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LANDSTALKER

PRINCE OF PERSIA



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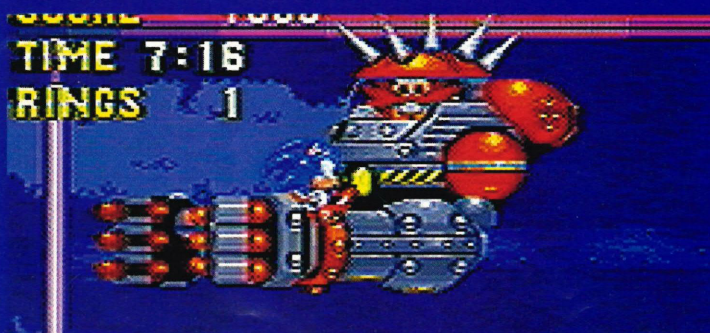
04 LANDSTALKER



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MEGATECH

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MEGATECH



TECHNIQUE ZONE

We've had quite a few calls from punters who are stuck in this delicious 16-Mbit RPG, so we thought we'd help out. This being such a massive game, we're having to split the solution into two chunks, and we've had to skimp on a few of the less important details and the easy stuff which you would find for yourself anyway. But, this being one of those games in which talking to one person makes all the difference to your progress, we've left all that stuff in. This much should get you from the start of the game to Mir's Tower, and we'll pick it up from there in next month's issue.

LANDSTAIL

➤ MASSAN

After you've fallen out of the very first cave, you find yourself rescued by the villagers from Massan. Start by talking to all the people in the village and then leave. When you do, you come across a villager who tells you that a bridge has been smashed by villagers from Gumi. If you then go back to Massan, the villagers tell you to visit the sage at the Water Shrine to the west.

➤ WATER SHRINE

Don't worry about getting up the rope in the cave on the way to the shrine, as this can only be reached later in the game. Finding the sage, Prospero, doesn't really present many problems, but you have to go through the shrine because it gives the Massan villagers time to rebuild their bridge. Once you've found Prospero, return to Massan.

➤ GUMI

On entering Massan, you'll be told that Gumi villagers have captured the mayor's daughter, so go south across the bridge to Gumi. When you get there, you won't be allowed in, but you can climb up the mountain by the gate and sneak around behind some trees where you can watch while a ceremony takes place. When it's over, go to the hut at the south-west corner of the village and get the Idol Stone (it's sitting on a shelf and looks like a demon's head), then leave the village by the northern exit to the Swamp Shrine.



*: The people of Gumi came and smashed the bridge! The bridge is broken!



Prospero: Allow me to introduce myself--I'm Prospero. What do you want?

➤ SWAMP SHRINE

Go up to the door to the Swamp Shrine and use the Idol Stone to open it. Once inside, dodge around the balls to the door in the south-east corner, and start going through the rooms from there. You'll find that most of the blocked exits open when you've killed all the monsters guarding them. There are four locked doors which you need keys for, but they're usually nearby so completing this part of the game shouldn't prove too difficult. By the way, in the Swamp Shrine there is a chest in one of the first rooms which appears to be unreachable, but you can get to the chest by dropping down from the room above - it just takes a bit of working out.



Found Idol Stone.



TECHNIQUE ZONE

AKER

➤ MAGIC SWORD

Once you've completed the Swamp Shrine, return to Massan to receive a red jewel from the mayor. Then head for Gumi and leave by the southern exit. When you come to the blocked road, talk to the Gumi villagers and they clear it for you. Go west from there and you should see an exit to the north. Take it, and after a couple of screens of fancy uphill jumping, you come across Kado's house. Enter and Kado will give you the magic sword.



➤ TREE WARPS 1

With your new armament, leave Kado and head back to the road. Keep going west and you come to an intersection with a road sign, and two large trees. Remember this spot later, because you need to enter the larger of the two trees to activate the tree warps in the game.



➤ RYUMA

You can't get into Mercator yet, nor can you achieve much at the witch's house which is on the road to Mercator, so head for Ryuma instead. After buying whatever supplies are necessary, go to the house to the north of the village. There is a narrow path along the back of the house where you find a boy who is eavesdropping on the conversation going on inside. Confront him and he tells you what's going on, so you can then enter the house and talk to the people inside. They want you to rescue the mayor who has been kidnapped by thieves, so head east to the dock and board the raft to sail to their cave hideout.



*: The mayor was killed by the thieves! What a disaster!

➤ THIEVES' HIDEOUT

The thing to do once you arrive is to keep heading upward whenever the opportunity arises. At the top of the hideout you'll find the source of all the waterfalls, on top of which is a statue of the goddess. Standing in front of the goddess statue restores all your energy (this works with any goddess statue, anywhere in the game), but pushing it towards the wall blocks off the waterfall, so you can then head back down to the very first room and explore the caves which were previously hidden by water.

In one room there is a staircase with a gate at the top and a switch at the bottom. To get through, you need to hit the switch and get to the top of the staircase, avoiding the spiked balls before the gate slams shut. This appears impossible, and trying to do it will probably drive you mad, but you can do it. Mind you, seeing as there are only a couple of chests at the top containing a Statue of Gaia and an EkeEke, you may wish you hadn't bothered.

There are two other rooms with some mind-bending jumping puzzles in them to the north of this area. Watch how the platforms move and note that some of these platforms (the yellow ones) are collapsible, so you have to jump across them pretty darned swiftly, or risk falling into the spike-filled death-room below time after time after time.



Once through to the room at the northern end, a gate slams behind you and you're attacked by a knight. He's quite easy to defeat, and once you've done so, the centre of the room disappears and you can fall down to a room with a key in a chest. Go back to the south, up one level, then head west.

Past the room with the steps and the rolling balls is another stepped room full of Taurus Golems. Hit the white one with your sword to open the door and go through, then up the ladder. Defeat the knight, then enter the room on the top of the cliff to rescue the mayor.

In the same room are a bunch of chests. Open them all and you find the lithograph which gives you some information on your quest before being promptly stolen by Kayla, Wally and Ink. Don't worry about getting it back, just go back to the first room in the hideout and take the raft back to Ryuma. Go to the mayor's house and he rewards you with the Mercator safety pass. Leave and go back towards Mercator.



TREE WARPS 2

Go back to the intersection, and walk into Tibor, the larger of the two trees you saw before. Tibor asks you to clear out an infestation inside it, so step through the hole and into the maze of rooms inside. This isn't too tough to beat, and once you escape Tibor activates the network of tree transporters.

MERCATOR

Once you reach Mercator, the guards still refuse to let you in unless you bribe them. In fact, you can just say no and they let you in anyway. The first real stumper of a puzzle in this game is how to get inside Duke Mercator's castle, because there seems to be no way to progress. What you have to do is talk to everyone in the entire town, and once you've done that, go to the fountain by the eastern side of the castle moat. If you've spoken to everyone, there should be a little girl there. Talk to her and you see two guards leaving the castle by the door opposite. Follow the red knight, Arthur, to Madame Yard's and talk to the girls at the bottom of the stairs. They still won't let you in, but they advise you to go to the fortune teller's. Do so, and she transforms you into Pockets, the old thief. Return to Madam Yard's and you can go upstairs at last. Talk to the girl upstairs and Arthur bursts out of his room and drags you back inside. Fight him (don't worry, this isn't very difficult), and when he's beaten he invites you back to the castle.

Enter the castle to meet Duke Mercator and two other mercenaries who have been drafted in to help Mercator defeat Mir, the wizard who has been holding the town to ransom. When Mercator tells you about the banquet, leave and explore the castle, making sure you track down Arthur in the guards' quarters on the eastern side of the castle. He tells you that you need to retrieve an armlet from the crypt by the church to get into Mir's Tower. Head west towards the kitchen where you meet a servant who tells you the banquet is ready. Return to the banqueting hall and watch the proceedings, then go to your bedroom for the night.

When you wake up the next morning, leave the castle and head for the crypt.

MERCATOR CRYPT

Go down the stairs and into the first room to the west, where you meet The Riddler. After he has told you how to continue, leave the room and enter each of the riddle rooms in turn. When you have solved the puzzle, you hear a sound and the large torches go out. If you mess things up, go out and come back in again.

Room 1: Betty Ross

"Betty stitched a border: yellow, red and white. If everything's in order, everything's all right."

You don't want everything in order in this room, so kill the bubbles in reverse order - white, red then yellow - to solve the riddle.



Room 2: Ruby Silent

"Ruby lived in silence, she never made a sound, Nor acted out of violence, till they put her in the ground."

After reading the riddle, don't move. If you're hit by one of the bubbles that drop from the ceiling, you have to leave and come back in again.



Room 3: Jack Skywalker

"Jacky could intuit the way to float on air, And if you'll just hop to it, he may still be walking there."

There's an invisible staircase along the north wall of the room. Jump up it and follow the invisible platform around the wall until the torches go out.





TECHNIQUE ZONE

Room 4: Maria Hysterica

"Maria was a jealous wife, she threw the pots and pans. I even think she took a life with a boulder in her hands."

Pick up the boulder and throw it at the orc from a distance to kill it. This is tricky - sometimes it works, sometimes it doesn't, so you may have to keep leaving the room and returning until you get it right.



Room 5: Jim Bright

"Jimmy loved to camp beside a shining light, Reading books by a lamp is how he got so bright."

Pick up the switch box and place it right next to one of the torches before stepping on it. Get it wrong and orcs drop down and attack, but if you place it correctly the torches go right out.



Room 6: Larson E

"Larson E had a zeal for things that were not his; But he found that if you steal, you're sure to fail the quiz."

Four chests fall from the ceiling, but if you don't touch them, after a few moments the torches go out. If you do open them you find them empty, and orcs drop down and attack.



Room 7: Dirk the Dark

"Murdering Dirk was abhorred as his victims piled high, Yet he who lives by the sword will surely by it die."

Four skeletons drop down and attack. To solve the riddle, all you have to do is simply kill the brown one.



Room 8: Whodini

"Here lies Whodini, magician without peer, His body was so skinny, he'd turn then disappear."

Pick up the box that drops from above and place it in front of the Whodini name plate behind the two torches. Using the box as a step, jump up to the top ledge and walk through the western wall to solve the riddle.



Room 9: Dead and End

"When your heart's desire is on a distant shore, It takes a ball of fire to open up the door."

Do as Dexter did, but as soon as you've read the riddle and gone to the door, step away from it to avoid the fireball. Stay away from the fireball as it flashes around the room and just before it disappears it hits the gate and opens it.



Room 10: Aside the Shadow

"Evil is beside itself with anger aimed at thee, But if you step aside with stealth the truth will set you free."

Ignore The Riddler's form, but just keep walking around the room and when you're attacked by something invisible, strike at it and keep striking it until The Riddler dies. Now get the armlet and return to the surface because now you're ready to take on Mir.

NEXT MONTH
More riddling and puzzle-solving
in the concluding part of our
complete Landstalker solution.



TECHNIQUE ZONE

Even after last month's Landstalker extravaganza we have had loads of people ringing in asking for help with the later levels of the game. By now anyone following this guide should be proficient in controlling young Nigel, which is why we are going to miss out some of the simpler, less important parts and concentrate on the vital areas where most people get stuck. At the end of this instalment we will have conquered Mir's Tower, sailed across the high seas and uncovered a devious plot hatched by someone who was supposed to be a friend. Read on dear readers, for soon you too will be able to complete the largest Mega Drive game ever!

LANDSTALKER

MIR'S TOWER

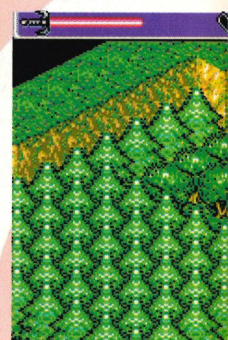
Last month we finished just after picking up the green armlet from the crypts in Mercator. The next step is to wander all the way over to Mir's tower. When you reach it Nigel will hold up the armlet and break the spell over the entrance, which means you can now go in. There are lots of signs inside which you should read. They will all ask if you are sure you want to carry on, to which you should obviously say yes. This will open up secret doors so that you can carry on through.



All of the following rooms are pretty simple and basically involve you killing monsters to gain access to the exit. If you can't do this by this stage of the game, then you don't really stand a chance! Soon you will meet Miro who is a complete double of your fine self. To get past him pick up the clove of garlic hidden a couple of rooms below him and use it - the smell will make him run away! Follow him and he will disappear through a solid wall. Walk through it yourself.



You will come to a teleport pad that whisks you away when you touch it. You will arrive in one of a set of rooms with teleport pads in. Keep jumping on the pads until you appear in a room with a gate and a switch. Use the switch to open the gate and then leave. When you find a key, return to this room and jump on the pads again until you arrive in a place filled with mummies. Kill them all and jump up the steps.



If you are quick enough you will see Miro disappear through a door. Unlock it with the key and follow him. He will attack you, but you can beat him because you have the love of a good woman on your side (puke).

Keep on going and you will meet Mir, the evil wizard of the castle. After turning Miro to the dust from whence he came, he will whiz about chucking fireballs at you. Once you have mastered a good technique with which to hit him, he is relatively easy to kill. The best trick is to stand roughly on the edge of the carpet and walk towards him. As he whizzes off, turn to one side and lash out with your sword which will hopefully hit him. Keep doing this until he gives up.

When you are victorious, Mir will tell you that the Duke of Mercator is not what he seems and that it is he who has kidnapped the princess. Time to go back to Mercator!





TECHNIQUE ZONE

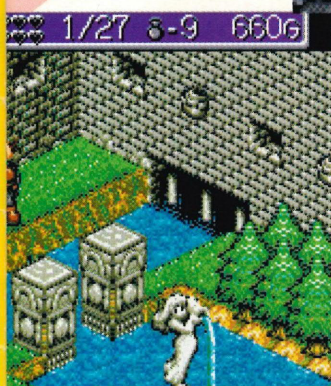
WALKER

THE CASTLE DUNGEONS

Go back to Mercator castle and talk to the duke. As you arrive you will see Kayla, Wally and Ink being chunked into a pit, which you get thrown into as well! It is now a simple task of working your way back up out of the dungeon and back into the castle. Go through all of the doors and rescue any innocent villagers held there. Kill all the guards and keep going upwards until you meet Zak and the princess.



Jump down off the ledge and go back into the castle to the soldiers' quarters. Save Arthur from the overgrown knight who is fighting him and he will tell you to go upstairs and hit the suit of armour. Do exactly that and a ladder will appear. Climb up and get the key from the chest.



Leave the castle and walk down the strip of grass by the castle wall and you will arrive here, at the door where you saw two guards come out of earlier. Unlock the door and go inside. In one of the rooms is a switch that can only be accessed by jumping up an obscured set of stairs. Activate the switch and there will be an earthquake. Leave the room and go outside again and you will see that the fountain has disappeared and that there is a hidden doorway there. Go through it.



Work your way through the tunnels until you end up in Greenmaze, where there are two blue trees blocking an exit - remember them because they come in handy later on. Greenmaze really lives up to its name...it's green and very maze-like. On some of the screens, killing all the monsters reveals a chest. Keep roaming around making note of the paths you have already been down until you find a dog lying on its side. Walk up to it and Friday will cure it. The dog, whose name is Einstein, will run away. Follow him along the platform and round the hidden path to the woodcutter's house, who will give you a whistle.



Land at the port and go straight into the village. All of the villagers have been kidnapped and evil knights are inside the houses instead. Save the game and then head off westward and up the mountain path.



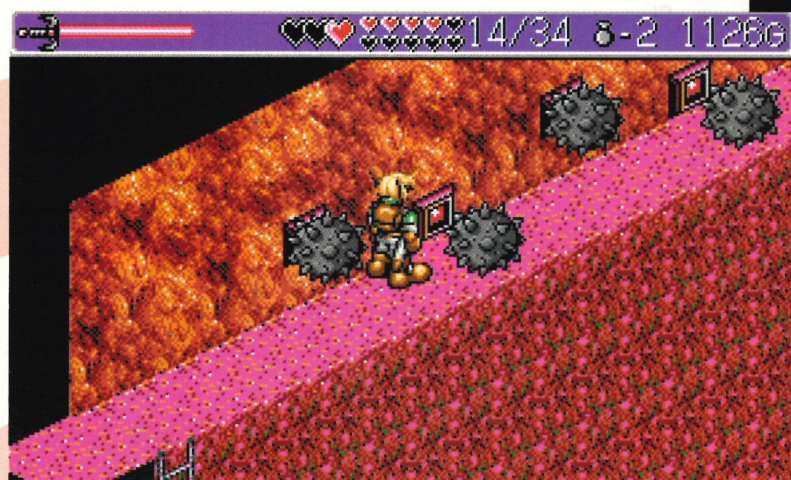
Keep walking around the maze until you can see the sunstone hidden behind a row of trees. Friday will come out of your backpack and talk to you. Use the whistle and the woodcutter will come along and chop the trees down. Pick up the sunstone and then go all the way back to Ryuma and climb up to the top of the lighthouse. Give the sunstone to the old man and open the chest. It is now safe for ships to leave the harbour through the fog. Go to Mercator and head south to the docks. On one of the jetties is a ship - climb aboard and talk to the three blokes at the front of the ship. You will now sail away to the next part of the game.



TECHNIQUE ZONE

When you have fought your way to the top of the mountain, enter the cave and fall down the ladders that you will see, right to the bottom. You will arrive at a junction and you should go out of the west exit. In the following corridor is the exit to the dungeon but it is not yet open.

Keep on going and you will find a door with no visible way of opening it. Go past this and you will come to a room with lots of spiked balls moving up and down, and some skeletons that attack. Fight your way past these, carefully avoiding the balls and then activate the switch that you will find. Go back to the sealed door and it will now be open.



Through the door is a narrow passageway with lots of moving balls in it. It is possible to walk down the very edge of the platform without getting hit, but this is very hard and you will probably fall off into the lava below. Your best bet is to steam along the passage taking all the hits in your stride and then topping up with Eke Eke or Dahl later on.

You will now come to a room that has two sets of platforms that move up and down. Jump across the platforms to the exit high up on the north wall and you will be able to rescue some prisoners. Go out of the exit in the south wall and you can get some Eke Eke.

Go right back to the start of the dungeon to the point where you first fell down to the bottom of the ladders. Now take the east exit. You will come to another room with platforms that move up and down, but this time they move to different heights and are different distances apart. Try to jump onto the next platform when it is at its lowest point - you should easily make it across. If not, you will fall into the pit and have to climb out again.

When you come to a room that is full of spikes, jump on the moving platform and wait for it to carry you to safety. In the next room there are loads of monsters. The north exit takes you to a room with a locked door and lots of mushrooms, but you have no key so go through the east door instead.



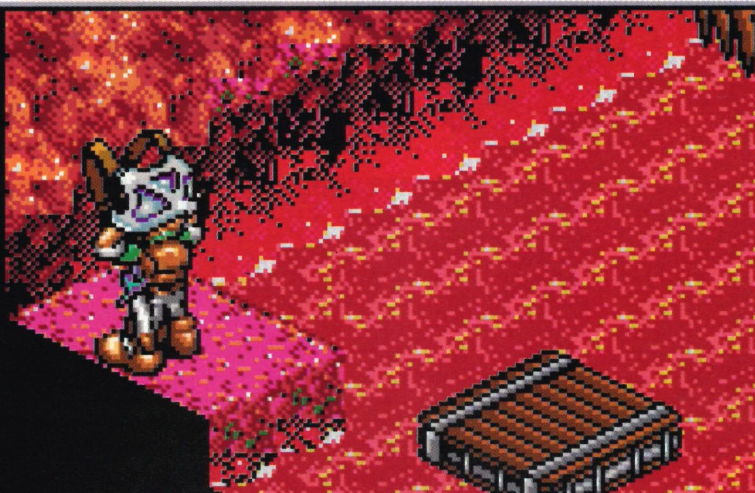
There are tons of monsters in the next room, and five pots. Resist the temptation to chuck the pots at the monsters because you must use them to build a ladder to reach the next exit. Keep heading west, fighting through the hordes of monsters and you will come to a hole in the ground. Fall down and you will find a switch that you could see before but not reach. Activate it and then go back up, retrace your steps and keep on heading east.

Soon you will meet some villagers who have a chest in front of them. Open it to find a key. Go back to the room with all the mushrooms in and unlock the door. Forget the exit to the south as this only drops you further back in the level, instead fall down the hole in the ground.



TECHNIQUE ZONE

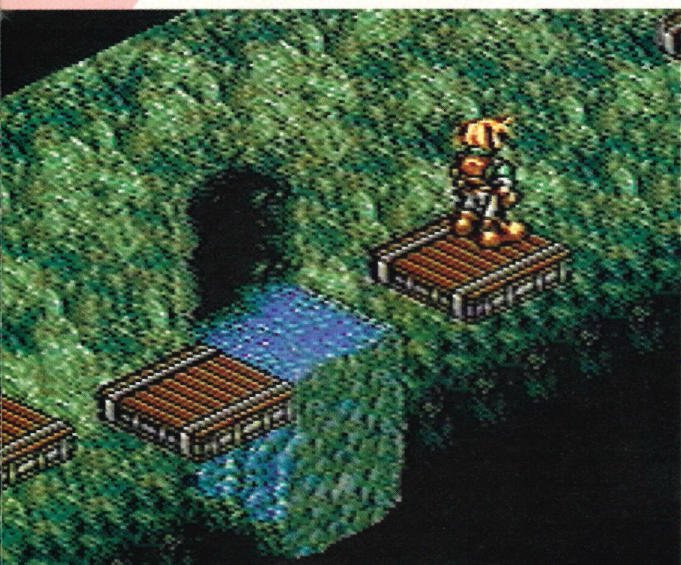
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Raid all of the chests you find and activate the switch. Leave the room and jump off the platform into the unknown. Keep going until you come to a room full of fire, making sure you don't fall in. Jump across the platforms, get the armour and put it on. Go through the exit and rescue the remaining villagers.

Now you must trek all the way back to the dungeon's exit, ie the door near the start of the dungeon that was sealed. Go there and keep walking until you eventually come to the next village. Save the game in the church.

Explore the surrounding area, talking to all of the people you find, and then leave by the stairs in the north. Soon you will come to a vast expanse of water. Stand on the pier and Mercator and his minions will sail past. Go east until you come to a hill you can climb. Stand right at the top and the duke will sail past and go into a temple on the other side of the water. Go back to the village and you will find that a big pit has been opened. Jump down it into the dungeons below.



Most of this dungeon involves you trying to keep your balance on moving platforms. If you fall off, the chances are you will fall right the way down into the pit full of ghosts and have to start all over again!

In one of the rooms there are four holes and three chests. If you put the chests in the holes and stand in the other hole, a chest will appear. Keep jumping between the moving platforms and work your way right up to the top of the dungeon. Eventually you will come to a room with four exits and lots of skeletons. Kill the skeletons and three of the gates will open.

Go in each one of them in turn. Kill all the monsters and a chest will appear containing a key. When you have all the keys, unlock the remaining gate. You will be attacked by many different monsters, but don't kill them. Run away and find the pot in the corner of the room. Place it next to the raised platform so that you can climb over it and the monsters can follow. If you can get one of them to stand on the switch in the centre of the room, a platform will momentarily appear and you can jump on it and out of the exit.



A large knight with a giant hammer will now attack, but he is easily dealt with. Kill him and the healing boots will appear. Pick them up and put them on. Unlock the exit and you will end up outside again.

Climb up the mountain path until you reach one of the temples of Gaia. Open both chests and stand right in front of the statue to get your energy back. Use one of the silver statues of Gaia and lots of rocks will fall. These will land in the lava nearby which means that the exit is no longer blocked.



Go out of the door and follow the path around the building and you will find yourself outside the temple you could see from the top of the hill earlier. Inside you will find your hardest challenge yet, but you'll just have to wait until next month for the final part of the Technique Zone Landstalker guide!



TECHNIQUE ZONE

Without a doubt **Landstalker** is one of the biggest and best games ever to appear on the humble Mega Drive. It's so big in fact that we have had to split the complete guide over three issues! Last month we left Nigel standing all on his own outside the water shrine. There is still a lot of ground to cover and it is for this reason that we are only going to concentrate on the difficult areas, especially the places that readers keep ringing me up about!

LANDSTALKER



Go into the shrine, up the steps and through the door. Save the game here. Now go back out and through the door in the west wall. Jump on all the switches and avoid the spikes until the next door opens. Fight your way through the next couple of rooms until you find the key. Pick it up and go back to the lobby and out of the other door. Use the key on the main gate.



Keep going until you meet four golden monsters – these cannot be killed. Avoid them until a switch appears. Activate it and the exit will open. Fight through the next rooms until you come to an area with two moving platforms and three knights. Jump on the first platform and it will move across the screen. Jump on the second so that it moves towards the knights. Kill the knights and put the crate that appears on the switch. Now use the platform to get out of the northern exit.

In the next room is a ball and a closed door. Stand next to the door and throw the ball into the centre of the room. This will make the door open for a fraction of a second, which is just enough time to get out.



When you arrive here activate the switch shown, in order to lift up the platform in the middle of the room. Jump down the hole. Kill all the green bubbles and put the crate that appears on the top of the statue on the right. Go through the open door. There are four balls in the next room which

must be placed in each corner of the room. In the next room is a teleport point so that you can zip back and save the game.

Next, return to the previous room and place the crate on top of the other statue. This will open the door that is now clear. The next few rooms are very easy and should cause no problems, involving simply killing monsters and putting crates on top of statues.



Soon you will find the ice sword which should be equipped immediately. Go to the nearby room that has a couple of chests in. One contains a monster and the other contains a key. Now go back to the room with the green bubbles and two statues, and use the key to unlock the remaining door. Keep exploring until you find a room with lots of spikes. Walk around the edge of the room, past the locked door and out of the other exit.



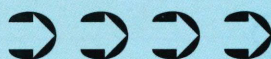


TECHNIQUE ZONE

KER



When you get here, lure the four snake creatures into the holes in the floor and stand in the other one yourself. A chest containing a key will appear and the exits will open. Go back to the room with the spikes and through the locked door. In here are four invincible monsters and a big hole in the floor. Go out of the open exit and shoot the statue in the next room with an ice blast from your sword. Go back and jump down the hole. You should land on a white platform. Quickly jump out of the top-left exit, activate the switch, come back in and leave by the bottom-left exit.



Kill all the ninjas and leave through the top-left exit. Go through the door and then go up. You will see four balls and four statues – put the balls on top of the statues to

open the next gate. You will now find two chests, one of which contains a key.

Return to the room with the red ninjas and go out of the other door. You can use the key to open the exit in this room, but don't forget to have a quick pray in front of the nearby goddess statue first.



Walk through the door you have just unlocked and you'll be ambushed by three monsters. Give them a good kicking and carry on.



You will now meet the duke again – fight him until he concedes. Just when you thought you had won, Zak the psycho reptile comes flying in and knocks you out, but before you can finish him off Mir will step in and save you by teleporting you back to his castle. To help you he will give you the axe magic so that you can now cut down certain trees with your sword.



Go outside again in Massan and talk to the dog. He will tell you that he is actually a human who has had a curse put upon him. Head off to the witch's house near Mercator. She will trap you and turn you into a dog as well. The next dungeon is easy and involves jumping on switches in a certain order before you confront the witch again. She'll stupidly kill herself and the curse will be lifted.



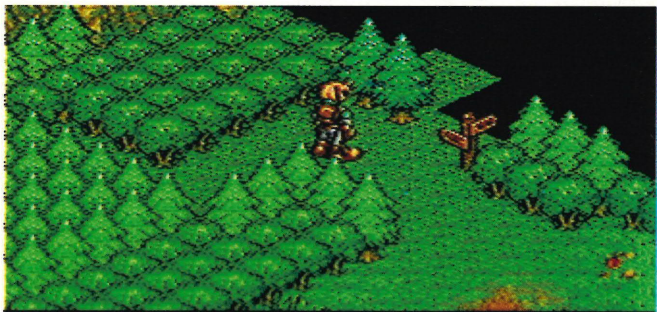
Go right back to the start of the game to the cave which is blocked by two trees. Cut them down and enter the dungeon inside. This part is easy because all you have to do is go back and forth, up and down ladders activating switches. Your reward for this is a set of fireproof boots.



TECHNIQUE ZONE



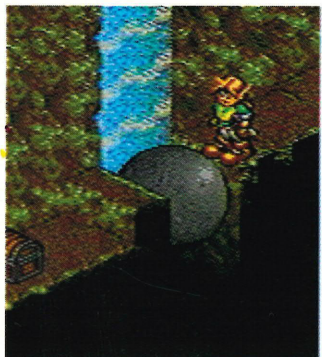
Go into Mercator to where the fountain used to be and go through the secret door again, back to Greenmaze. There are two trees here which you can now cut down. This path leads to a mountainous area which you should thoroughly explore. Walk across the broken bridge and Zak will attack you again. Friday will step in and you will agree to meet further on.



Meet Zak and fight him off. When you beat him he will give you Gola's eye. Go back to the bridge and fall off. Go to the statue nearby and stand in front of it. Use the eye and a teleport pad will appear. Stand on it and you will be taken to the dungeon you were in during the introduction sequence of the game.



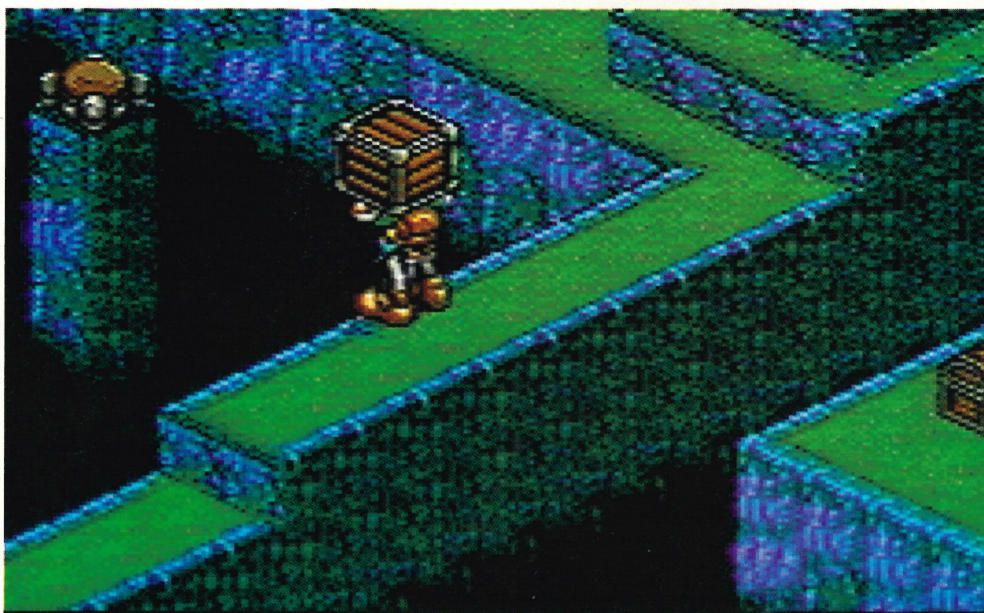
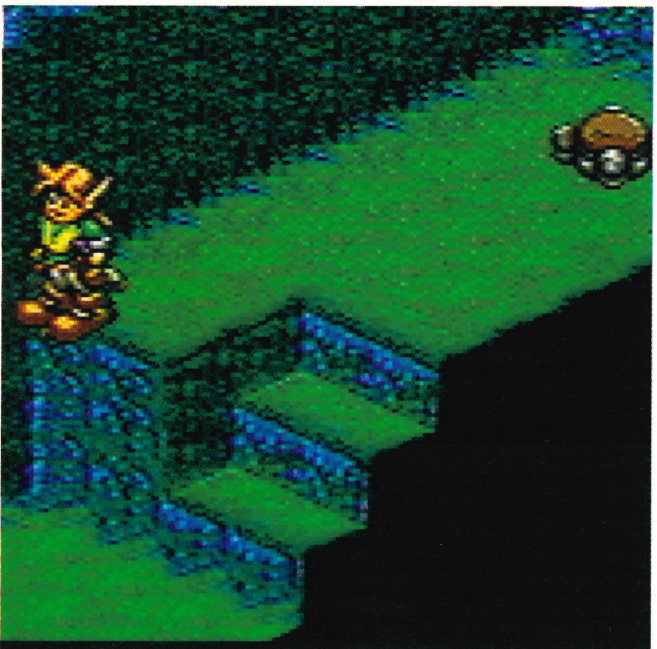
Recognise this place? Of course you do – this is where you first fell down the hole into Massan. A boulder now blocks the hole so you can carry on with your original quest.



When you get to this room, kill all of the moving statues to open the door and go through the exit on the left. The duke is in there holding the princess captive. He will then unite all of the five jewels and open up a gateway that he hopes will take him to the treasure. After talking to the princess, jump on the teleport pad and you will appear in an underground village. Go in all the houses, stocking up on Eke Eke and Dahl (you'll need it!) and then go to the church to save the game.



In this room there are two exits. Kill all the monsters and a button will appear. Press it and one gate will close and the other will open. Don't go through the eastern exit until you have the metal boots on your feet. Explore the surrounding rooms until you find a statue that is protected by a boulder. Blast this with your ice sword, then keep going until you come to a dark room. Follow the wall around and leave by the east exit. You will find a chest with a lantern inside – if ever you find a dark room, use the lamp and the room will light up.



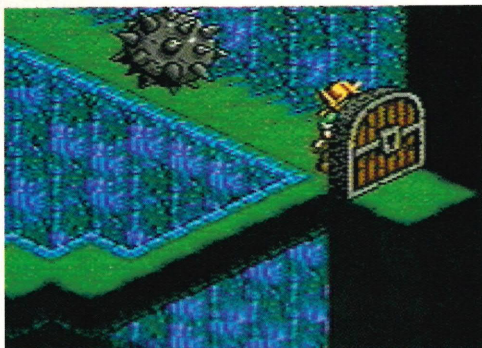
Pick up the key in the next room and backtrack to the last locked door you saw. Go through and you will soon find a room with a statue of the goddess in it. Pick up the crate and throw it onto the switch from the position shown – this will make a moving platform appear. Jump across, through the door on the right and get the steel boots with which you can walk on spikes without harm. Go back to the room with two exits near the start of this dungeon and out of the other door.



TECHNIQUE ZONE



Fight through the next couple of rooms and you will eventually end up outside. There is a key in a chest here. Go to the four trees and hack them down, then jump down the hole. You will land right next to the sword of Gaia. Pick it up and equip it immediately.



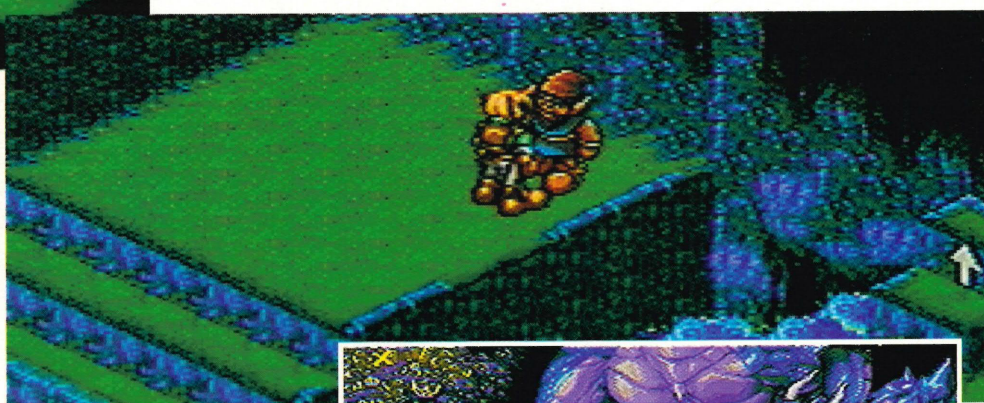
Go through the door on the left, stack all the crates on top of the switch to get to the chest, then go back in and out the other exit. Forget the snowy part for now and go past the dwarf guarding the tree and through the locked door. Fight your way through the next rooms to the fire monster. Put the flame boots on and kill it, then backtrack a bit and get the snow boots.



Go back into the depths of the dungeon until you end up here. Go through the door and walk around the next room, killing the skeletons. Destroy the statue behind the boulder and a switch will appear. Activate it and then destroy the second statue. Climb the ladder behind it and activate the second switch – this will cause a block to fall down in one of the next rooms.



Put the snow boots on and head to the room with three snowy paths. Walk along any of them and jump down the gaping hole. Talk to the man at the bottom and he will tell you to see the bloke guarding the tree. Go off and talk to him, cut the tree down, pick up the logs and then return. Stand by the edge of the water and use a log to build a raft. Stand on it and sail away. A bloke will attack, but he is easy to defeat by attacking him from the side. Now go to the large snowy area you couldn't get to before.



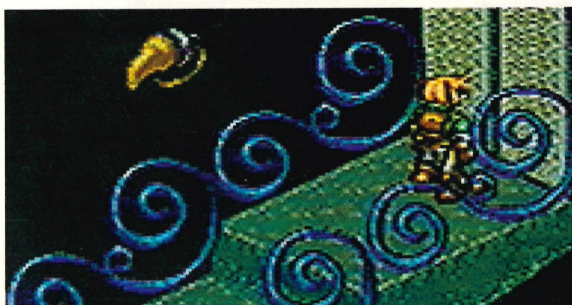
Kill all the monsters and go through the gate that opens. Miro will attack for the final time. Now head upwards. Most of the levels are pretty simple but this room is fairly tricky. Kill the monsters and pick up the pot. Climb the ladder and traverse the four moving platforms. Put the pot on the switch and leave through the gate. Keep going until you reach a small room with some monsters in it. Kill them and the floor will fall away. Jump down and land on a platform. Wait and this will fall downwards and then carry you through a hole in the wall.



In the next couple of rooms are a knight with a hammer and a man that rolls himself into a ball. You have already beaten enemies like this and these are no harder to beat, and can be killed using the same methods. Keep going and head up a very long staircase. Through the door is the final challenge!



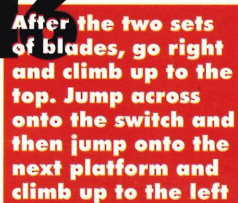
The guardian of the treasure is not happy – he teleports about the screen shooting at you! Just keep moving to avoid his shots and close in on him before he disappears again. He is easy to hit but it takes ages for him to actually die. Kill him and the duke will appear and promptly get fried by a giant dragon that appears. The weak spot of the dragon is its head. Jump about so that you don't get frozen to the ground when it shakes, and keep hacking at the head before it can shoot you. Defeat the dragon and voilà – you have finished the game and can give yourself a well-deserved pat on the back!





PRINCE

There is a bloke here but he is easy to kill. If he hits you, drink the potion above him





TECHNIQUE ZONE

OF PERSIA

Run across these and leap all the way across to the other side of the screen. This jump must be pixel-perfect or else you will die

Stand on the edge and jump off, making sure you press Up and A to grab hold of the ledge on the other side. When you pull yourself up, jump and grab hold of the ledge above you and let go again. It will fall down. Now climb up again and jump straight up to dislodge the tile above your head. When this falls you can climb right up to the top and jump across the large gap

Sort this bloke out with a few sword slashes and then lower yourself down the hole. Activate the switch on the right and walk close to the blades. Jump through so that you don't touch the next switch. The door will remain open and you should carefully walk through

Walk through the blades and climb up as far as possible

Lower yourself down and you will be hanging in mid-air. Let go and grab hold of the platform below as you plummet downwards. You will be safe!

Run and jump across the gap. Climb up to the platform above and jump towards the switch. Activate it and jump back. Quickly walk off to the left and jump across the gap just past the gate

Climb up over the gate and lower yourself down the other side. Activate the switch and the gate behind you will open. Run through, jump over the first switch and land on the second. This will open the next gate. Now run back avoiding the first switch again

There is another bloke to deal with here

A bad guy will attack - sort him out and then lower yourself down the gap, right to the bottom. Then run left, making sure you only pick up the first potion and not the second





TECHNIQUE ZONE

This is the last level and is the most challenging of the lot. You will need all your wits about you if you want to stand even the slightest chance of completing the game. Just use this map as a reference to where all the traps and tricky jumps are and you should be fine. There is only one person that you have to fight against and that is the Vizier right at the end. Good luck!

If you run left and jump as far as possible into oblivion, a platform will appear beneath your feet. It is now safe to run all the way to the left

Activate this switch right at the top and then go down a level and run through the gate

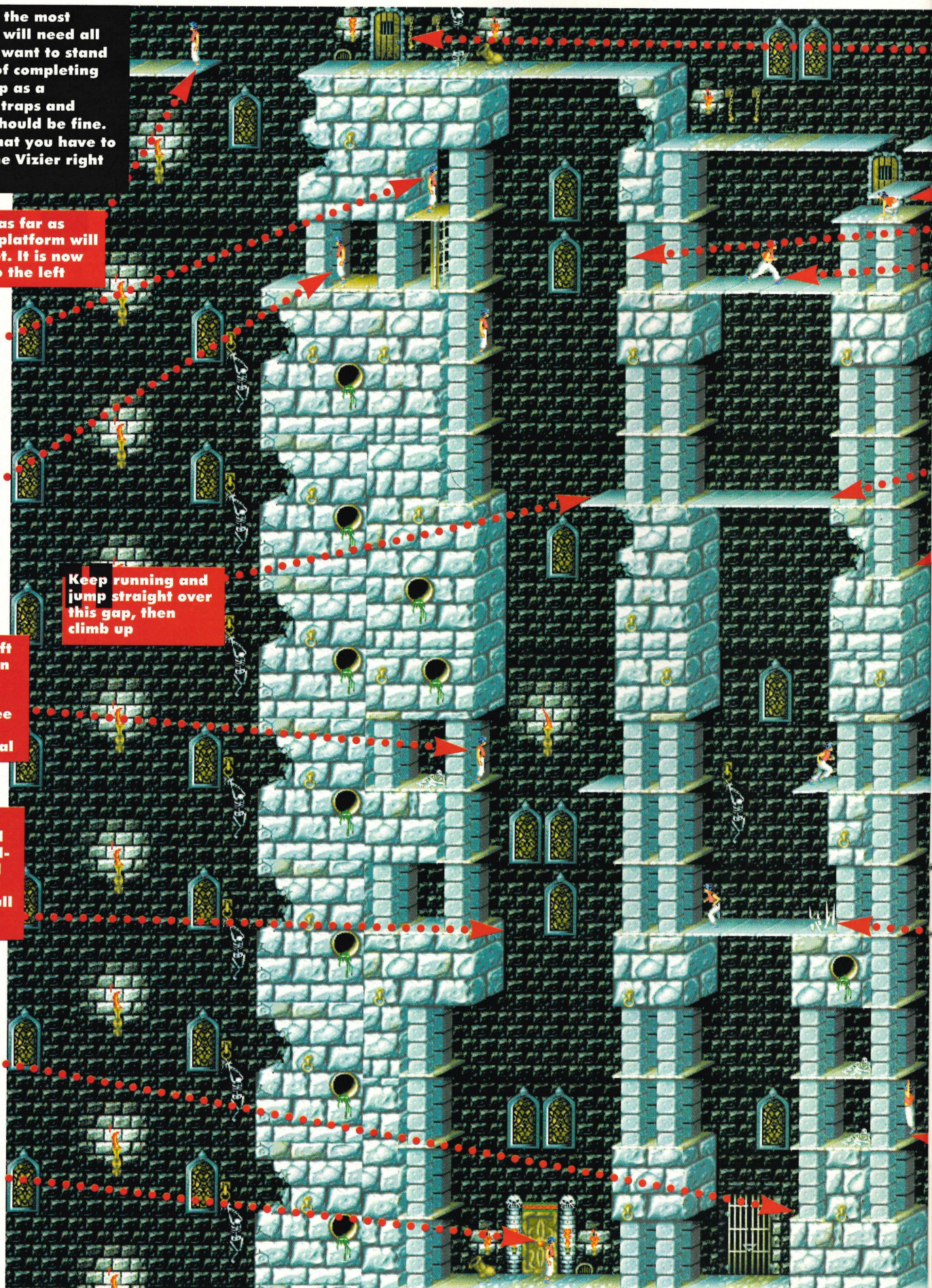
Quickly turn around and start running to the right. As soon as you go onto the next screen, jump and grab hold of the ledge on the other side

Stand here and run left into the wall. Now turn around and jump like you've never jumped before. There are three big gaps to cross, so good timing is essential

Jump when you reach here and press Up and A while you are in mid-air. Hopefully you will just catch hold of the next platform. Now pull yourself up

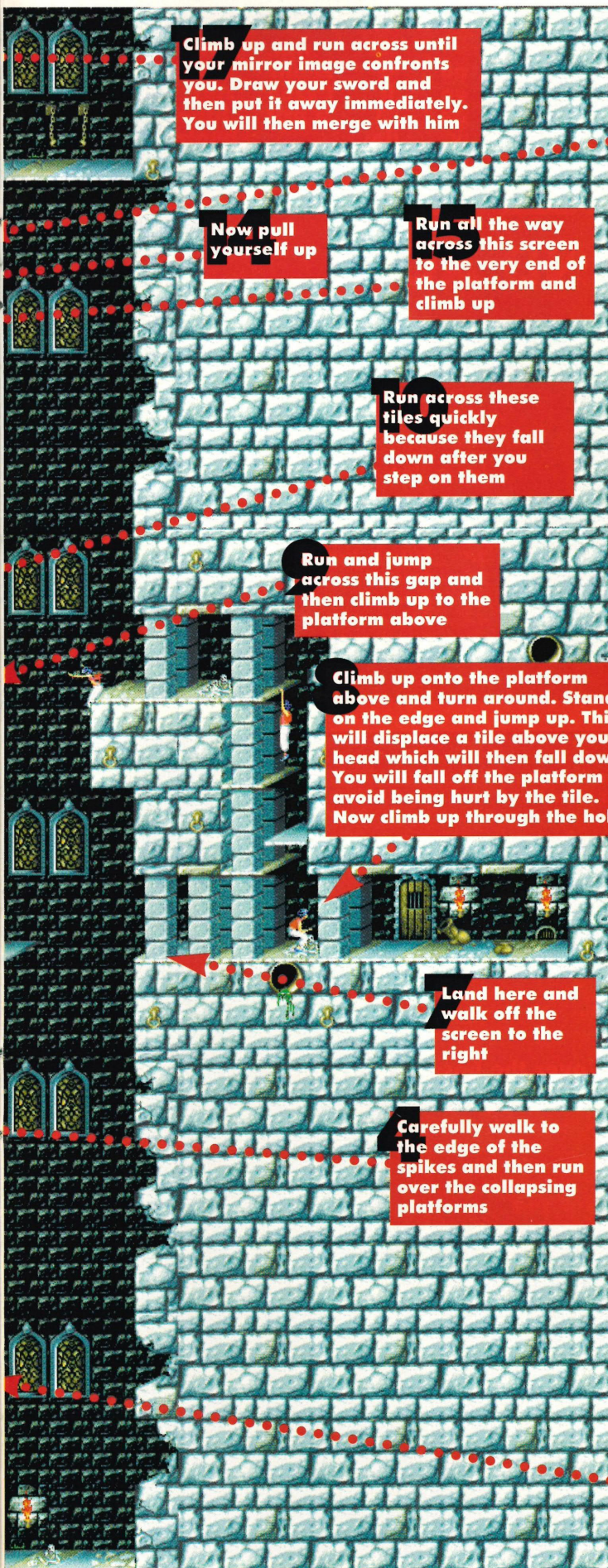
Walk off to the right, jump up the wall and up again onto the next platform

This is where you start off. Welcome to the final level!





TECHNIQUE ZONE



Climb up and run across until your mirror image confronts you. Draw your sword and then put it away immediately. You will then merge with him

Now pull yourself up

Run all the way across this screen to the very end of the platform and climb up

Run across these tiles quickly because they fall down after you step on them

Run and jump across this gap and then climb up to the platform above

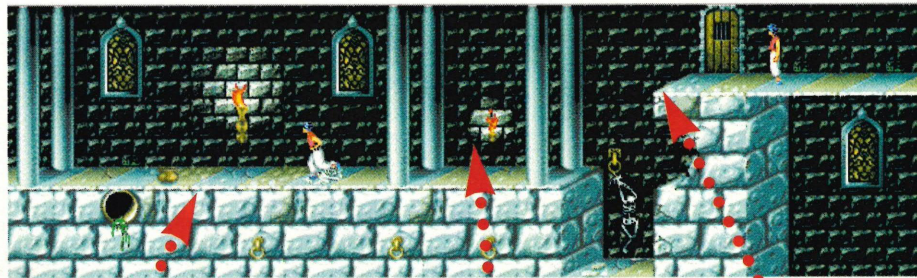
Climb up onto the platform above and turn around. Stand on the edge and jump up. This will displace a tile above your head which will then fall down. You will fall off the platform and avoid being hurt by the tile. Now climb up through the hole

Land here and walk off the screen to the right

Carefully walk to the edge of the spikes and then run over the collapsing platforms

Stand underneath this tile and jump up, making sure you are facing left. As you land, press Down and you will duck underneath the falling tile. Now

turn around and climb up through the hole on the right-hand side. Walk a few paces right and then run and jump all the way to the left



Not much is going on here, so just keep on running

This is a restart point. From now on if you die you will start here, which is right near the end of the entire game

Jump off to the left here

Come here to the exit and press Up to finish the level. You can now rescue the princess simply by opening a few gates and running all the way to the left. If you get this far then congratulations are in order because you've finished the game!

There is a loose tile here as well

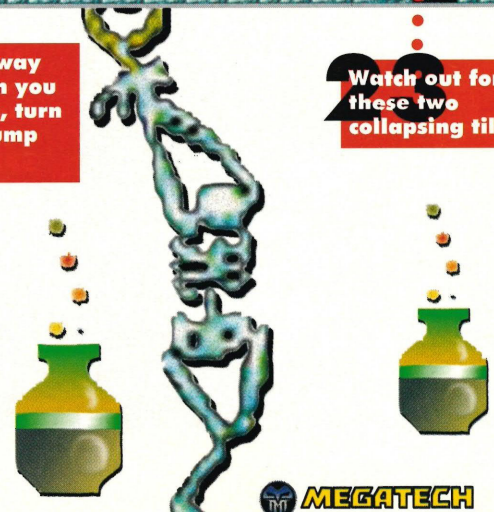
This is it - the final confrontation. Can you defeat the Grand Vizier? When he eventually dies just walk back to the left, avoiding the two holes



Climb all the way up here. When you are at the top, turn around and jump over the gap

Watch out for these two collapsing tiles

Walk carefully to the edge and turn round. Now climb straight up three levels



SONIC 3

After we revealed last month that Sonic 3 was actually a mite tougher than previous Sonic games, we decided that we'd better help out all those lost souls with this mammoth six-page Technique Zone. Here we give you tips on how to find many of the hidden special stages and how to beat all the bosses, including the big boss at the very, very end of the game!

ANGEL ISLAND ACT 1

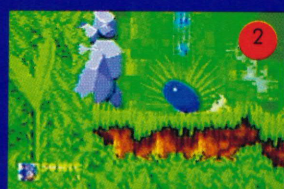
SPECIAL STAGE
The earliest special stage in the game is simple to reach. Run along the ground until you reach a rope swing. Let the ground crumble beneath your feet, then turn and head left when you hit the ground. A special stage is hidden in the wall there.



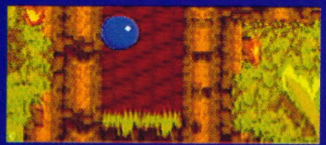
When you reach here, let the floor collapse



You'll end up here!



You'll reach this point. Spin towards the wall



Crash down through the floor here to...

HYDROCITY ACT 1

SPECIAL STAGE
This one is easy to find - you will be propelled into it by a spring as long as you take the right route.



Head left from here...



...And end up here!

MINI-BOSS
Don't try and attack the boss underwater, because it will not work. As he rolls, jump over him. Do this twice and he will hover above you and you can spin into his underside repeatedly. Continue until he is destroyed.



Jump over the boss as he rolls



Hit him as he hovers

ACT 2

In this act the wall behind you chases you across the screen. The best solution is to stop still and use the spin dash to climb the high walls. Repeat this on every ledge and you should outrun the wall easily.

SPECIAL STAGES
Further in the act there is a large run full of moving squares. If you roll down quickly from the earlier screens and launch from the ramp in this screen, you should reach the higher squares. Instead of landing on them, hold left so you fall down the left wall. You should go through at a point where there is a special stage.





TECHNIQUE ZONE

Another special stage is hidden in act one. This time wait until after the Island is set on fire, then enter the cave, ignoring the two sets of springs. Smash down through the gap, then head left and smash through a wall. Use the spring to reach the ring.

MINI-BOSS
The end-of-act boss is easy to kill if you have a fire shield. If not, you'll have to rely on your avoidance skills while hitting him on the head.

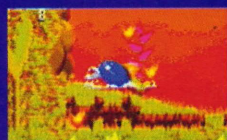


The end-of-act boss - hit his underside to kill him

ACT 2

SPECIAL STAGES

You can find a special stage ring from the beginning of the act by simply reaching top speed and rolling into the cavern through a wall.



...Get to here. Head through the left wall. Use the spring

THE BOSS

The boss at the end of Angel Island is pretty easy to kill. Jump making sure you avoid the fire spurting from his underside - if you have a fire shield you won't have to worry about that of course! Spin into his underside when there is no fire about and he'll soon be finished.



Zone one end-of-level guardian



Hit the bottom while avoiding the fire!

THE BOSS

Make sure that Robotnik's twister doesn't drag you in, by running away and jumping. To attack the boss, wait until it drops charges in the water and jump above them just as they explode. The cascade of water will fling you into the air and you can hit Robotnik on the head.

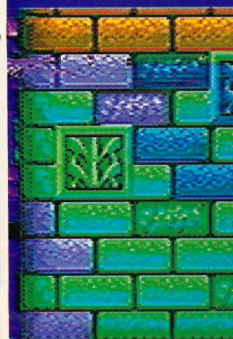


Avoid the spiral that Robotnik creates

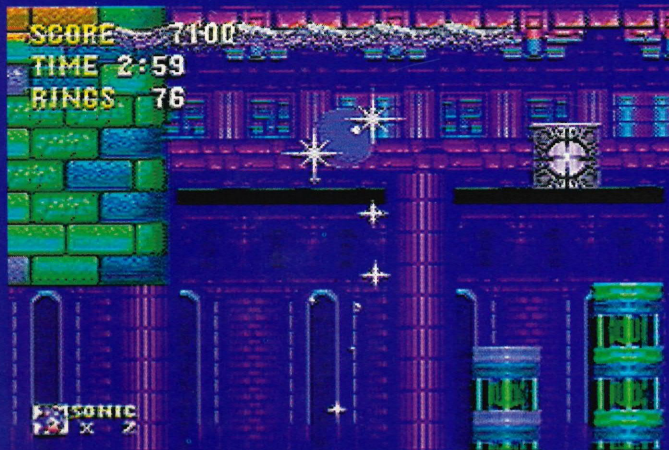


Use the explosive fountains to hit him from above

rs above you



Head down this slide to a ramp



The ramp shoots you into the air here. Now head for the left wall

After the second time you run on water, you should accelerate down a tube onto a ramp which is high up in a screen with several revolving cylinders. If you can land on the highest right-hand one, wait until it is at its highest point then jump towards the right wall. You should enter a room containing a special stage.



Land on this post and wait until it reaches its highest point



You can now jump up, then right to here!

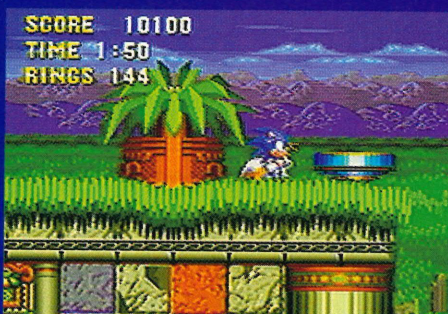


TECHNIQUE ZONE

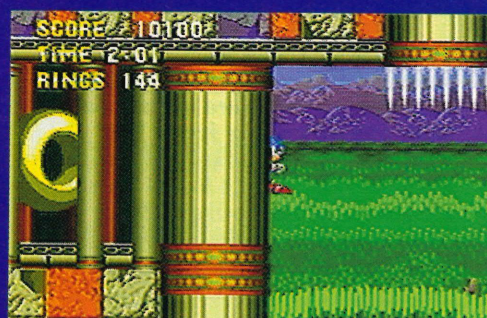
MARBLE GARDEN ACT 1

SPECIAL STAGE

The first special stage in the act is located after you have smashed through a wall. A blue disc appears afterwards - don't use the disc, instead jump over it and down, then go left and a special stage awaits hidden through the wall.

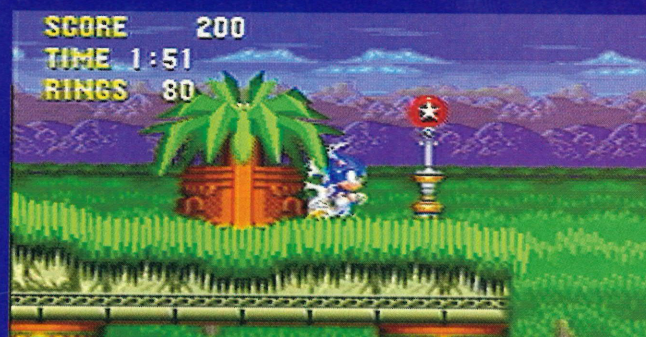


Jump over the disc...



...Then leap through the gap in this wall

Another special stage is hidden roughly below the first. You must head right until you can go down, then go left. Use the spring you find to launch yourself upwards to the moving platforms. Jump on the right-hand ledge where a ring awaits.



Fall from here and travel down the hill to a spring



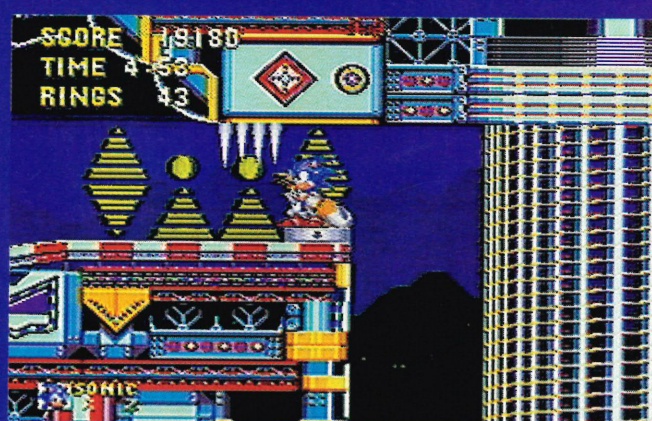
Use the spring to bounce up here and head right

CARNIVAL NIGHT ACT 1

MINI-BOSS.

The boss tries to drill through the floor on which you are standing. Hit the main part of the machine, but make sure that it isn't sparking when you do.

Zone four's mini-boss. Avoid the drill bit and attack the main piece when it isn't sparking



Run right just past this light switch

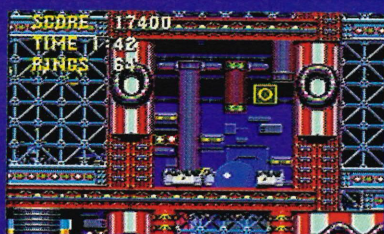
ACT 2

SPECIAL STAGES

The first special stage you come across is when you approach a cannon with a box of rings near it. Jump past the cannon and through the left-hand wall. Smash the three boxes and you fall into the room below where a special stage is hiding. Jump through that ring and away we go!



Jump over the coin box and through the wall...



...To here. Smash the boxes and fall down

Another special stage is hidden after you turn the lights back on. You are thrown upwards by a vent into a room with some revolving bumpers and a few balloons. You must use the balloons to climb higher in the room. When you reach the top, head for the right-hand wall and through it into a special screen.

THE BOSS

This boss is best defeated with caution. Wait until he has dropped the ball and make sure you run away when he uses the attractive electricity. As he lowers himself to pick it up again, hit him repeatedly and repeat if necessary.



The zone four boss. Wait until he drops the ball, then run from the lightning



TECHNIQUE ZONE

MINI-BOSS

The boss is a mining robot, who is easy to kill as long as you don't hit his drills. Hit him when his drills face upwards and you should have no trouble.



Kill him by attacking when his drills point upwards

ACT 2

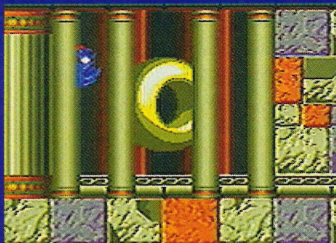
In this act you must run to avoid a falling roof. Keep moving and you should be all right - make sure that you complete all your jumps though, and don't stop until the roof does!

SPECIAL STAGES

About halfway through act two you will encounter a moving platform and should see spikes below-left and a spiked door opening and closing below-right. Jump down to the right and under the door to a special stage.



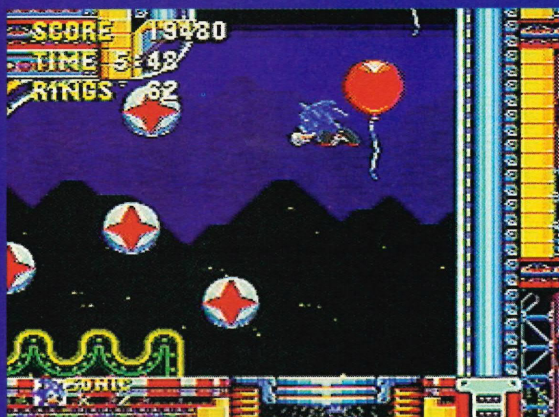
(Above and Below)
When you reach here, head down to the right to reach the ring



Later in the act (the second time you ride a blue disc onto a spring then through a wall), jump off after smashing the wall and proceed left (watch the crumbling floor) and into the wall, where there is a special stage hidden.



Board the gravity disc...



Climb the balloons to reach a ring



Attack him when he lowers to retrieve the ball



Jump off it here, then head left



Go over the crumbling floor to here and go through the wall

THE BOSS

Try and hit the boss a few times before he drills into the floor and destroys it. After that, use Tails to fly above Robotnik and jump onto him from above.



Hit the boss now, before he destroys the floor



Then use Tails to fly you above him and spin into him from above



TECHNIQUE ZONE

ICE-CAP ZONE

ACT 1

ACT 2

MINI-BOSS

The boss is best beaten by waiting until he throws his snowballs away for them to rain down. Avoid him until this time, then hit him underneath. While you are under him you cannot be hit by the falling snow.



Avoid the falling ice by hiding beneath him...



...And attack him at the same time

SPECIAL STAGES

The special stage here is very hard to find. It is hiding near the end of the level, after a triple loop. Come down the loop at top speed and off the ramp which should shoot you up to a springing platform. Use the platform to catapult you into the next room where the special stage ring is.



Launch upwards from here



The zone five mini-boss. This guy is just too cool!



Use this spring to climb to the ring in the next room



Jump attack his underside until he loses his platform

(Right) Attack again, but avoid the icy blast

END BOSS

Initially the boss has two lasers which you must avoid while attacking his head. After he loses one laser, keep hitting his head, always avoiding the revolving ball. Eventually Robotnik will be left with just the ball and is easily destroyed. However, he returns with a huge spiked arm and head. Attack the front of the boss above the arm and avoid him when he is on the floor. He is easily defeated if you take your time.



Duck the laser fire from Robotnik



Attack the dome avoiding the ball



Attack the final boss over his arm



Hit the boss from the platform!

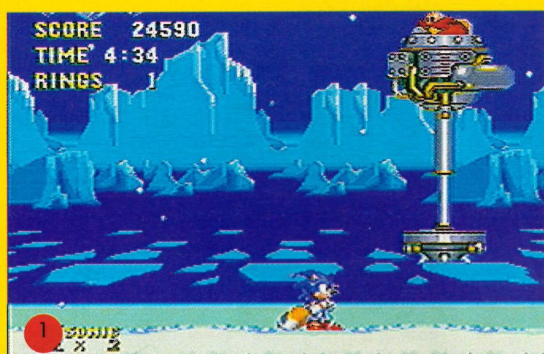




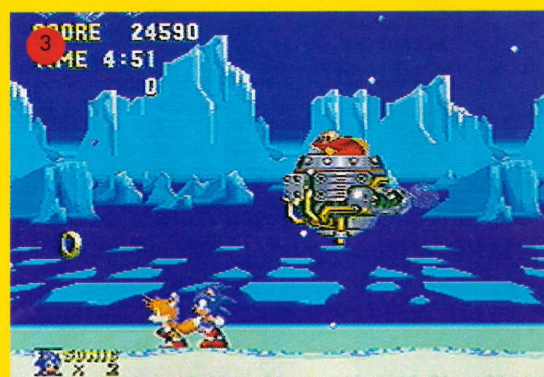
TECHNIQUE ZONE

THE BOSS

The boss is easy, in that he provides a platform for attack. Time your attack so you jump over the sideways jet onto the platform. Hit him quickly then jump off before he shoots out the downward cool jet. After you have destroyed the platform, repeated bottom hits will finish him off.



The zone five boss. Climb aboard the platform



THE BOSS

This boss is very easy to defeat. The first cannonball always goes from the top, so stand next to the plank and jump onto it after the ball is launched and attack Robotnik from there. The next time the ball comes from the bottom, so simply jump onto the platform after it is raised and attack Robotnik. Repeat until he is finished.

Jump the cannonball and attack

LAUNCH BASE ACT 1

SPECIAL STAGES

At the first twisting tube, fall straight down then go left and jump into the tunnel to find a ring.

(Right) Fall off, then head left



With his arms outstretched, hit him hard



(Left) Get in here for a special stage

MINI-BOSS

Hit the boss carefully when the swinging balls are at his sides. After he has lost one arm, repeat until he is finished.



A direct hit and he's lost one arm

ACT 2

SPECIAL STAGES

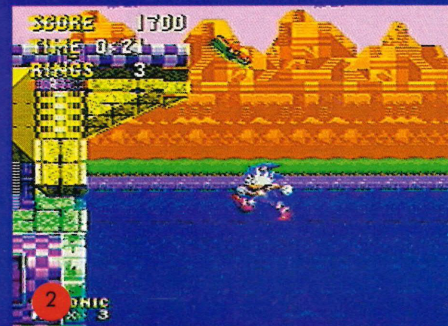
After leaving the castle at the start of act two you will encounter two platforms - ignore these and fall down. Head right until you fall underwater, then head left and jump over the spring into a secret cavern where the ring resides.



You'll then find a special stage through this tunnel



Ignore these platforms and go down from here



Then go right. Fall into the water here and head left

GAME INDEX



MEGA-CD GAMES



BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

MT RATING: 94%

BATTLECORPS

BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT32
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.

MT RATING: 90%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree but set

in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS

BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.

MT RATING: 80%

LUNAR THE SILVER STAR

BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

MT RATING: 82%

MAD DOG MCCREE

BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joystick or Menacer to blast your way through the various scenes.

MT RATING: 61%

MICROCOSM

BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.

MT RATING: 60%

MORTAL KOMBAT

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT31
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.

MT RATING: 69%

MY PAINT

BY: SADDLEBACK GRAPHICS
PRICE: £39.99
REVIEWED: MT32
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.

MT RATING: 2%

MYSTERY MANSION

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.

MT RATING: 65%

NHLPA HOCKEY '94 CD

BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.

MT RATING: 91%

NIGHT TRAP

BY SONY IMAGESOFT
PRICE: £44.99

REVIEWED: MT 17

The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.

MT RATING: 79%

PRINCE OF PERSIA

BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.

MT RATING: 70%

PRIZE FIGHTER

BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.

MT RATING: 62%

RISE OF THE DRAGON

BY DYNAMICS
PRICE: IMPORT
REVIEWED: MT 29
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.

MT RATING: 88%

SECRET OF MONKEY ISLAND

BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.

MT RATING: 93%

SENSIBLE SOCCER CD

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT30
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.

MT RATING: 96%

SEWER SHARK

BY SONY IMAGESOFT

PRICE: £44.99

REVIEWED: MT 16

In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA

PRICE: £44.99

REVIEWED: MT 16

Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA

PRICE: IMPORT

REVIEWED: MT 21

Same format as the first one, but the three cases are longer and the game comes on two CDs.

MT RATING: 84%

SILPHEED

BY SEGA

PRICE: £44.99

REVIEWED: MT 21

Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

MT RATING: 94%

SONIC CD

BY SEGA

PRICE: £44.99

REVIEWED: MT 21

More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-ophiles.

MT RATING: 94%

SPIDERMAN VS KINGPIN

BY SEGA

PRICE: IMPORT

REVIEWED: MT 24

Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.

MT RATING: 84%

TERMINATOR CD

BY: VIRGIN

PRICE: £49.99

REVIEWED: MT 26

The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.

MT RATING: 69%

THUNDERHAWK

BY CORE DESIGN

PRICE: £44.99

REVIEWED: MT 22

The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.

MT RATING: 91%

TOMCAT ALLEY

BY SEGA

PRICE: £39.99

REVIEWED: MT 29

Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.

MT RATING: 72%

WOLFCHILD

BY SEGA

PRICE: £39.99

REVIEWED: MT 16

A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

MT RATING: 82%

WONDER DOG

BY JVC

PRICE: £39.99

REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.

MT RATING: 82%

WWF RAGE IN THE CAGE

BY: ACCLAIM

PRICE: £44.99

REVIEWED: MT 26

Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.

MT RATING: 72%



MEGA DRIVE



AEROBIZ

BY: SEGA

PRICE: IMPORT

REVIEWED: MT 21

An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!

MT RATING: 90%

ALADDIN

BY: SEGA

PRICE: £44.99

REVIEWED: MT 23

Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

MT RATING: 90%

ALIEN 3

BY ARENA

PRICE: £39.99

REVIEWED: MT 9

Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.

MT RATING: 94%



ANOTHER WORLD

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 14

A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

MT RATING: 86%

AYRTON SENNA'S SUPER MONACO GP 2

BY: SEGA

PRICE: £49.99

REVIEWED: MT 6

Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

MT RATING: 90%



BARE KNUCKLE III

BY SEGA

PRICE: IMPORT

REVIEWED: MT 29

Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.

MT RATING: 90%

BARKLEY: SHUT UP AND JAM

BY: ACCOLADE

PRICE: £44.99

REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.

MT RATING: 70%

BATMAN RETURNS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 12

Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.

MT RATING: 76%



BELLE'S QUEST

BY: ACCLAIM

PRICE: £39.95

REVIEWED: MT 26

In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.

MT RATING: 78%

BIO-HAZARD BATTLE

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.

MT RATING: 88%

BLOCK OUT

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

MT RATING: 91%

BUBBA 'N' STIX

BY: CORE DESIGN

PRICE: £39.99

REVIEWED: MT 27

Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

MT RATING: 83%



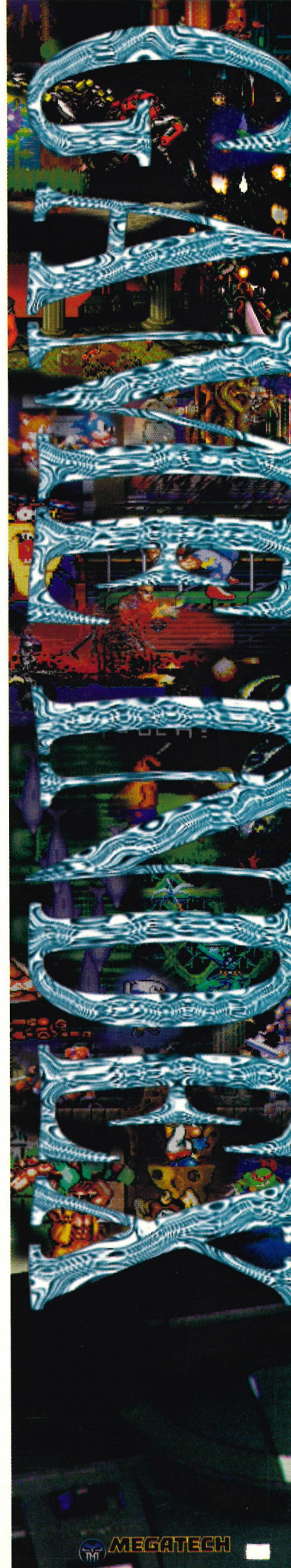
CASTLEVANIA

BY: KONAMI

PRICE: £44.99

REVIEWED: MT 26

The popular Nintendo series



makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

CHAKAN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

MT RATING: 73%

CHUCK ROCK II

BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.

MT RATING: 86%

COMBAT CARS

BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard.

MT RATING: 62%

CORPORATION

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

MT RATING: 87%



DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.

MT RATING: 83%

DAVIS CUP TENNIS

BY: DOMARK
PRICE: £39.99
REVIEWED: MT19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

MT RATING: 90%

DESERT STRIKE

BY ELECTRONIC ARTS
PRICE: £39.99

REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

MT RATING: 93%

DRAGON

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 32
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.

MT RATING: 85%

DRAGONBALL Z

BY: BANDAI
PRICE: £39.99
REVIEWED: MT31
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.

MT RATING: 75%

DRAGON'S FURY

BY TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.

MT RATING: 91%



ECCO THE DOLPHIN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

MT RATING: 94%

ETERNAL CHAMPIONS

BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.

MT RATING: 82%

EX-MUTANTS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy.

MT RATING: 89%



F1 WORLD CHAMPIONSHIP

BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

MT RATING: 94%

F-15 STRIKE EAGLE II

BY: MICROPROSE
PRICE: £44.99
REVIEWED: MT31
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.

MT RATING: 69%

FATAL FURY 2

BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie.

MT RATING: 67%

FIDO DIDO

BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.

MT RATING: 82%

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

MT RATING: 92%

FLASHBACK

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to

uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

MT RATING: 94%



GAUNTLET 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

MT RATING: 94%

GHOSTBUSTERS

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.

MT RATING: 86%

GHOULS 'N' GHOSTS

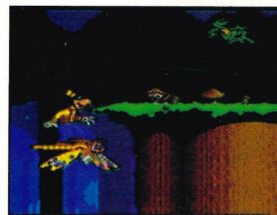
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spookings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

MT RATING: 93%

GODS

BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.

MT RATING: 89%



GUNSTAR HEROES

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.

MT RATING: 95%

GYNOUNG

BY: SEGA
PRICE: £39.99
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.

MT RATING: 91%



HARDBALL '94

BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A decent baseball game that for some reason doesn't seem to be as good as the others in the series.

MT RATING: 74%



THE INCREDIBLE HULK

BY: US Gold
PRICE: £TBA
REVIEWED: MT32
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it.

MT RATING: 82%

INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Offesque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

MT RATING: 75%



J-LEAGUE PRO-STRIKER

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

MT RATING: 93%

JEOPARDY

BY: GAMETEK
PRICE: IMPORT
REVIEWED: MT 30
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.

MT RATING: 55%

JOHN MADDEN '92

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS

PRICE: £49.99

REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.

MT RATING: 84%

JUNGLE BOOK

BY: VIRGIN

PRICE: £44.99

REVIEWED: MT 30

Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

MT RATING: 83%

K

KING OF THE MONSTERS 2

BY: TAKARA

PRICE: £39.99

REVIEWED: MT 31

Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

MT RATING: 69%

KLAX

BY: TENGEN

PRICE: £34.99

REVIEWED: PRE-MEGATECH
This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%



L

LANDSTALKER

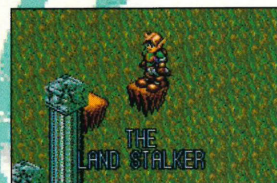
BY: SEGA

PRICE: £59.99

REVIEWED: MT 23

The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.

MT RATING: 93%



LEMMINGS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

MT RATING: 85%

M



MARIO ANDRETTI

BY: EA

PRICE: £39.99

REVIEWED: MT 32

A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

MT RATING: 40%

MARKO'S MAGIC FOOTBALL

BY: DOMARK

PRICE: £39.99

REVIEWED: MT 30

Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

MT RATING: 73%

MAZIN WAR

BY: SEGA

PRICE: £39.99

REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-LO-MANIA

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MEGA TURRICAN

BY: DATA EAST

PRICE: IMPORT

REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKY MOUSE IN CASTLE OF ILLUSION

BY: SEGA

PRICE: £39.99

REVIEWED: PRE MEGATECH

Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS

PRICE: £34.99

REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%

MORTAL KOMBAT

BY: ACCLAIM

PRICE: £49.99

REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat-'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

MUTANT LEAGUE HOCKEY

BY: EA

PRICE: £44.99

REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

N

NBA JAM

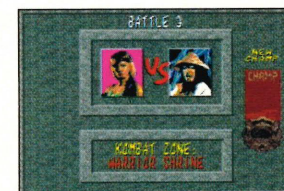
BY: ACCLAIM

PRICE: £44.99

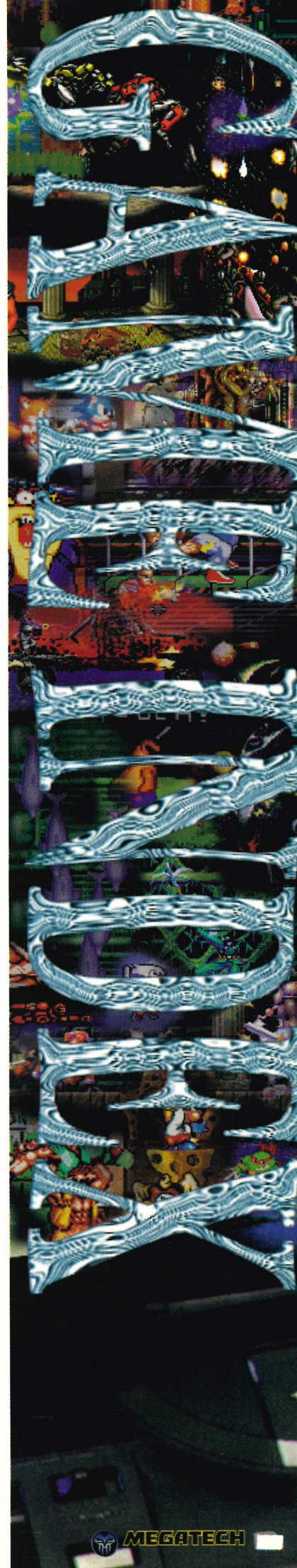
REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%



NHLPA HOCKEY '93



BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10
 Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.
MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22
 Features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.
MT RATING: 90%



PETE SAMPRAS TENNIS

BY: CODEMASTERS
PRICE: £39.99
REVIEWED: MT 30
 Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.
MT RATING: 79%

PGA EUROPEAN TOUR GOLF

BY: EA
PRICE: £44.99
REVIEWED: MT 27
 The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.
MT RATING: 90%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13
 Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.
MT RATING: 94%

PHANTASY STAR III

BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH
 Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.
MT RATING: 89%

POWERMONGER

BY: ELECTRONIC ARTS

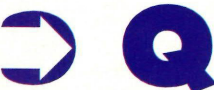
PRICE: £39.99
REVIEWED: MT 14
 Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.
MT RATING: 81%

PRINCE OF PERSIA

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27
 Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.
MT RATING: 82%

PUGGSY

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21
 Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.
MT RATING: 90%



QUACKSHOT

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1
 Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.
MT RATING: 82%



RANGER X

BY: SEGA
PRICE: £39.99
REVIEWED: MT 19
 A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters.
MT RATING: 94%

RAMPART

BY: TENGEN
PRICE: IMPORT
REVIEWED: MT 13
 Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.
MT RATING: 90%

RBI BASEBALL 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 31
 A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.
MT RATING: 77%



ROAD RASH 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
 More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.
MT RATING: 89%

ROBOCOD

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
 Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters.
MT RATING: 85%

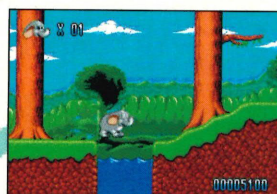
ROBOCOP VS TERMINATOR

BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24
 Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.
MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 20
 Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.
MT RATING: 85%



ROLO TO THE RESCUE

BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14
 A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.
MT RATING: 89%

ROLLING THUNDER 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 17
 This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.
MT RATING: 89%

RYAN GIGGS SOCCER

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 32
 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.
MT RATING: 25%



SENSIBLE SOCCER

BY: SONY
PRICE: £39.99
REVIEWED: MT 24
 This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.
MT RATING: 80%

SENSIBLE SOCCER INTERNATIONAL EDITION

BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT 31
 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.
MT RATING: 95%

SHADOWRUN

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 29
 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking.
MT RATING: 95%

SHINOBI III

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.
MT RATING: 93%

SKITCHIN'

BY: EA
PRICE: £39.99
REVIEWED: MT 27
 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.
MT RATING: 83%

SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE
PRICE: £39.99
REVIEWED: MT 28
 Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.
MT RATING: 92%

SONIC THE HEDGEHOG

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
 If you don't know about this already, WAKE UP!!!
MT RATING: 83%

SONIC 2

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
 Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! Not as easy as the first game.
MT RATING: 95%



SONIC 3

BY: SEGA
PRICE: £39.99
REVIEWED: MT 27
 Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.
MT RATING: 93%

SONIC SPINBALL

BY: SEGA
PRICE: £49.99
REVIEWED: MT 24
 Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.

MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.

MT RATING: 90%



STREET FIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUBTERRANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.

MT RATING: 90%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15
Loads of options for different footy tournaments, various weather conditions, strip colours – the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.

MT RATING: 75%

SUPER STREET FIGHTER II

BY: CAPCOM
PRICE: £TBA
REVIEWED: MT32
It's SF with knobs on. Four extra characters and better gameplay make this the game of '94.

MT RATING: 96%



TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.

MT RATING: 82%

TMNT: THE HYPERSTONE HEIST

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13
Based on the hit Operation Wolf-style coin-up in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.

MT RATING: 86%

THIRD WORLD WAR

BY EXTREME ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 29
Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

MT RATING: 83%

THUNDERFORCE IV

BY: SEGA

PRICE: £39.99
REVIEWED: MT 9
More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.

MT RATING: 94%

TOEJAM AND EARL

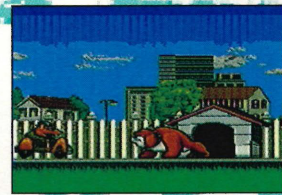
BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.

MT RATING: 82%

TOEJAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25
ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%



TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoony, comical beat'em-up action with great graphics, great fun, but dead easy.

MT RATING: 84%



VIRTUA RACING

BY SEGA
PRICE: £69.99
REVIEWED: MT 29
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least! Great fun, addictive but very pricey.

MT RATING: 93%



WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22
Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay.

MT RATING: 86%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.

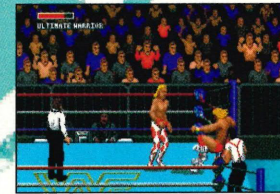
MT RATING: 90%



WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

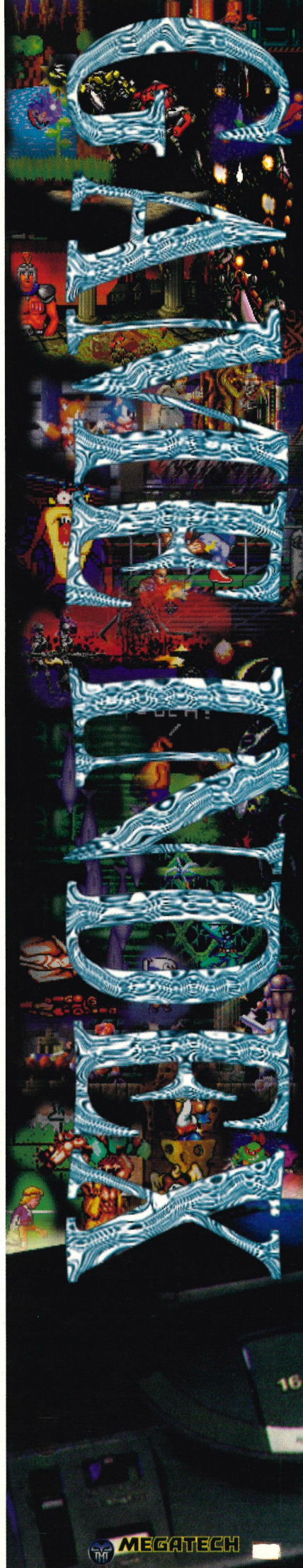
MT RATING: 84%



ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-movie baddies are running amok and surprise, surprise – it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.

MT RATING: 90%



THE MOMENT NEXT ME

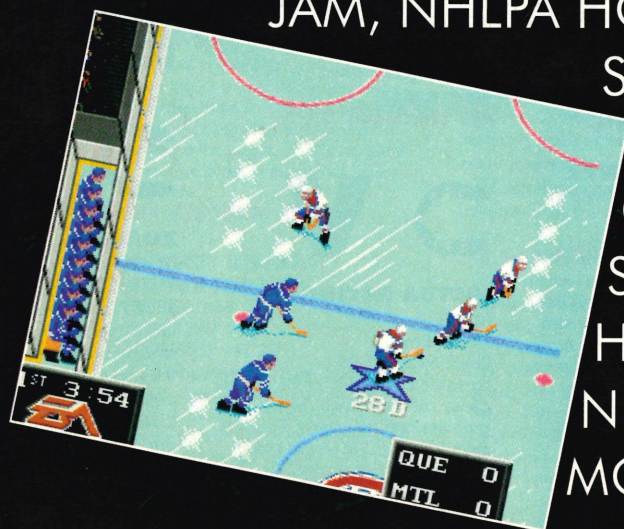
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