK - COMPLETED WITH 99 LIVES LEFT



DESERT STRIKE - 3,899,683



ESWAT - 278,400



HELLFIRE - 10,947,090

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALTERED BEAST
4,463,300
Wayne Lockwood,
Boroughbridge

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BONANZA BROTHERS
9,762,777
Paul Whiting, Kidlington

BUDOKAN
Finished on one life
Jim Graham, Stevenage

CALIFORNIA GAMES
Footbag
110,820
John Austin, Workington

Surfing
9.4 (Turbo setting)
Martin O'Neill, Peckham, Kent

COLUMNS
72,994,617
Philip Butler, Cramlington

DARIUS 2
6,530,390
Mark Hogg, Burton-on-Trent

DECAPATTACK
Completed with 99 lives left
Daniel Creser, Northampton

DESERT STRIKE
3,899,683
Daniel Timlin, Hatfield

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DICK TRACY
232,700 (Easy)
Jonathan Hughes,
Sittingbourne

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280
Bob Payne, West Bromwich

EA ICE HOCKEY
121-2 Blackhawks vs Oilers
Gerald Powell, Pontypridd

EARNEST EVANS
1,480,050
David Wheeler, Caerphilly

ESWAT
278,400
Joseph Carson, Glasgow

F-22 INTERCEPTOR
USA-32,767
Neil McCrory, Dumbarton

USSR-32,767
Adam Kearsey, Gravesend

IRAQ-32,767
Adam Kearney, Gravesend

KOREA-32,767
Neil McCrory, Dumbarton

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow



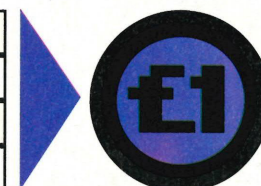
If you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to **HYPERPLAYERS**, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

HYPERPLAYERS

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NAME.....

ADDRESS.....

POSTCODE.....

TELEPHONE NUMBER.....

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Megadrive games urgently needed. I will pay top prices. Write to Mark, 16 Herbert Street, Denton, Manchester. M34 3DD

First and Third issues of Megatech, good condition good money paid. Call Tim on 061 973 7977 between 6pm and 7pm

Wanted issues 1 - 5 of Megatech. Will pay up to £30 or cartridge of your choice. Call James on 0329 221392

Wanted "Bulls vs Lakers", will pay up to £25. Also buy: Super Off Road, John Madden 92, European Club Soccer, Lakers Vs Celtics and any other decent games £20. Phone Daz on 081 841 2017 anytime after 6.30pm. No time wasters (Thanks)

Wanted :- PGA, EA Ice Hockey, Devil Crash, Other top titles. Send lists to 13 Bournville Lane, Birmingham B30 2JY. Best Prices Paid.

Megadrive games wanted. Road Rash, Monaco, Desert Strike, PGA Golf, Buck Rogers, Test Drive 2, Zero Wing, John Maddens 92, Quackshot, 2 Crude Dudes, Devils Crash, Populous, EA Hockey. Any other good games up to £20. Tel: Dave on: 0782 826602

I want issue 2 of Megatech badly! Am willing to pay £5. Phone 0344 427484 (evenings) and ask for Russell.

FOR SALE

Super Monaco GP for sale £25. Ring 0440 704538 or write to Richard, 5 Arrendene Road, Haverhill, Suffolk. CB9 9JQ.

Atari ST520 FM, Double Sided Drive, Joystick, Mouse, boxed. Plus 70 games, most still boxed. Will consider swap for Megadrive carts plus cash or offers around £240. Phone 0474 322661 ask for Chris.

For sale, mint condition Commodore 64 with over 50 games; including Smash TV, Speedball 2 and Rainbow Collection. Also 2 joysticks included, Quackshot Maverick and one other. Good value £110 ono. Please phone: 0734 862124 and ask for Neil or Simon.

Megadrive games for sale. Desert Strike, Phantasy Star III, Shining in the Darkness, Sword of Vermillion, Streets of Rage, Road Rash, Castle of Illusion, Battle Squadron, Hellfire, The Immortal, F16. P Etc. Prices may vary. Mostly mint condition. Ring Carl on 0775 760638

Megadrive games UK, John Madden 92 £25, Desert Strike £28. All games boxed with instructions, prices include P&P. Write to Brett, 26 Union Lane, Cambridge CB4 7QB.

Megadrive games for sale. John Maddens '92 £25, EA Hockey £25, Jap Gynoug £25. Also Megatech issues 1 to 4. 081 574 0838

C.B. Megadrive, 2 Joypads, 11 games, PGA Tour Golf, Phantasy Star III, Spiderman, Golden Axe, EA Hockey, Populous, Immortal, Blockout, Altered Beast! Revenge of Shinobi, Road Rash. Ring Craig or Gaz around 6pm. (0484) 687514. Offers around £450.

Megadrive plus loads of games for sale. Will split. Very cheap. Phone (083) 676 8164 after 4pm. Gamegear also.

Megadrive games for sale £15.00 to £25.00. 15 titles including Streets of Rate, Afterburner, Golden Axe, Sonic, Populous, Strider and other great titles. Snap my hands off and phone me to buy all ladies especially welcome. Simon 021 745 2080

UK Megadrive including 4 games; Sonic, Hellfire, Streets of Rage, Devil Crash, £150. Phone Rob on: 0603 767071 (includes Joystick, Jap adaptor).

Massive Megadrive games collection for sale. May tip games from £15. Also P/Ex. Please ring Mike 021 459 7576 for lists.

English Megadrive for sale. Six months old. 5 games, Golden Axe, John Madden 92, Centurion, F22, Winter Challenge, Arcade Power Stick. All boxed as new. £300. If interested contact 0702 61774 after 7pm.

SWAP

Megadrive swaps :- Desert Strike, Shinning Darkness, Axe II, Test Drive II, Joe Montana II, Trouble Shooter, Pitfighter, Wonderboy 5, Phantasy Star II, Outrun, Turrican, Twin Hawk, Truxton, Dark Castle, Battle Squadron, Atomic Robokid. Tel: 0484 544165. Ask for Baz after 5pm. Alisia Dragoon wanted please.

Swap F22 for Desert Strike or Mercs; Swap Spiderman for Gynoug or Thunderforce 3; Swap Golden Axe for Super Monaco or Marble Madness; Altered Beast for Sonic or almost anything else. All carts UK, so must swaps be. Phone Lowestoft 501988.

Megadrive Sonic, Spiderman for Castle of Illusion, Moonwalker. Phone Stuart on 0304 613541 after 4pm.

I have Robocod, Sonic and Shadow Dancer to swap for Super Monaco GP, Revenge of Shinobi and Kid Chameleon. Will swap games separately, will also consider other games. Tel: (0222) 235531.

Swap Mickey Mouse for Wrestle Wars, Desert Strike, Road Rash and Test Drive 2. Please ring after 5pm. (0928) 563851.

I will swap my first five issues of MegaTech for any of the following: Mercs, Quackshot, Mickey Mouse of Super Monaco GP. Phone Mark on 0543 682063 after 6pm.

For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose...

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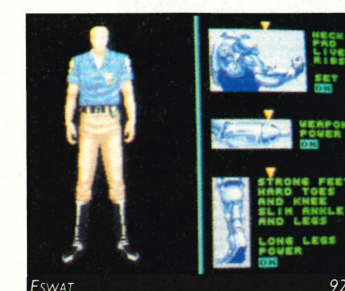
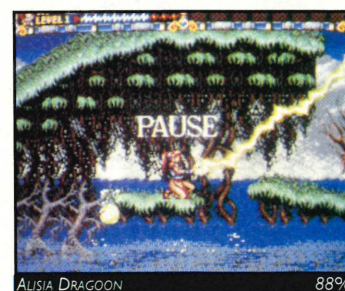


THE MEGADIVE

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth").
AEROBLASTERS	KEMCO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALISIA DRAGOON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragoon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ARCUS ODYSSEY	RENOVATION	IMPORT	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSAULT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi-be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to sock with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
ARTON SENNA'S SUPER MONACO GP 2	SEGA	£49.99	91	90	77	94	92	93	Arton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONANZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS-COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	93	90	91	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.



GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
CORPORATION	VIRGIN	£39.99	80	76	84	76	91	87	Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game.
CURSE	MICRONET	IMPORT	66	71	69	71	67	70	While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans. Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DAVE ROBINSON'S BASKETBALL	SEGA	£39.99	81	86	77	85	80	83	This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still an excellent game.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns. Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply.
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	92	91	92	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.





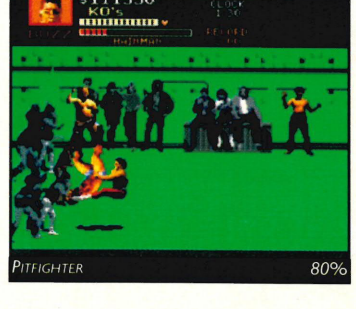
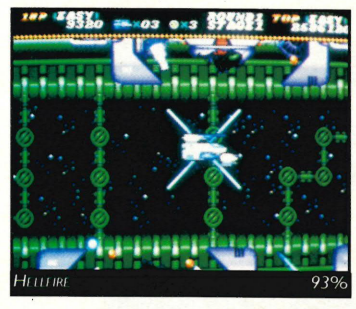
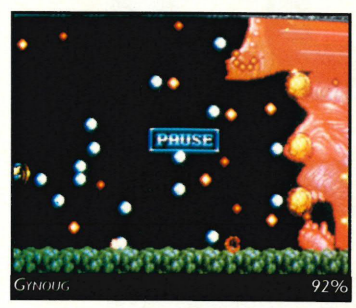
GAMEX

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety of moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIARES	RENOVATION	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE II	SEGA	£34.99	79	80	67	72	67	67	Although Golden Axe is fantastic, Sega couldn't improve on it with its sequel, in fact they produced a game which wasn't a patch on the fast. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this.
GRANADA X	UBI-SOFT	£39.99	85	70	75	82	83	81	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here. It's starting to look a little dated now, but is still worth bothering with.
GYNOUNG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups. It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
HARD DRIVIN'	TENGEN	£34.99	84	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out.
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the tacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.



GAME INDEX

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	£34.99	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCs	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
MIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that it has the credit-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dunno can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eeek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.





MEGA

GAME NAME	BY	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTCH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD BLASTERS	TENGEN	IMPORT	79	82	80	77	70	72	This is a conversion of a old coin-op that puts you in the driving seat of an armoured assault-car, traversing a post-holocaust landscape putting paid to bad guys with machine guns, electro-shields and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must be if you own the appropriate machine.
SOL FEAR	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Fear, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPACE HARRIER II	SEGA	£39.99	73	82	80	79	71	76	Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. However, the gameplay gets pretty dull after a while due to the lack of variety. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STEEL EMPIRE	HOT-B	IMPORT	89	93	83	89	70	85	This is an excellent shoot 'em up spoilt by one thing - it's too easy. The graphics are stunning, and beat those of most Megadrive games hands-down. Despite its one drawback, this is an exceptional game. Well worth checking out if you're feeling free with your cash.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are right on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER OFF-ROAD	BALLISTIC	£24.99	82	79	84	88	78	83	This is a great conversion of and old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on customising their vehicles. The two-player game is a good laugh, but it dulls slightly in one player mode.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.



GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M-TECH RATING	
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TAZ MANIA	SEGA	£39.99	70	96	93	89	80	88	Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being a little too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else.
THE TERMINATOR	VIRGIN	£39.99	84	85	90	73	50	60	The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARL	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
TWO CRUDE DUDES	DATA EAST	IMPORT	91	94	76	91	85	87	This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's two easy to complete though, so this will appeal to fans more than anyone else.
VAPOR TRAIL	RENOUATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive zbosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat 'sports' simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

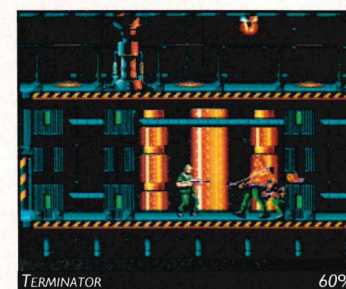
GAME INDEX



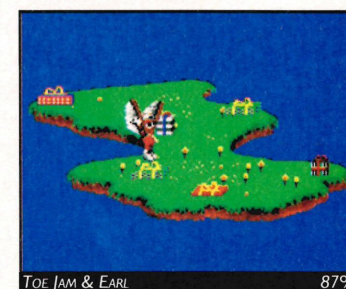
SUPER OFF-ROAD 83%



TAZ MANIA 88%



TERMINATOR 60%



TOE JAM & EARL 87%



TWO CRUDE DUDES 87%



NEXT MONTH!

Who knows? There we were all ready for a super-duper WWF issue with a fat, pink wrestler on the cover this month, but no. Fortune vomited on our duvet.

Still, here's a pin and a copy of Sega's release schedule so let's try to predict what **SHOULD** be appearing in some form in next month's issue of Britain's number one Megadrive mag:

ALIEN 3

LEMMINGS (almost surely, after all this time)

BULLS VS LAKERS (the official version)

TWISTED FLIPPER

and possibly even

PRINCE OF PERSIA CD

TOP PRO GOLF

and with any luck

THUNDERFORCE IV

and

SONIC III!

But we can't promise anything because, well, you just never know, do you? Life certainly is exciting in the Wacky World of Megadrive, and we promise that every ounce of excitement will be reflected in the glowing pages of MegaTech, issue nine.

And you can take **THAT** to the bank!

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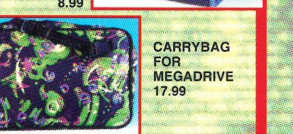
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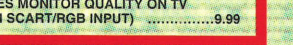
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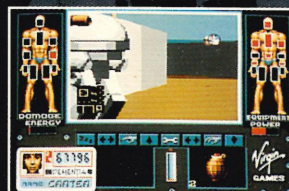
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