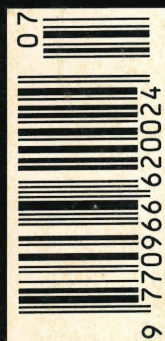


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ISSUE 34

JULY 1995 £2.50



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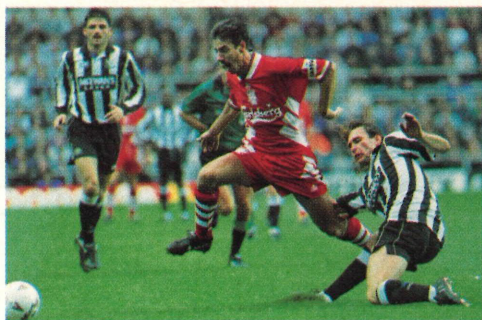
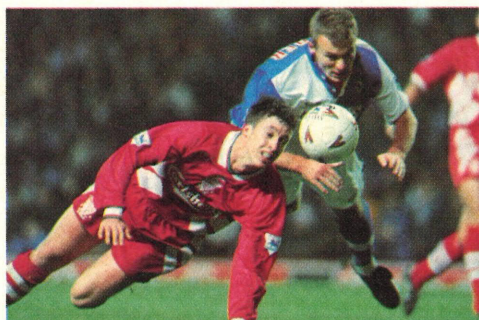
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THE 1994-1995 SEASON



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COMPETITION

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AMAZING REBOOT COMPETITION!
TURN TO PAGE 24 NOW**

COBRA: THE SPACE ADVENTURE

Ever since the dawn of Manga fans have been crying out for an interactive Manga feature. Now it is here...

Japanese Animated films are currently more popular than ever in this country. Over the years I have received many letters from anime fans, all of whom wanted to know if there would ever be a game based on such animated exploits. The only mangaesque games that we've seen have all been dire, namely Last Battle and the Dragon Ball Z series.

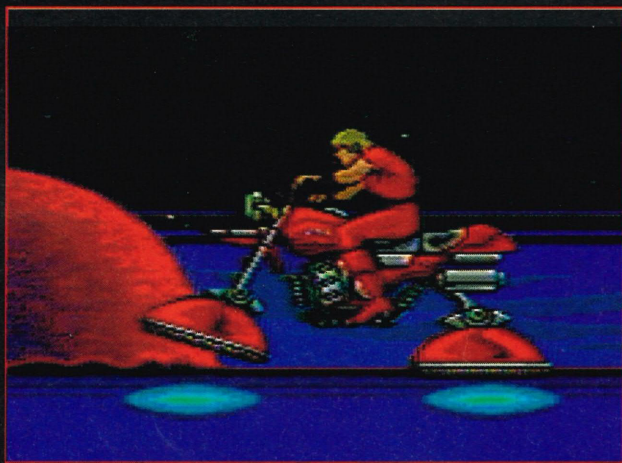
Cobra is a completely different style of game, combining animated sequences with adventure and puzzle solving elements. Cobra is a space pirate and is the scourge of the Galactic Patrol. He causes havoc wherever he goes and the price on his head is too high to count. The guy was a legend in his own lifetime until one day he mysteriously disappeared. As a master of disguise he managed to hide away on Earth for

three years with his armoroid assistant, Lady. They both spent all their time working on their spaceship, the turtle, until they were ready to resurface once more and put an end to the tyranny of the galactic patrol.

Even though he looks like the average Joe Cobra is more than a normal man. Anyone that has ever fought him will know that he seems to be completely invincible. Even after being soundly beaten he can rise up and overcome even the most formidable opponents. Some say he has special powers, all of which becomes clearer whilst playing the game.

The player takes the role of Cobra and follows him through his various encounters with the Galactic Patrol, bounty hunters and other trouble makers. At the start of the game we join Cobra on his way to the local pub

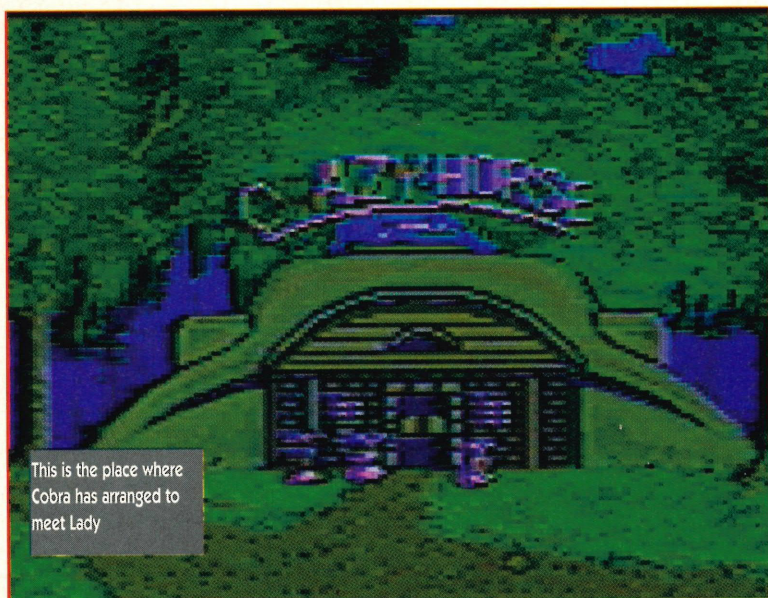
to meet Lady. When he gets there it seems that he's been stood up. Lady isn't around. However there are three drunk ruffians hanging around eager for a fight. Just when he thought he would have to blow his cover to survive a gorgeous woman walks in the room and creams all the bad guys. This lady is called Jane and she is a bounty hunter who has just collared three criminals. Not wanting to be around when the cops arrive our hero promptly leaves before he could be recognised. A chance encounter with a pig/duck creature sends Cobra off to meet Lady in the nearby graveyard. Unfortunately for Cobra it's a case of 'out of the frying pan...' as it seems that Jane has already worked out his true identity. However, just before she could nail him they were both attacked by a man made entirely out of crystal. Before



Cobra makes his entrance into the game on the airbike



Quick, off to the pub but remember kids, don't drink and drive



This is the place where Cobra has arranged to meet Lady

they could escape Crystal Boy made Jane reveal that she had a mysterious tattoo covering her back. From here Cobra and Jane join forces in order to outwit Crystal Boy and his assassins from the Pirate Guild, a task which leads them into many different challenging situations. After escaping from Crystal Boy they manage to find Lady and the Turtle and set off to decipher the meaning of the curious tattoo on Jane's back.

At first they have no luck but it is soon discovered that Jane was separated from her two sisters at an early age, and they too had similar tattoos. This starts them off on a trail that takes them to the other side of the galaxy and back. Can Cobra work out the meaning of the tattoo? Why are the Galactic Patrol working in coalition with

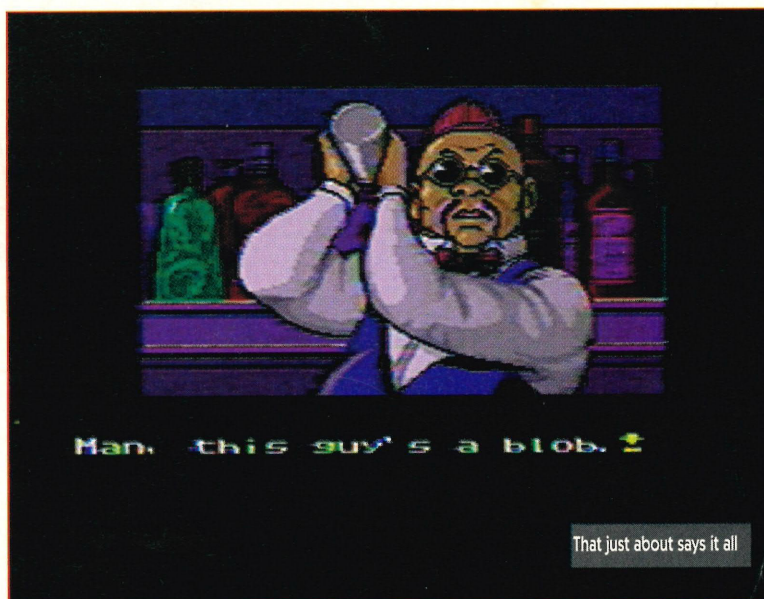
the Pirate's Guild? Who is Cobra? All this will be revealed during the course of the game.

The first thing to point out is that the game is absolutely huge and even if you had a step by step guide in front of you it would take over ten hours to complete the game. We didn't have one, and it took a damn sight longer than that! The game itself is rather like snatcher, with a list of commands available at the bottom of the screen. Using one command can lead to another being added to the list later on. For example, if you use the 'Look' command and it says that there is a person nearby you might then be able to talk to them. During conversation they will say things of interest which you'll be able to ask them about if it is important.



The bar
Customers
The counter
The entrance

There are many interesting things to check out in the Crazy Horse



Man, this guy's a blob.

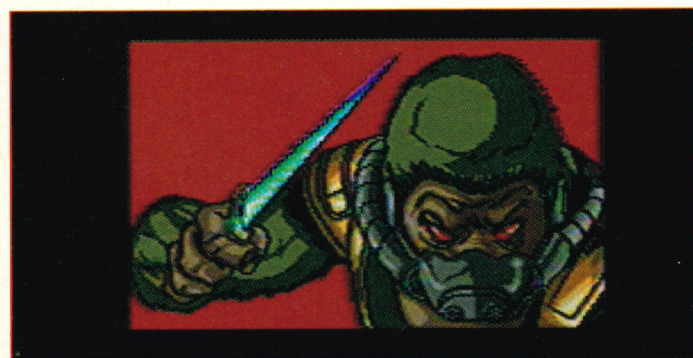
That just about says it all



(Left) Cobra wants a relaxing drink but others have different plans



(Right) Looks like the poor guy couldn't handle the action



(Left) Come on then, if you're hard enough



This is it, folks...
The PsychoGun!!



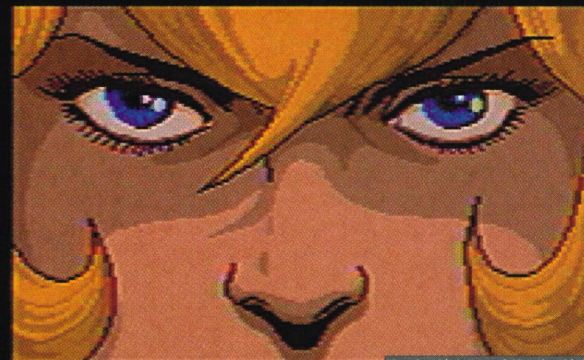
Study this bike scene closely. You will see it a lot in the game



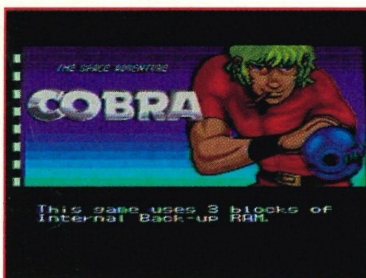
This guy has many tricks literally up his sleeves, such as the torch wristband

In between conversing with characters and moving around the numerous locations our hero gets himself into a lot of fights. He can punch and kick like a trooper which often does the job but in extreme cases he resorts to his Psychogun. This weapon is actually built into his arm and channels his psychic energy down the powerful barrel. How he got it no one knows, but it is very effective. Cobra also has other secret powers but I won't mention them as it might spoil the game for you. Needless to say, Psychogunning the world and his brother can be very satisfying indeed! you're not always alone in such fights, which can get incredibly difficult as Jane, Lady and your other friends who you pick up

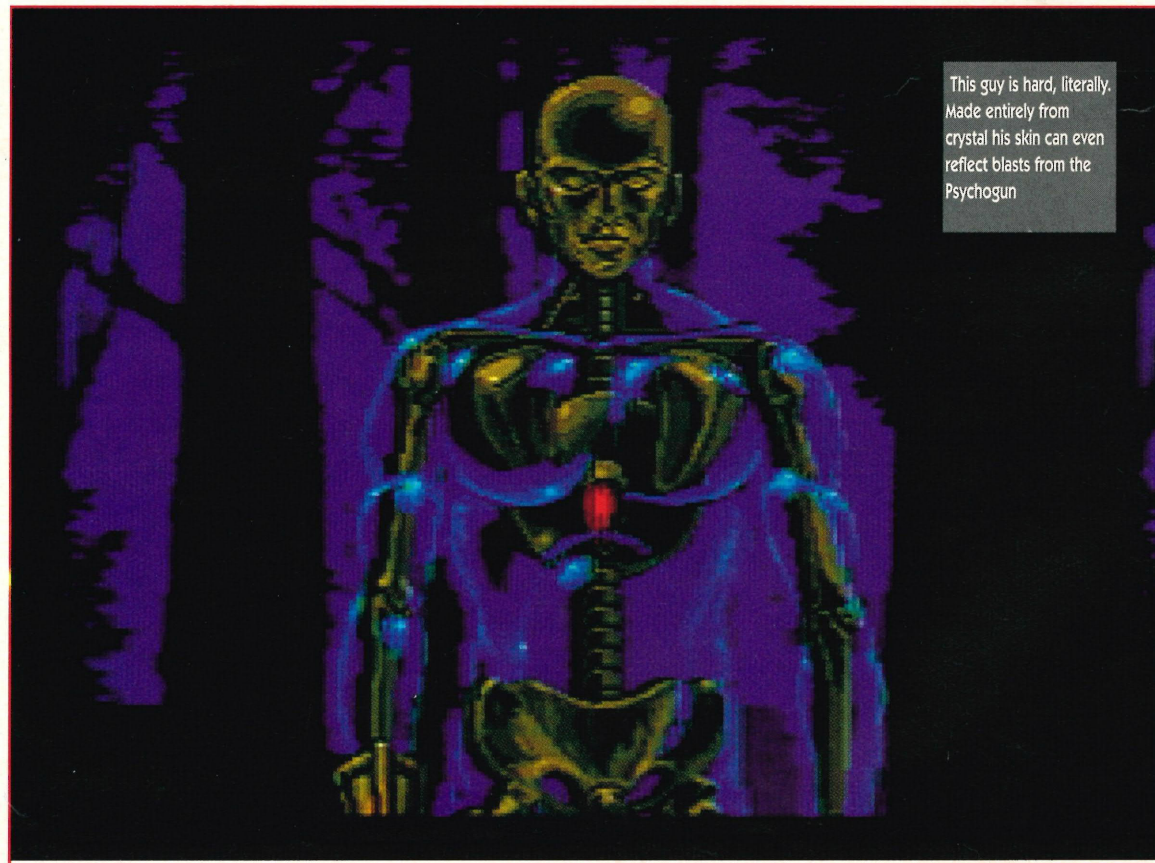
along the way can also lend a hand. On the whole Cobra is a curious title. It doesn't require quick reactions and doesn't have arcade sequences like Snatcher to get the adrenaline going but it does have a compelling storyline which has many twists and turns. There are literally hundreds of different animated sequences, cut scenes and sampled dialogue, all of which keeps the atmosphere tense as the story gradually unfolds. Just when you think it is all over Cobra will uncover another clue which will send him off on another quest on a completely different planet! Like I said earlier, Cobra The Space Adventure is a massive game which will keep players happy for many hours on end.



You lookin' at me? You lookin' at ME?



This game uses 3 blocks of Internal Back-up RAM.



This guy is hard, literally. Made entirely from crystal his skin can even reflect blasts from the Psychogun



They're coming to take you away.



After whipping off his fist Cobra reveals the legendary Psychogun



The turtle is hidden under Cobra's own tombstone



Off goes the turtle, to another planet, leaving all of Cobra's enemies behind



That'll sort you out mate

UGGHHH!!

80
PERCENT

GRAPHICS

8

SOUND

9

GAMEPLAY

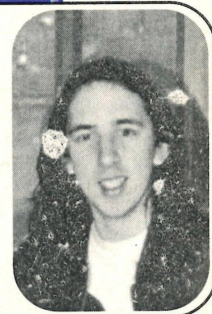
8

GAME SIZE

8

"A highly original interactive adventure"

Paul Ullrich



WAYNE GRETSKY

When someone talks to me about hockey I think of lots of schoolgirls running around in a field. Then again, don't I always?

There are two types of hockey in my book. First there's the type where girls run around with sticks and a bunch of toffs sit around having tiffin shouting "Jolly hockeysticks" and all that. Not very exciting if you ask me, but each to their own.

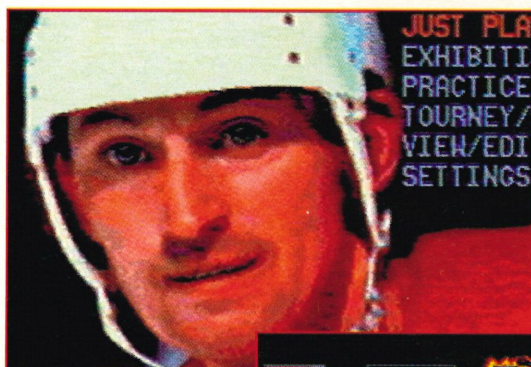
Then there's the type where big burly blokes skate around an ice rink pushing a little puck around before promptly beating the living hell out of each other. Now, given these two scenarios which would you like to see a computer game of? OK so the idea of sitting in your bedroom alone late at night playing 'Schoolgirl Simulator' might sound very tempting but unfortunately I really don't think that it's ever going to happen. (You are truly a sad man - Lee)

The process of elimination leaves us with the latter scenario; Ice hockey with

a vengeance. Mega Drive fanatics will no doubt already be able to name a vast number of high quality Ice Hockey simulations, and some poorer ones at that.

Who could forget the fantastic EA Hockey? It was fast, smooth, and was the first of its type. Then came the endless ream of NHLPA follow ups, all of which were slightly different in an 'exactly the same' sort of way. Sega had a stab at the genre with Mario Lemieux Hockey, and Taito had a go with a rather abysmal version of the Hit The Ice coin op.

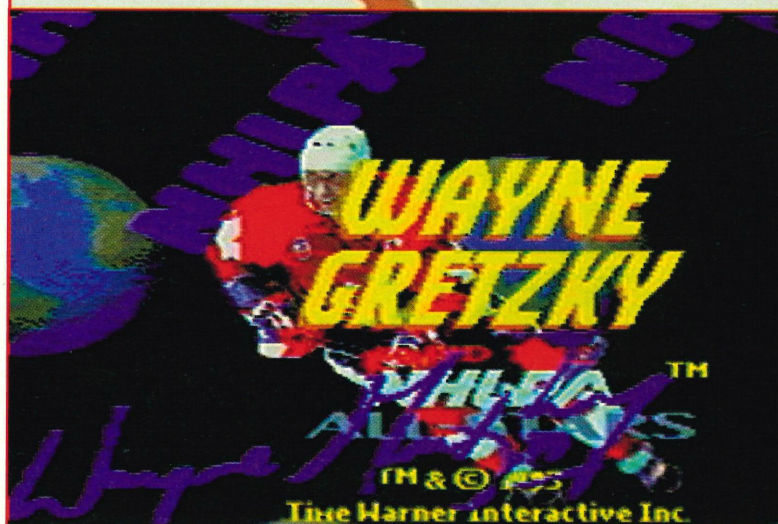
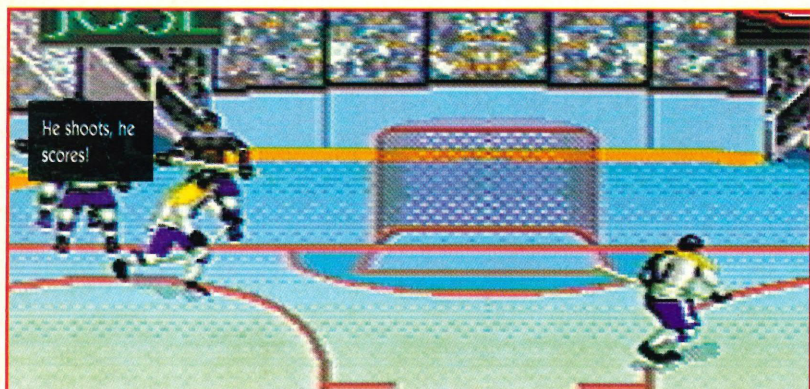
Time Warner Interactive are about to break into this already well established scene with their latest celebrity license, Wayne Gretzky's NHLPA All Stars. Aware of the stiff competition the developers have tried to incorporate as many features into the game as

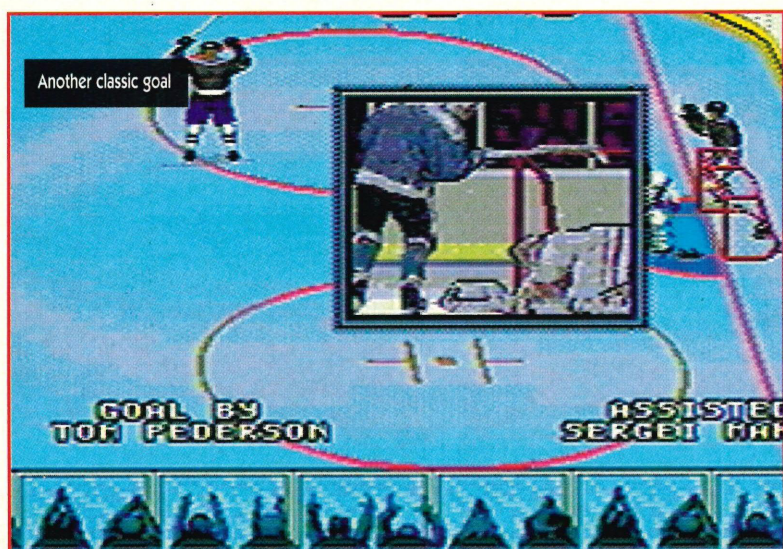


(Left) Meet Wayne, the hero of the piece



(Right) Choose your team by skating around a map of the world





(Left)
This is
the
current
line up
for the
cup



(Left) You
can have
some of
that mate

(Right) Can he beat him? Probably not

possible. For a start they have been allowed to use the names of real players, their profiles and statistics in order to give the game a true to life feeling. Over 600 real players have been included so if you have a favourite he'll be in there somewhere. There will be 32 teams in all, including 26 North American teams and 6 international All Star teams.

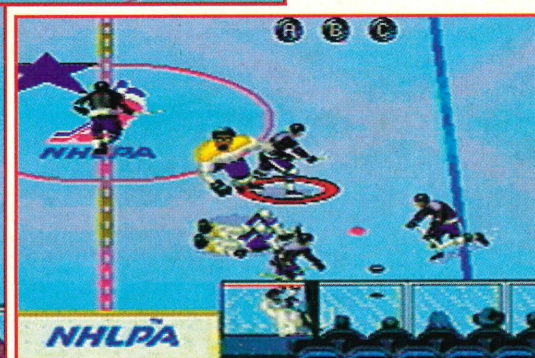
With various game styles including playoffs, penalty shoot outs, and the ability to play a simulation of a full blown match where the players get tired and the ref enforces every rule Wayne Gretzky looks as if it could well beat the NHLPA series at it's own game. As if that wasn't all, Wayne has another ace up his sleeve, namely a big fist that he can use to smack the opposition around with. If there is a particularly nasty incident, or if you turn the aggression factor up, or if you're just feeling a bit rowdy the players will start fighting and knock seven shades out of each other. This is a feature that is sadly missing from the NHLPA titles.

Other features that are to be

implemented include a battery back up facility where you can keep a record of wins, stats, penalties and injuries. Teams can be edited, manipulated and stored for later use too.

With a Mario Lemieux style viewpoint and sprites that are bigger and more detailed than any other Hockey Simulations Wayne Gretzky certainly looks like one to watch out for.

(Below) More FMV showing a valiant save



(Below) Relive the exciting bits using the obligatory replay feature

From: TWI

Release: OUT NOW

Price: £ 44.99

Levels: 16 TRACKS

Players: 2

KAWASAKI SUPERBIKES

Rich's always saying that he's got something hot and throbbing between his legs but now he has.

Motorbikes are funny old things aren't they? The idea of balancing on a powerful machine hanging on for dear life as it screams off down the motorway at high speed never really appealed to me but for some people motorbikes are a way of life. Each to their own I suppose.

Domark's F1 came out well over a year ago and at the time it was the most technically impressive racing simulation the Mega Drive had ever seen. Admittedly it had a few faults and Virtua Racing put it in its place with its SVP but even so it managed to run incredibly fast and smoothly without the aid of a DSP.

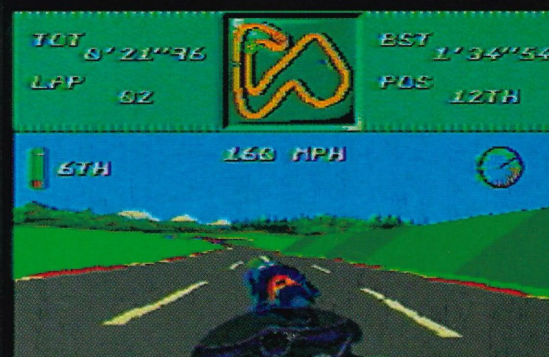
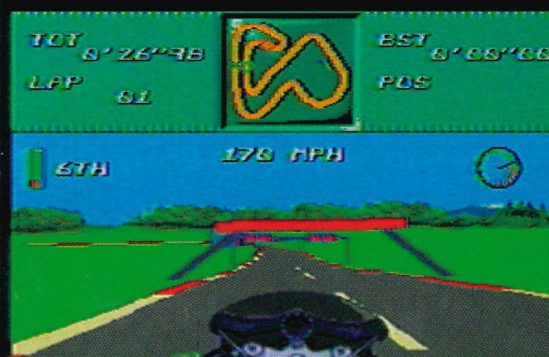
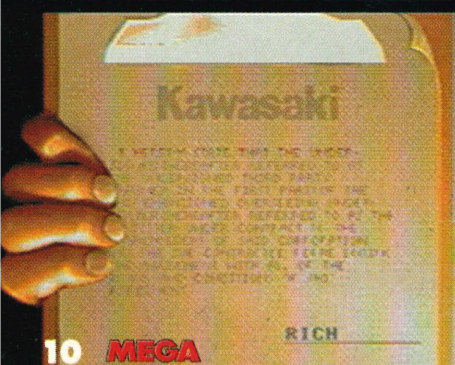
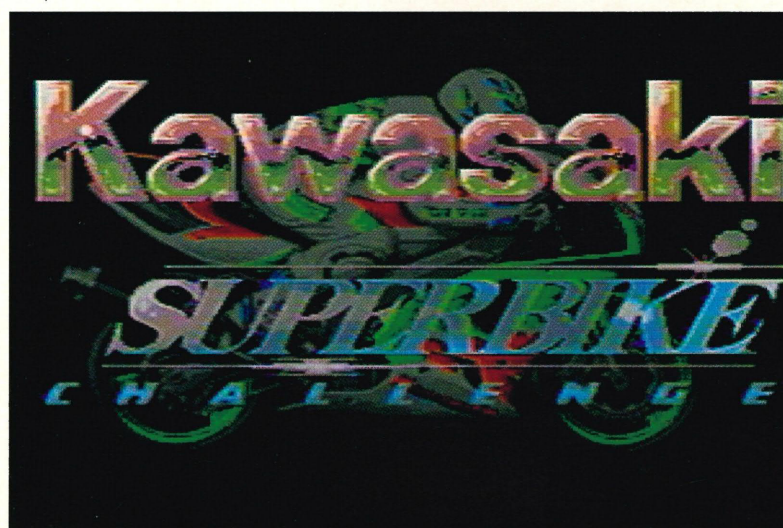
The basic game engine from F1 has been used again but this time instead of racing formula one cars you race on a Kawasaki ZXR750R and compete in the dangerous World 750cc Superbikes Championship against 16 top class drivers.

The Superbikes Championships takes place over 15 famous international courses all of which have been accurately recreated here (or so I'm told). Even the infamous Suzuka 8 hour endurance race is here complete with night riding section and rider changeovers.

There aren't that many motorbike games on the Mega Drive. The only ones that I can recall are Super Hang On (excellent at the time) and Moto Cross 32X (crap at the time). Joining

the ranks comes Kawasaki, a balls out racing game that is so realistic you can almost feel the wind rushing through your hair (or is that the curry I had last night? Oh well...) and to top things off it can be played by two players simultaneously using the split screen system. In one player mode the action fills the whole screen but in two player mode the graphics have been shrunk down so that both players can clearly see what is going on and so that the Mega Drive can cope with the sheer amount of maths that it has to work out to make sure everything runs just as fast as in solo mode. There is also a turbo mode where one player uses the slightly smaller play screen on their own and the bike then travels at break neck speed which is ideal if you are one of those loonies on the motorway who like living on the edge.

If you remember, F1 boasted some incredible polygon graphics which made the tracks look and move much more realistically than its contemporaries at the time, namely the Super Monaco series. For Kawasaki these graphics have been improved and there are now many more buildings and various items of scenery around the track making them look just like their real life counterparts. Lets just hope that the courses are more accurate than in F1 because when that came out I got a very nasty phone call from a Formula 1 official demanding to know why there were slight differences between the

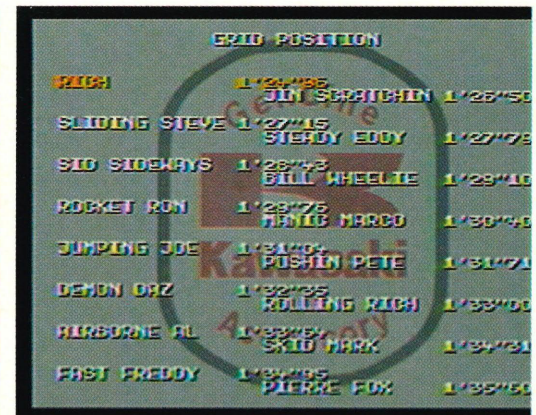




Oops



Oops again



I'm the best, I'm the best, I'm the best....



actual course and the one in the game! As if it was anything to do with me in the first place. Oh well. As well as concentrating on the road layouts a lot of effort has been put into reproducing the way the bike actually handles under different conditions. At

the beginning of the race it is necessary to customise the bike depending on your riding skills, the type of course being raced on and the weather conditions, all of which affects the way the bike handles on the tarmac. If you choose the wrong tyres or if they just

wear down during the race then it is vital to stop off at the pits and get them sorted out before something nasty happens. It is also necessary to pit in whenever the bike sustains some damage which brings up a few strange points. Anyone

that has ever ridden a motorbike knows that it is all too easy to come off. A small patch of oil on the road can cause you to come a cropper. So how come stacking into walls at a hundred miles an hour causes nothing more than a minor inconvenience? Usually it would





RACE RESULTS			
SLIDING STEVE	CLUBMAN	20	20
JIN SCRATCHIN	SHIMANI	17	17
BILL WHEELIE	HIRUKI	15	15
SID SIDWAYS	BEET	13	13
ROCKET RON	BLACKBIRD	11	11
MANIC MARCO	CRANKSET	10	10
PUSHIN PETE	HIRUKI	9	9
JUMPING JOE	TORU	8	8
DEMON DAZ	TORU	7	7
ROLLING RICH	CRANKSET	6	6
FAST FREDDY	BLACKBIRD	5	5
SKID MARK	KAWASAKI	3	3
STEADY EDDY	BEET	2	2
AIRBORNE AL	CLUBMAN	1	1
PIERRE FOX	SHIMANI	0	0
BEST LAP RICH		1'31"52	
BEST GP RICH		8'01"78	

cause instant death but here all it does is bring you to a standstill. It doesn't even write the bike off. You have to crash at least four or five times before the bike sustains critical damage.

F1 was good in its day but that day was quite some time ago and a lot of things have changed now. Kawasaki is a decent racing game with some great features but it pales into insignificance when compared with other more recent titles.

One such title that springs to mind is Street Racer. The graphics are better defined, there are more (admittedly very flat) courses and the variety of game options help keep boredom at bay. Kawasaki's dull graphics don't help

pep up the gameplay and soon the one player mode can become quite tiresome.

"So what is the final verdict?" I hear you cry. Well, Kawasaki Superbikes

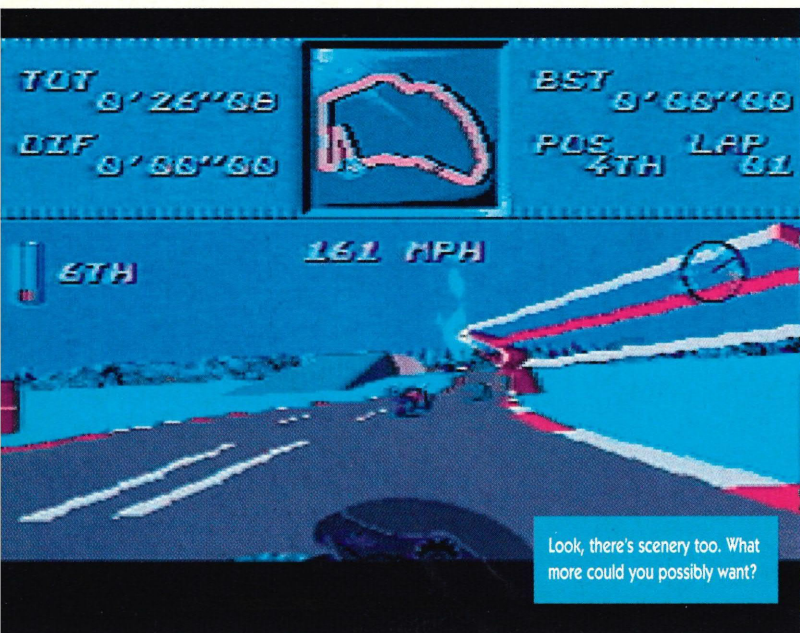
falls firmly into the category of 'another racing game'. It doesn't compare with V.R, but then again neither does the price tag. Alternatively it is far superior to other motorsport games including the original F1 and dross like Mario Andretti or

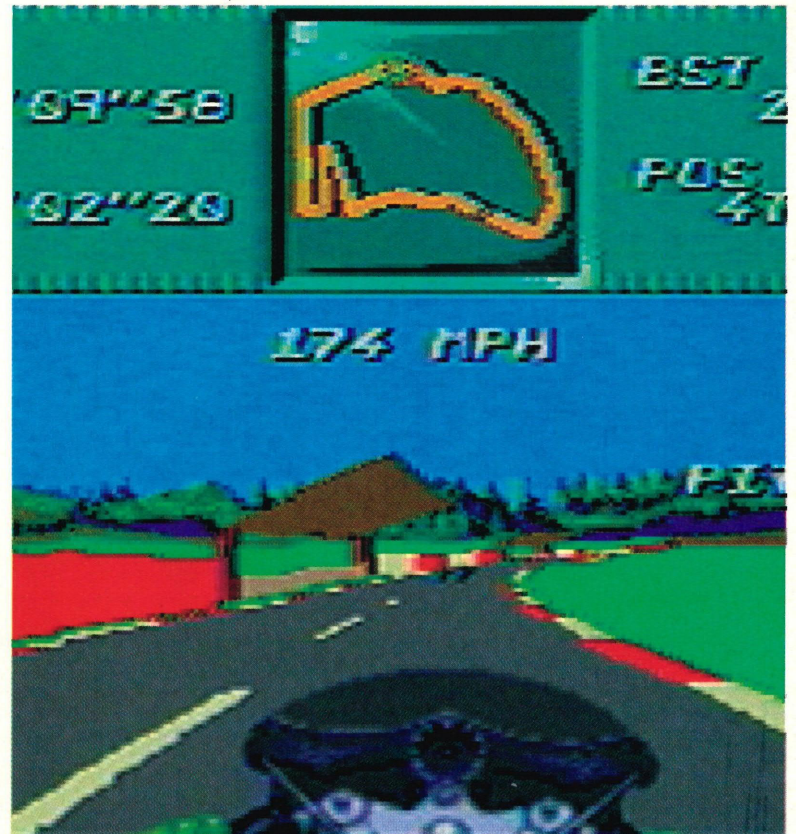
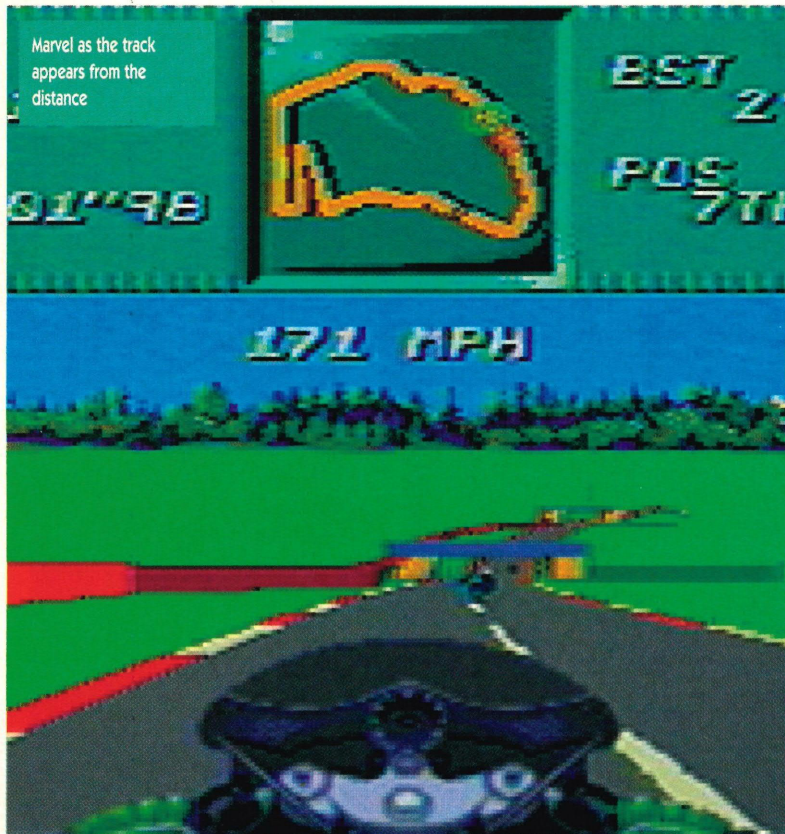
Nigel Mansell's formula tedium titles. If you are a fan of motorcycle racing and follow it avidly then this will definitely be of interest to you but the more casual race fan won't be too impressed.

"superior to other motorsport games"



RACE RESULTS			
HIRUKI	24		
CLUBMAN	21		
SHIMANI	17		
CRANKSET	16		
BLACKBIRD	16		
TORU	15		
BEET	15		
KAWASAKI	7		
NEXT CIRCUIT		ABANDON	
REMEMBER YOUR PASSWORD aaqda68raaulc98uaqCic6ybp+*b6aa9			





(Right) Change the type of bike you ride to make the game more challenging



(Left) Two player fun can be had, even though the graphics are slightly smaller



75 PERCENT

GRAPHICS 6

SOUND 6

GAMEPLAY 7

GAME SIZE 7

"A competent, if slightly dated, version of the sport"

Paul 21

From: Acclaim
Release: Out Now
Price: £44.99
Levels: 12
Players: 2

BLOODSHOT

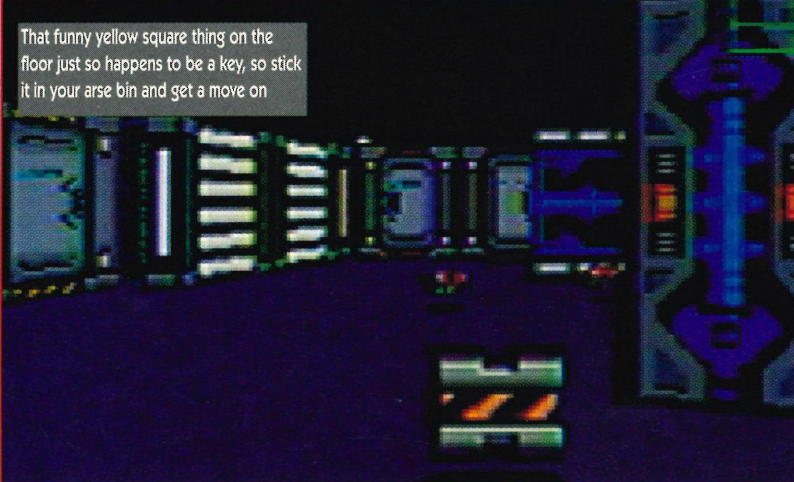
Quite frankly I'm disgusted with the amount of violence in games today. There isn't enough of it!

It's Christmas time in the year 2049 and everyone is having a good time and everyone on Earth is happy. Mind you, they're not as happy as the robotic killing machines in the fleet of battleships who are on their way to destroy the Earth! These aliens may be nasty but they're not stupid and so they sent a lone battleship on ahead to see if they would be in any danger or not. The Earth Federation were prepared for this because let's face it, in the world of computer games the Earth gets threatened every day so it's about time they got their act together really. Unfortunately the Federation's lack of effective weaponry was exceeded only by their lack of brains and they all got wiped out and, wait for it, there is now only one person who can save the world, i.e.. you.

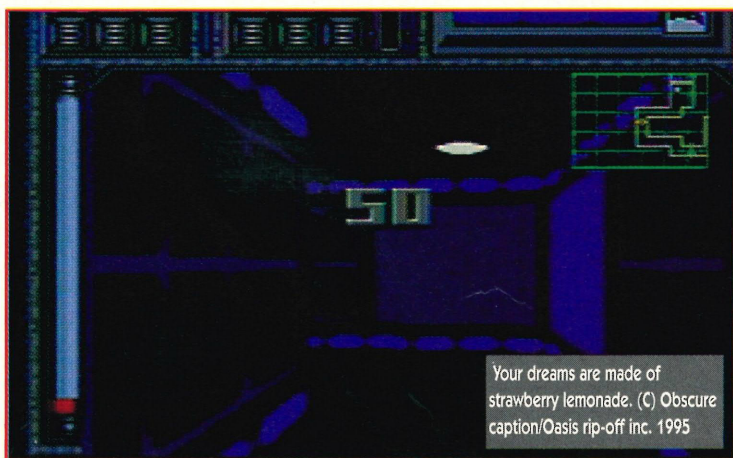
After being implanted with a Battle Frenzy Chip (BC) your elite trooper is dropped off on the first deck of the scout ship armed with only a weak plasma gun and keen senses. The main battleship is split up into 12 different levels. On each level there is a well protected plasma node which I'm told is very important when flying the most powerful weapon of death and destruction the universe has ever seen. The only way to stop the ship is to destroy all of these nodes, but they are well hidden, heavily guarded, and when destroyed they trigger a self destruct mechanism that instantly kills everything on that deck. Not an easy task I can tell you. The task is simple. You start off in the lift and have to search high and low until you find the node. The levels are



This is one of those node thingamabobs. Time for even bigger guns



That funny yellow square thing on the floor just so happens to be a key, so stick it in your arse bin and get a move on



Your dreams are made of strawberry lemonade. (C) Obscure caption/Oasis rip-off inc. 1995



You may be wondering what exactly this monster is, and rightly so. You may also be wondering what an arse bin actually is too



These are a few shots from the introductory sequence to the game showing the twelve alien spaceships, the warriors attacking and the horrors withing



Ever noticed how prejudiced games like this are? Instead of killing everything why not talk to the aliens instead and find out their point of view? Small green slimy things have feelings too you know. Go round their house and have tea or something



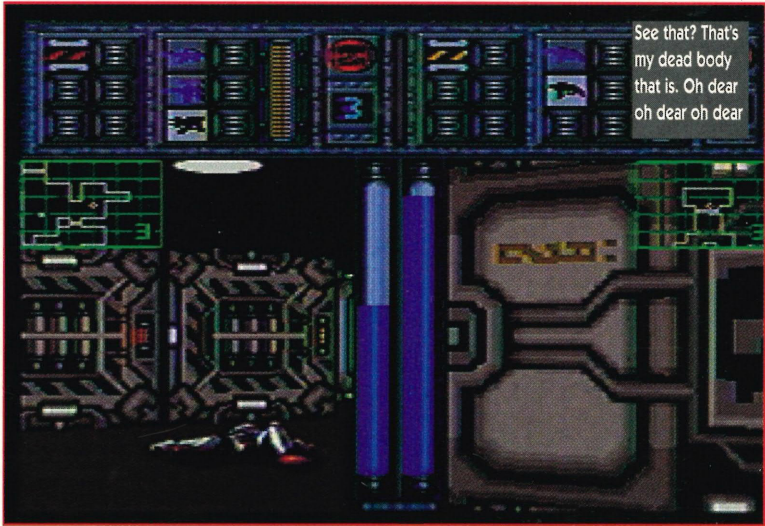
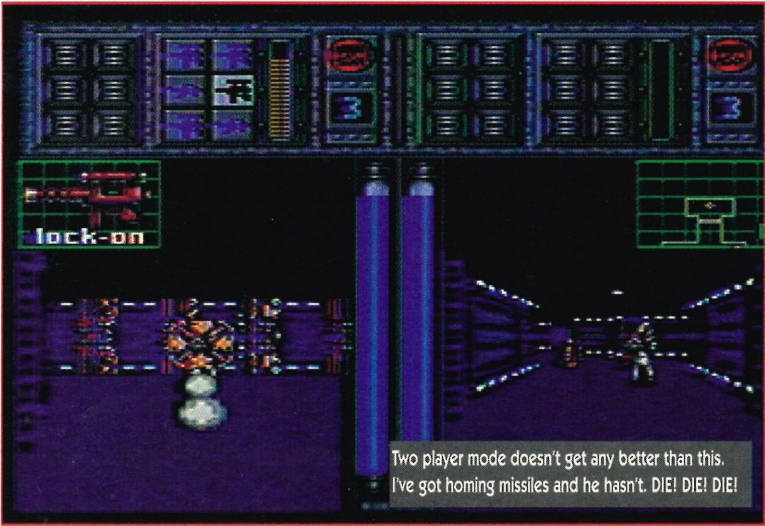
quite big but they are also fairly straightforward with only one route to the end. There are many doors in the way to make things trickier, and some of them require colour coded keys to pass through. Finding the keys is the most mentally taxing challenge to be found in this game. The map in the corner of the screen gives a good indication as to where to go but just like every other game around there are secret areas too. These are not marked on the map and are quite often only

found by accident. Throughout each deck you'll find many different monsters whose sole purpose in life is to rid you of yours. These guys don't mess about, and even the easiest bad guys are deadly shots. Anyone that goes storming into a room with guns blazing will invariably get mown down if there are more than two enemies there. One of the best games around at the moment is Doom on the 32X. Zero Tolerance is another similar title, from the now defunct software house

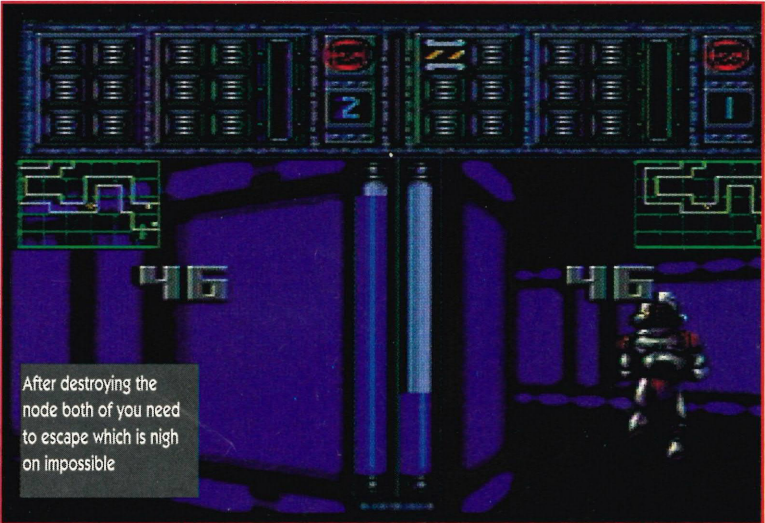
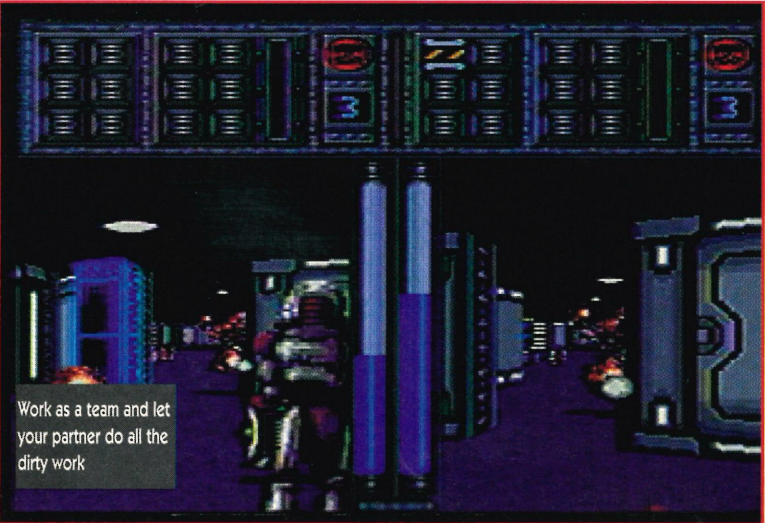
A smart alien covers himself with a shield. Kneecap the sod instead

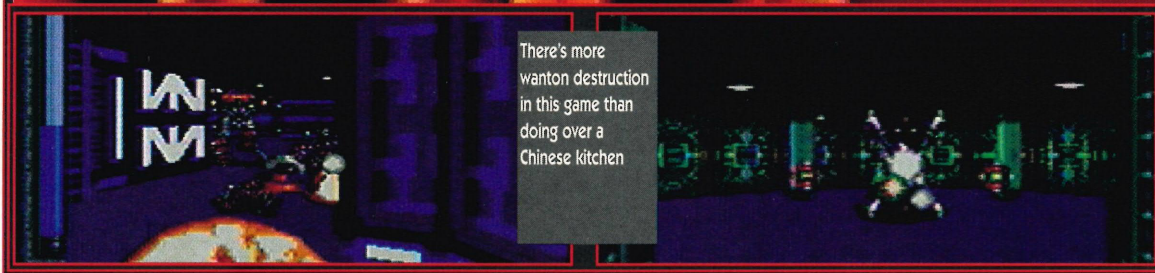
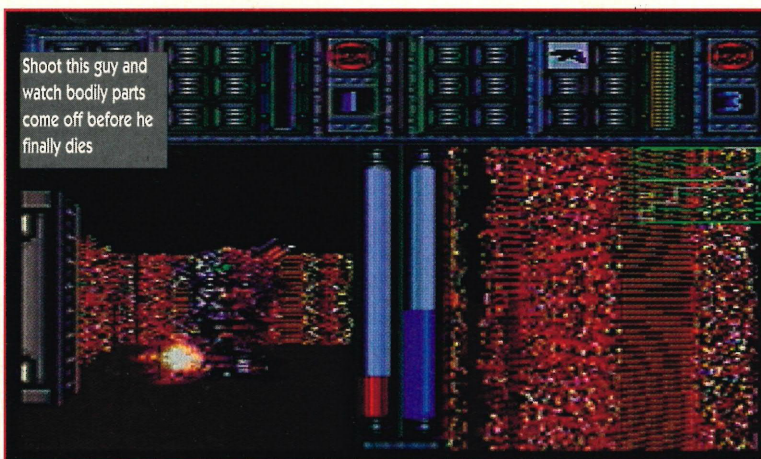


With a bit of luck you'll be able to get the bad guys to fight themselves, saving you a lot of work and ammo



Accolade, which received quite a respectable score. Bloodshot is another similar game in appearance but as you can see from the screenshots the play area is much bigger than that of Zero Tolerance, almost filling the screen. One of the main selling points of Z.T. was the fact that it could be played by two players at the same time by connecting two Mega Drives together with a special lead. This concept is ingenious but on the down side you actually have to own two copies of the game and get one of your mates to cart all of their precious Sega gear round to your house for a few hours of play. Bloodshot is also two player but here Acclaim have opted for a split screen system. Playing against each other in one of three arenas or working together against the alien robots both players end up storming around the various complexes hammering anything that moves. As always this adds to the life span of a game and makes it more enjoyable to play socially. However, the drawback of this system is quite obvious; you can't see as much of the play area as usual. This means that things can get a bit tricky when trying to take on multiple enemies, and it makes escaping just that little bit harder too. The weapon you start with is a bit weak

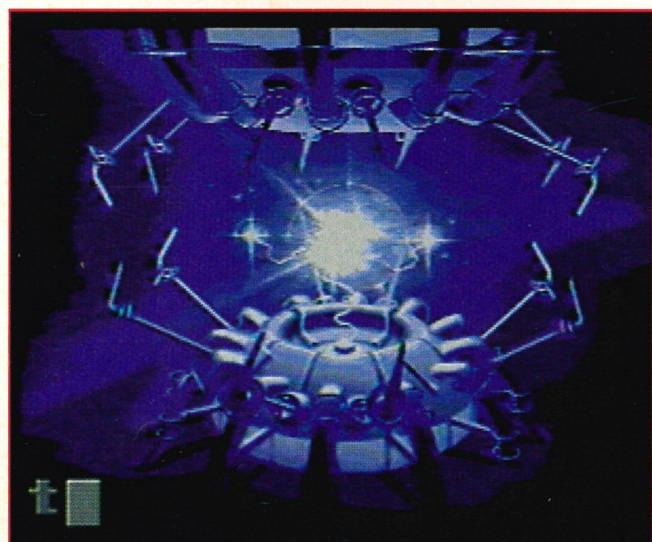




but thankfully the Federation troopers that got wiped out before you went in kindly left their weapons, ammo, and oxygen supplies all over the place. The MTX 225 Plasma Mortar Assault Cannon can blow an opponents head off at 50 paces and the Ricochet Launcher which lets you shoot round corners. The Piercer can even fire straight through walls!

Bloodshot is very impressive bearing in mind that it is only on the bog standard Mega Drive and although there is no way it could ever match Doom it does come quite close. The only problem is that as there are so few levels that in order to make the game last it has been made incredibly difficult. There are many restart points along the way and there are energy pods all over but the enemy are deadly accurate and will nail you in no time. When escaping from the level it is necessary to backtrack all the way to the start and sometimes it seems impossible to make it in the allotted time.

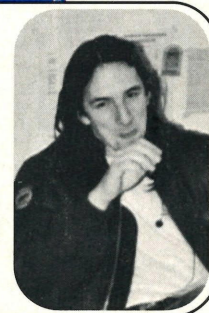
This makes the game unfeasibly difficult and having to play the same part of a game over and over again gets repetitive and boring. On the whole though *Bloodshot* is an entertaining title with a fair splattering of blood and guts, and plenty of hard hitting action. Well worth checking out.



85
PERCENT

"An incredible challenge"

Book 2 Over



GRAPHICS

7

GAMEPLAY

SOUND

8

GAME SIZE

THEME PARK

STARTING OUT

The only park you can get at first is in the UK. As soon as the game starts place a couple of rides near the entrance so that the peeps will think the place is more exciting than it actually is. Immediately go to the finance screen and invest 2500 in research and development. It may seem expensive but every month you will receive new features and after a while you'll have a full complement of rides, features and shops. Open the gates straight away and then make a refreshment area. Having a Pokey Cola or Mr. Walley may seem like a novelty but by getting the prices right it is possible to make an absolute fortune. It is also very important to pay attention to any advice your assistant gives. If he says to lower your prices then do it!



This classic Bullfrog game may look like child's play but getting good at it requires a lot of thought and planning. Use this invaluable guide to get the most out of your own private Disneyworld.

WORK FORCE

HANDYMAN

The handyman keeps the toilets clean and tidies up the refreshment areas. Always make sure he is in litter prone spots as he tends to wander off on his own.

ENTERTAINER

Place an Entertainer at the entrance to amuse the punters as they come in and to give them a good impression as they leave. Also place an Entertainer in any long queues so that the folks don't get board whilst waiting for their ride.

MECHANIC

Only hire a mechanic when the first machine starts smoking to save a little bit on wages. These guys are invaluable and stop the machines from blowing up. Limit yourself to about four or five mechanics at any one time.

GUARD

The Guard makes the peeps feel safe and protects them from the punks that come along later.

GENERAL HINTS



(LEFT) When making rides like the water ride, rollercoaster or speedway then try not to go overboard on the initial design. One cheat is to lay down loads of track but only connect up a very small section. Place an entrance on this small section and it won't cost much. Then simply re connect this small part to the rest of the course and you can have a track that is as large as you like without costing a fortune.



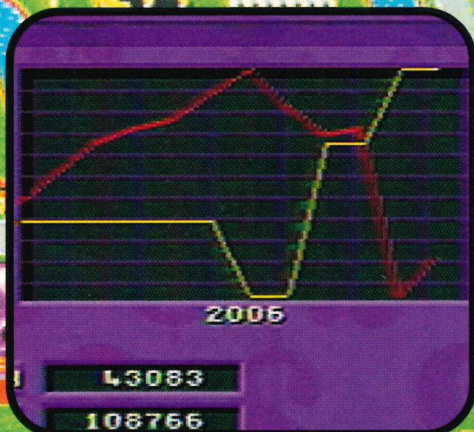
(RIGHT) Even if you have all the rides keep investing and you'll get bigger busses. Bigger busses means more people can get to the park which in turn lines your pockets even better



(LEFT) The staff always want more cash. Constantly move the hand left and right, gradually tempting them over to your side of the screen. Keep a careful eye on the biscuit timer and by clinching the deal at the last minute it is usually possible to get them to agree to a 1% pay cut!



(RIGHT) Always make an agreement or they'll strike for a month and come back with bigger demands than before.



(LEFT) Use the graphs to determine your ticket prices. When the yellow line rises put the prices up slightly. If it goes down, make sure your tickets do the same

(RIGHT) Reduce the length of time the more popular rides take so that more people can get on in one day. Also jack up the excitement to full whack on all rides except the rollercoaster, tubing, monorail and racing track.



RIDES AND ATTRACTIONS



BOUNCY CASTLE

Very unreliable but an ideal first attraction

OBSERVATORY

The older folks love this one, and it is quite cheap too



TREE HOUSE

Very boring and can only take one at a time. Avoid

GHOST HOUSE

It may only seat 2 but this is one of the most exciting rides. It is available right from the word go, so place it at the park entrance and decorate it with haunted trees



TUBING

This ride is a great crowd puller but it has to be well thought out and the entrance has to be prominent and well signposted

SPEEDWAY

Very good value but don't make it too exciting as people tend to die on it



MERRY GO ROUND

Not very exciting but it is always popular

BAND

It may not seem exciting but it keeps the punters amused



MAZE

It may never break down but who cares? Dullsville. Avoid at all costs

BUZZY BEE

Would you ride on something as pathetic as this? Neither would the punters. Forget it



SUPER SPIN

The spinner has a large capacity and is quite a good attraction

OCTOPUS

This fun ride is best at top speed



WORM HOLE

This is a valuable addition to the park and should be placed in a prominent position

PLANE FLYER

An exciting ride that needs little maintenance. Always a good feature



SUBRIDE

Invest well and this baby will be yours. Stick it out of the way as it doesn't look as impressive as some of the other rides

CLOWN RIDE

This cheap and cheerful ride keeps the punters happy, but always keep a mechanic on hand.

BIG WHEEL

Good fun but expensive for what it is

MAGIC CARPET

This is a must. It's unobtrusive, a reasonable price and the folks love it.

PIRATE BOAT

Ooh ar me hearties. High capacity and excellent fun. Buy it now

HIGH TOWER

This gives the people a fun place to take a break from all the excitement

SPOOKY HOUSE

Expensive but good value. Position some haunted trees for extra effect

DOLPHIN ACTS

Use slow attractions like this

SNAKES RIDE

A cheap ride that the kids like. It tends to explode and is generally a bit crap so if you have one stick it somewhere out of the way

ROLLERCOASTER

This is it, the ultimate ride. An exciting rollercoaster pulls in the masses. Don't make it too fast or cars will come off the rails

MONORAIL

If you haven't designed your park with this in mind then forget it. Otherwise it is a fun and cheap way for the peeps to travel around the park. Multiple entrances can be placed

WATER SPLASH

Again, this is an exciting attraction that boosts your bank balance no end, but it breaks down regularly

BARN DANCE

Oh dear. If you can afford it then go for it but the more exciting rides should be given preference

theme PARK

SHOPS

COFFEE SHOP

Filling the coffee with caffeine makes people hyperactive so they go on more rides than they would normally and make the place seem more exciting

SALOON

There's nothing like a nice drink, but the type of drinks sold here make you hungry

BALLOON SHOP

A cheap way to make cash and keep the punters happy

GUN SHOOT

Like Hook A Duck, charge a high price for a cheap prize with a 1 in 5 chance of winning

MR WALLEY

If it's hot then you'll make an absolute killing with Mr. Walley

DUCK SHOOT

Yet again, 20% win chance, 400 prize, 240 admission

POKEY COLA

Con the customers by filling their cups with Ice, thus reducing the amount of Cola concentrate you use which means less expense for you!

TOY LAND

Cuddly toys are always popular. Place this near the exit so people can get a memento as they leave

BIG FRIES

Using lots of salt makes the little chaps thirsty. Put this near a Pokey Cola or Coffee Shop

COCONUT SHY

This old favourite brings in reasonable returns

HOOK A DUCK

It may be boring but it can make money. Put the chance of winning to 20%, prize value to 400 and price to 240

GIFT SHOP

More upmarket gifts at higher prices. Sounds profitable but forget it. No one ever goes in

BIG BURGER

Hungry people like burgers but again it makes them thirsty. Careful planning means big bucks

RACE TRACK

An addictive way of making a quick buck

NOVELTY SHOP

People always want a memento. Keep a track of stock prices to always make a profit

ARCADE

It's expensive but it pays off in the long term

Dream

MACHINES

2

BOVIS HOUSE, VICTORIA ROAD, HARTLEPOOL, CLEVELAND, TS26 8DB

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SEGA SATURN

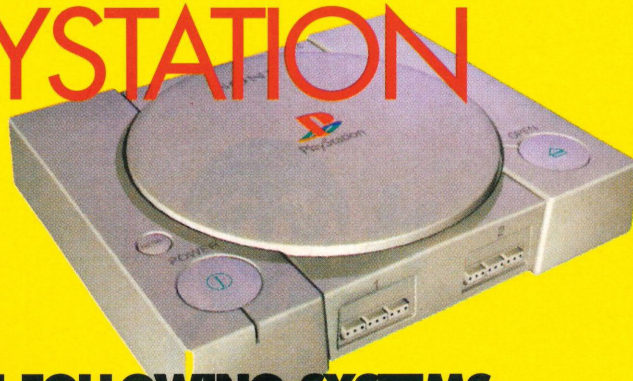
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ANSWER.....

ENTRIES TO "SNOWBOARD COMPO", MEGA, RAMPAGE PRODUCTIONS, 12 SEAFIELDS, EAST BRACHLESHA DRIVE, BRACHLESHA BAY, WEST SUSSEX

Avid children's television fans will no doubt have seen the incredible series ReBoot. It is unique because it consists entirely of computer animation and is one of the biggest computer animation projects to date.

The story takes place in a high tech metropolis called Mainframe which exists only in cyberspace. The city is inhabited by computer generated characters, all of which go about their daily lives just like you and I. However in this electronic world anything can happen and it can be a dangerous place to live. Enter Bob, the hero of the city. He is the self proclaimed guardian of Mainframe and his sole purpose is to 'Mend and defend'. Along with his pals Dot, Hack and Slash they get up to all sorts of adventures protecting Mainframe from evil slimes like Megabyte and Hexadecimal.

The series is quite a remarkable achievement as it is more complex and realistic than any other animated series. If this seems to be your cup of tea then are you in for a treat as we have ten ReBoot videos which would normally cost £9.99 to give away thanks to PolyGram Video.

To be the lucky owner of one of these fabulous videos all you have to do is answer these three easy questions

- 1) Which of these isn't a computer graphics term?
A) Bit Mapping
B) Mip Mapping
C) Texture Mapping
- 2) Which Disney film was set inside a computer, and didn't feature dogs?
A) Tron
B) Digby, the world's largest dog
C) 101 Dalmations
- 3) What is Bob's slogan?
A) Mend and defend
B) Maim and reclaim
C) Cod and chips twice please



TOP 50

MEGA DRIVE MEGA DRIVE MEGA DRIVE

MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. For those of you who are new to the Mega Drive scene, this guide should prove an invaluable aid in your quest to spend your cash.

1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um,

they may not be five of the best reasons but they're all true. Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate

rather good and lastly we at MEGA love Sensible Soccer because, er, we love it. OK,

description of the game. You have to buy it, play it and then you can join the rest of us when we simply sit there smiling, in the knowledge that this truly is something special indeed.

2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed issue 23)

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

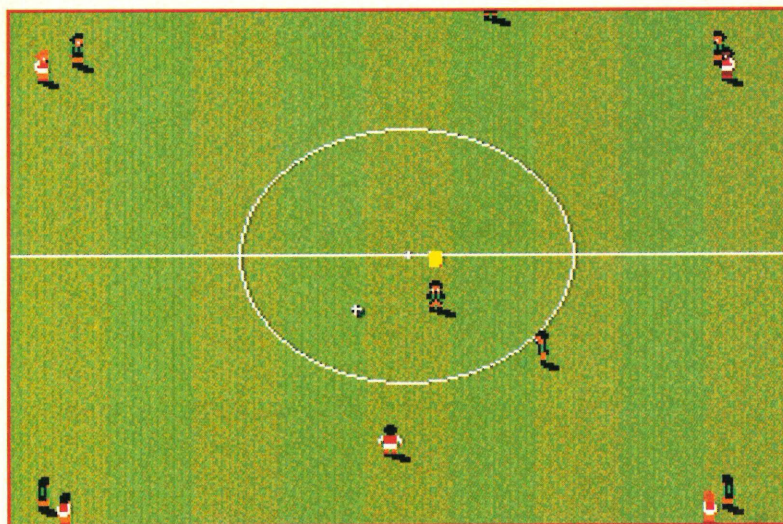
opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

3. JOHN MADDEN SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with,



TOP 10

MEGA CD MEGA CD MEGA CD MEGA CD

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

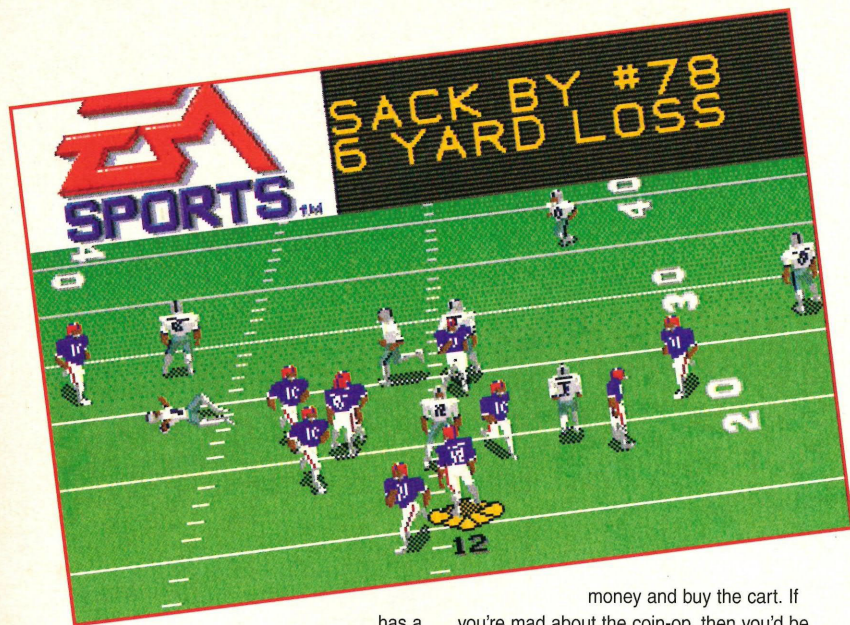
1. SOULSTAR

Core - £49.99

Reviewed in Issue 25

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





has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of Madden '92 or '93. Regardless, this is top two-player action.

4. VIRTUA RACING

Sega - £69.99 (Reviewed in issue 19)
God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest that you save up the

money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

5. SONIC & KNUCKLES

Sega - £49.99 (Reviewed in issue 26)
Although no better than Sonic 3 in terms of graphics or sound, and indeed missing a two-player option of any kind, it is still better. Why? Mainly because you can plug any of your old Sonic games into the top and come out with a

completely new game! Play Sonic 2 as Knuckles, the new Sonic 3 & Knuckles', or simply play the all new 'Sonic & Knuckles' game. The choice (as the bloke who does the voice over on 'blind date' would say) is yours. As long as you have the other games of course.

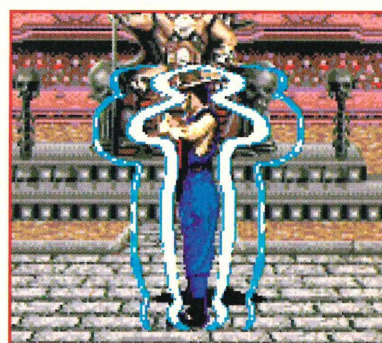
6. MORTAL KOMBAT II

Acclaim - £49.99 (Reviewed in issue 25)
Probe try to get the conversion better the

THE TOP 50

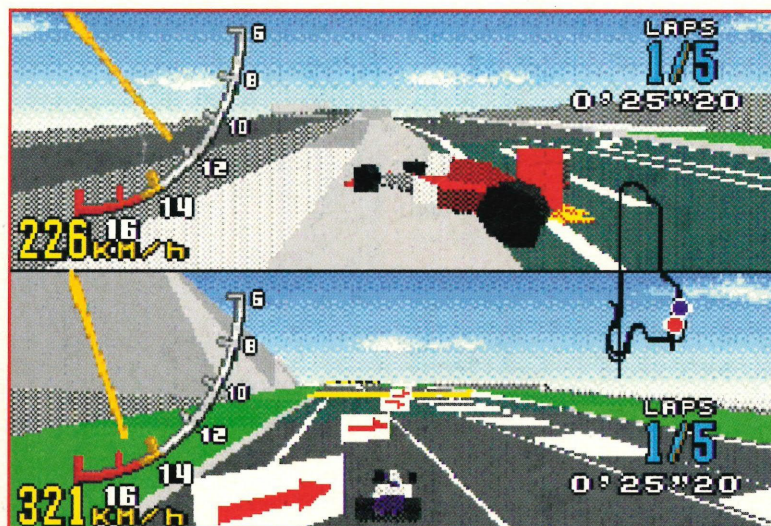


second time around and score a home run! A better arcade conversion than NBA Jam, with all the features of the coin-op retained. Loads of characters, blood, fatalities and playability! If you own Street Fighter II and want something a bit different, then MKII is your only choice.



7. SONIC 3

Sega - £59.99 (Reviewed in issue 18)
We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway. Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you do finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.



2. THUNDERHAWK

Core - £49.99

Reviewed in issue 13

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



3. SENSIBLE SOCCER CD

Sony - £34.99

Reviewed in issue 21

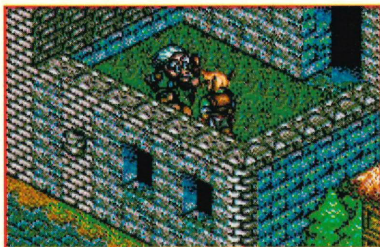
Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of *Sensible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



8. LANDSTALKER

Sega - £59.99 (Reviewed in issue 14)

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



9. SYNDICATE

EA/Bullfrog - £44.99 (Reviewed in issue 28)

Violence in a Mega Drive game simply doesn't get any better than this (as proved in issue 29's Mega Focus). Take control of a team of cyborg commandos and shoot the crap out of everything you see, unless of course you have to rescue someone from the clutches of a rival syndicate. The graphics are superb, the music atmospheric and the gameplay is as good as it gets. Why not buy it now?

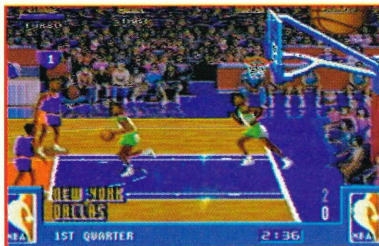


10. NBA JAM

Acclaim - £49.99 (Reviewed in issue 18)

The gameplay speaks for itself in Acclaim's

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



11. CANNON FODDER

Virgin - £39.99 (Reviewed in issue 28)

War has never been so much fun, and now you can take part, in this fantastic Amiga conversion. The aim of the game is to capture enemy positions and kill all the enemy soldiers, and there is no lack of blood along the way. Control is spot on and there are a variety of different vehicles to use, and missiles to fire. Highly recommended

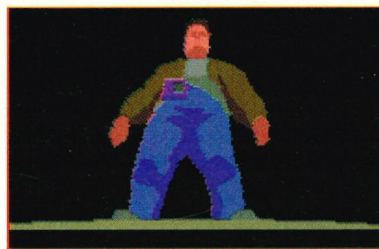


12. FLASHBACK

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

There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their

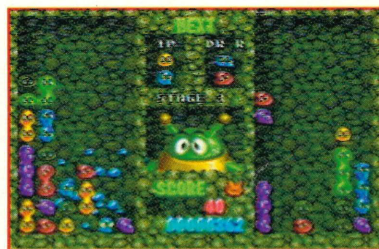
movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.



13. MEAN BEAN MACHINE

Sega - £39.99 (Reviewed in issue 16)

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



14. EARTHWORM JIM

Virgin - £44.99 (Reviewed in issue 26)

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



15. MICRO MACHINES 1 & 2

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

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



16. RED ZONE

Time Warner - £44.99 (Reviewed issue 27)

Imagine waking up one day, and being told that there was a better helicopter game than the strike series put together! You'd think you were dreaming, wouldn't you. Well wake up and smell the coffee, because Red Zone is



4. SONIC CD

Sega - £49.99

Reviewed in issue 13

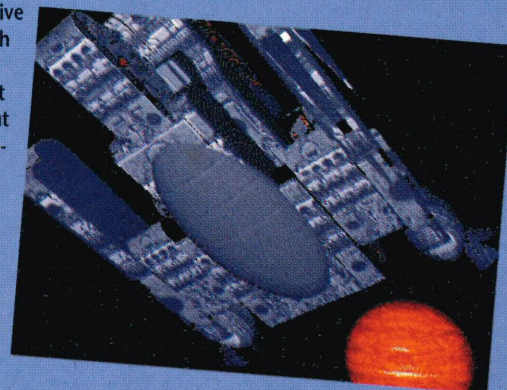
This is really rather bloody good. It's sort of on a par with Sonic 3 really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly. The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.



5. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

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



the best helicopter blaster around. Using layered sprites to create an overhead view second to none, Red Zone combines strategy and action to create a superb all round game.

17. FIFA SOCCER (INC '95)

Electronic Arts – £44.99 (Reviewed issue 5)
Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).



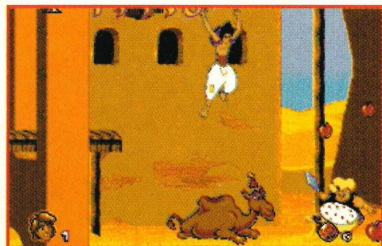
18. SOLEIL

Sega – £44.99 (Reviewed in issue 27)
This would have scored higher than the classic RPG Landstalker, but for the fact it is a little easy to complete. Zelda has finally arrived on the Mega Drive, and the wait has been worth it. Join our hero and a band of animals with special powers to try and discover the cause of the troubles ravaging your land. This is RPG action at it's best.



19. ALADDIN

Sega/Virgin – £44.99 (Reviewed in issue 14)
This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.



20. MEGA BOMBERMAN

Sega – £39.99 (Reviewed in issue 26)
Easily the best four-player experience on the Mega Drive. Frantic 'bomb your mates' action with no real life long-term physical damage. Buy it now!

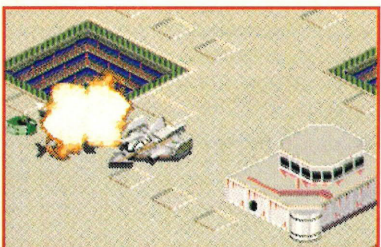


21. THE STRIKE SERIES

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

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

22. TOEJAM & EARL 2



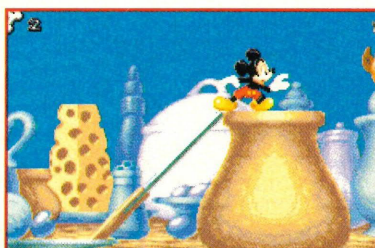
Sega – £49.99 (Reviewed in issue 16)
Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's

still graphically unusual and utterly stuffed with spot-on humour.



23. MICKEY MANIA

Sony – £44.99 (Reviewed in issue 26)
Some of the most impressive sprites ever seen in a console game, and probably the best of the Mickey games available. Addition levels sky rocket as you take Mickey on a journey through his past.



24. CHAOS ENGINE

Microprose – £44.99 (Reviewed in issue 19)
Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.



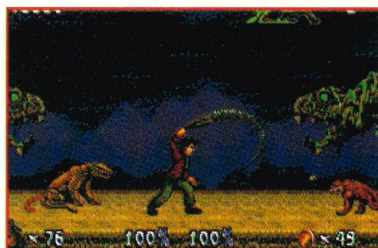
25. SUB TERRANIA

Sega – £44.99 (Reviewed in issue 20)
If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside though, this still contains enough classically good gameplay to pull you in time after time.



26. PITFALL

Activision – £49.99 (Reviewed in issue 27)
Activision bring their original Atari VCS Pitfall right up to date, and how! Superb animation (done by the film company responsible for Ferngully) coupled with a challenging quest, and the VCS version for free! What more could you want?



27. F1

Domark – £49.99 (Reviewed in issue 11)
Considering this lacks any of the custom chippage of Virtua Racing, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcade alternative to Virtua Racing. You won't be disappointed.

28. PGA TOUR SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 28)
PGA Tour III takes the playability of the first

6. KEIO FLYING SQUADRON

Virgin/JVC – £44.99
Reviewed in issue 29
Ever been down to the arcades (or used a SNES) and played Parodius? This superb Mega-CD game is the closest thing to it we're likely to see. Some of the most bizarre bosses in a console game ever, and some excellent gameplay make this one Mega-CD game to look out for. Just suspend your reality circuits for a while, and prepare to be stupified.



7. SNATCHER

Konami – £44.99
Reviewed in issue 28
Easily the finest hour of the Mega-CD adventure genre. Take the role of Gillian Seed and try to stop the Snatcher menace from over-running the city. A superb plot-line is complemented by excellent still graphics and some of the best speech ever heard on the Mega-CD. Unfortunately the game is rated 18 because of the gruesome graphics (and a little adult content), but that shouldn't stop all you older Mega-CD'ers from buying a copy straight away!



three games, and adds to them a dash of creative graphics and an all-new ball meter. These are easily as good as Mega Drive golfing gets.



29. ROAD RASH 3 (& 1 & 2)

E.A. - £39.99 (RR3 Reviewed in issue 29)

Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner. Road Rash III soups up the graphics to an all-new level, and allows you to fight with the police!



30. PROBOTECTOR

Konami - £44.99 (reviewed in issue 26)

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

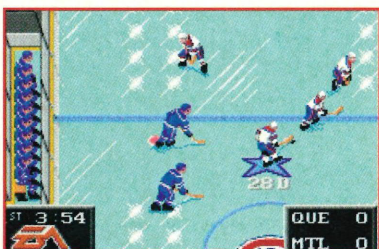


31. NHL HOCKEY SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 12)

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



32. ZERO TOLERANCE

Accolade - £44.99 (Reviewed in issue 25)

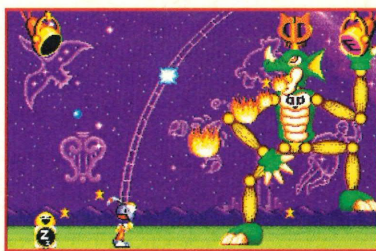
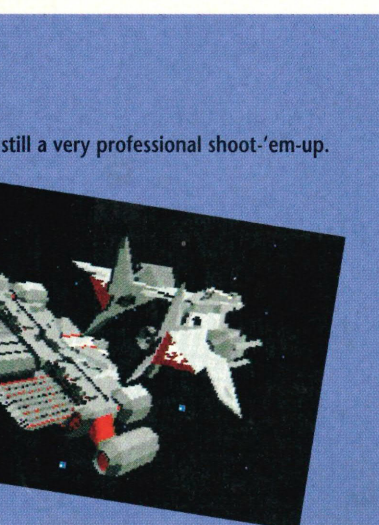
Got enough money to go and buy a top end 486 PC? In that case the closest you're going to get to Doom is this fantastic shooter. The best news yet is the link-up allowing two-player interactive games, as long as you have the necessary equipment (and two copies).



33. DYNAMITE HEADDY

Sega - £39.99 (Reviewed in issue 25)

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



34. JUNGLE BOOK

Virgin - £44.99 (Reviewed in issue 20)

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



35. LOST VIKINGS

Virgin - £44.99 (Reviewed in issue 16)

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



36. LEMMINGS 1 & 2

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

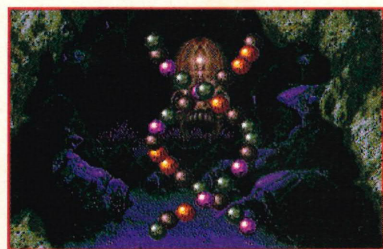
Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. The new game allows you to 'save' over sixty different kinds of lemmings!



37. ECCO 1 & 2

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

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

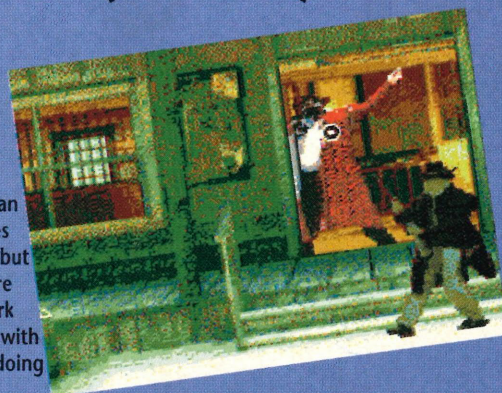


38. STREETS OF RAGE SERIES

Sega - £49.99

(Latest version reviewed in issue 20)

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



8. SILPHEED

Sega - £44.99

Reviewed in issue 13

This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up.

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

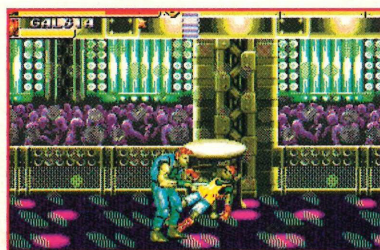


9. LETHAL ENFORCERS 2 CD (INCLUDING 1)

Konami - £54.99

Reviewed in issues 15 and 27

We've already covered the cartridge versions in the Top 50, but the CD versions improve on them by having much better sound, and by being slightly cheaper. The only annoyance in an otherwise excellent pair of games is the disc delay between levels, but it is only a minor quibble. Prepare to shoot the crap out of New York criminals or Wild West bad guys with a big plastic gun. And have fun doing it too! Best fun with two guns (though a touch expensive)



39. QUACKSHOT

Sega - £39.99

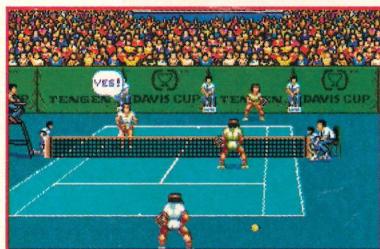
Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!



40. DAVIS CUP TENNIS

Domark - £39.99 (Reviewed in issue 12)

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



10. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99

(Reviewed in issue 23)

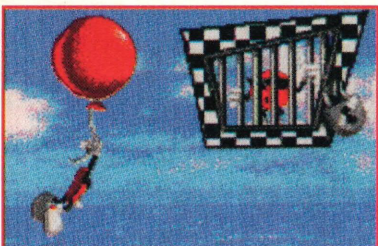
FIFA International gets the CD treatment in this, an updated (but still not as good as Sensi) version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines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



41. COOL SPOT

Virgin - £39.99 (Reviewed in issue 9)

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



42. HELLFIRE

Sega - £39.99

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



43. ROLO TO THE RESCUE

Electronic Arts - £39.99 (Reviewed issue 5)

And as if James Pond 3 wasn't good enough, Rolo To The Rescue is another bloody fab

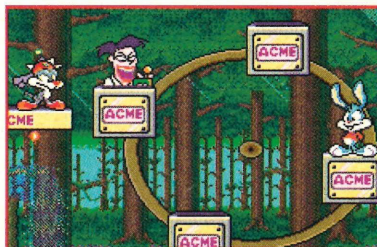


non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

44. TINY TOONS

Konami - £44.99 (Reviewed in issue 8)

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



45. SHINING FORCE 1 & 2

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

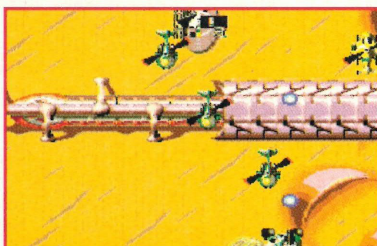
If you're the sort of sado who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then these will be right up your alley, unless there is already something up your alley, of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



46. MEGA SWIV

Time Warner - £44.99 (Reviewed issue 29)

Mega Swiv proves that the vertical scrolling shoot 'em up genre is far from dead. Although there is little new here, the game is so very polished it is a joy to play. Time for a little revenge on Rich I think after last month's insults.



47. MEGA-LO-MANIA

Virgin - £44.99 (Reviewed in issue 6)

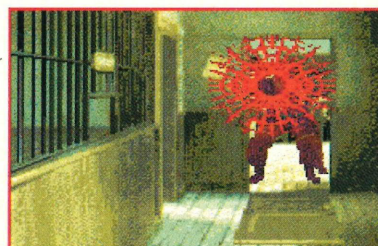
Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.



48. LETHAL ENFORCERS 1 & 2

Konami - £64.99 (Reviewed issues 15 & 27)

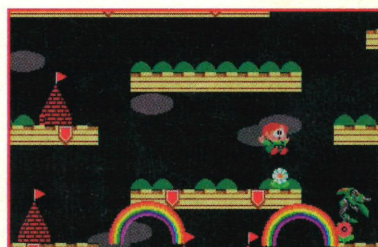
So they're a little expensive, but with the justifier they're the most fun you can have with a lightgun. Cut through swathes of bad blokes with various big guns in an up to date cop scenario, or the all new wild west game. You ain't gonna get me sheriff! Rich sits down to wee every time you know. Girl.



49. RAINBOW ISLANDS

Taito - Import

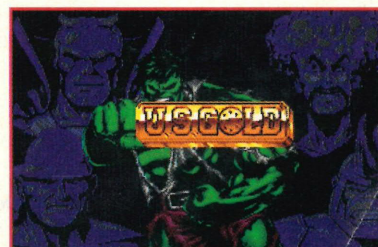
Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.



50. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)

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

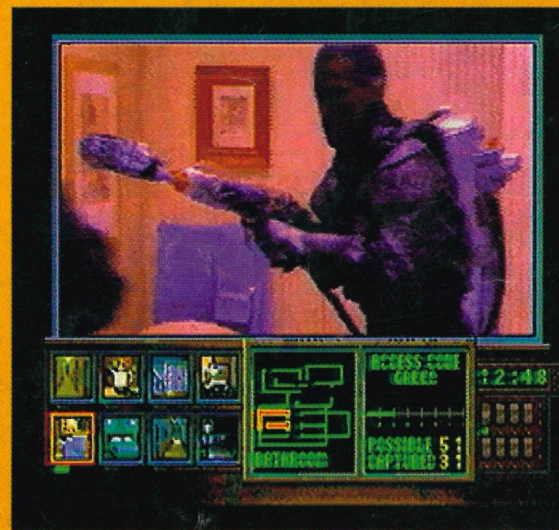


NEXT TIME

Yet another month comes to an end, and that's another issue of the magazine completed too. You may think that we take a week or so off and have a good time but next month's issue is already well under way. Already lined up we have reviews of the first 32X CD games, namely Supreme Warrior, Slam City and the grossly overrated Night Trap.

Also we have news of yet more Hudsonsoft games being released through Virgin, such as Lords of Thunder and Dungeon Explorer. Both are cracking games, but more of that next month.

Right, I've got a bit more space so I'll tell you about the ladies that I met last night. You see, I was down the pub with Lee and then we saw these (SNIP- Lee)



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