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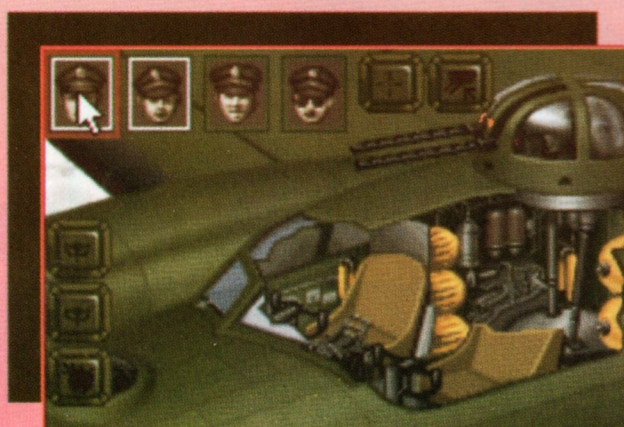
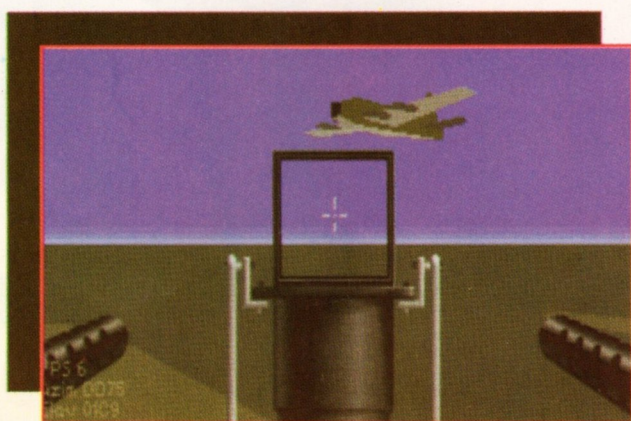
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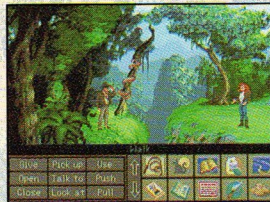
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## Greetings and salutations

**Megaheads!** Yes, it's time for your bi-monthly fix of all the hottest gaming action around, and this time it's even hotter than usual (if that's possible!). Of course you've all noticed our cover star, Sonic. Well we have an Australian exclusive preview on Sonic 2, the game everyone's hanging out to see (apart from Nintendo!) It will be available in late November, but get the first look at how it's shaping up and the differences from the original classic on page 14 (and don't drool too much).

Apart from Sonic we've got another one of the hottest games around at the moment, Street Fighter 2, which will be released soon on the Super Nintendo. This arcade classic is packing them into game venues around the world, and the good news is that the conversion is excellent. Being the cool dude that I am, I've also included the cheat which will make it into the Champion Edition (well, almost).

The good games just keep on coming though. There's King's Quest VI, voted the adventure series with the worst puns as titles. This time the game is subtitled "Heir Today, Gone Tomorrow". Yes, it is dire, but the game itself is great. Check out our competition as well, and win yourself a copy. There's also Taz-Mania a fantastic new Sega title which has beautiful animation and awesome gameplay. Destined to be a classic. Another classic is Indiana Jones and the Fate of Atlantis which is brilliant and we rave about a lot somewhere near the back.

I could go on and on (and I do sometimes), but I'll let you find out the goodies by yourself! Watch out for next issue too, it's going to be a killer!

Stuart Clarke, Mega Ed

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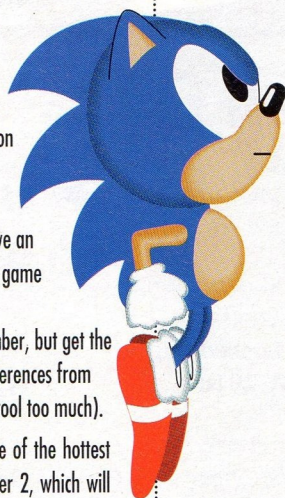
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# MEGA-EXCELLENT







# The Mail Bag

The bag is hungry! and waiting  
for your letters. Send to:  
Megazone Mail Bag, Locked Bag 7,  
Rosebery, NSW 2018

Send us  
a letter now!..  
If you do we won't  
give you anything..  
But we may  
answer if you're  
interesting enough.

## READER ANSWERS LETTERS

Yo Ed!

Congratulations on your magazine. I myself am an Amiga owner so your magazine doesn't really opt for what I like, but still its a great effort for Australia and console/handheld owners. I love reading the mailbag and several things make me crack up and roll around on the floor with laughter.

1. To Anthony Green's letter about Dungeons and Dragons for the IBM. What is he, some sort of idiot? He can't be looking too good because it's for sale everywhere in stores such as K-Mart, John Martins etc. Well over here it is.

2. To Leigh McKinnon's letter, I agree with Brad and Ed about this one. Why doesn't he/she \*%\$# the Atari ST off and buy an Amiga. Look into purchasing one through Radio Rentals on Rental purchase if you find it too expensive to pay for at once. That's how I came to own mine.

3. To Chris Brown's letter. I sure hope that he reads this but this little boy (not a guy) is a total asshole and needs to be shot. If he doesn't like the articles written simply don't buy the magazine, he's under no law that says he has to. So do us all a favour and jump off the end of the earth.

There was a hell of a lot more I wanted to say but I'm using up space. There's just one more thing though... by the looks of your readers a lot of them are whingeing about how games like Mega-Lo-Mania etc aren't coming out on Sega Mega Drive and so forth. I would like to know why did they waste their money on these poxy little machines!

Grow a brain and buy either Amiga's or IBM's for yourselves or your kids. After all they are not only good for game playing but very educational, and you can expand onto it. Such as things like extra drives, Ram and Chip memory, writing, mathematical software and many other options.

So readers, stop whingeing all the time and keep comments to yourself. If you can't write it in a decent manner don't write it all (Chris Brown) and don't buy Megazone.

Yours Megally

Bam Bam of Classic, Adelaide

*Bam Bam, I think you're my kind of guy (or girl). That's the problem with stupid names, you never know what sex the person is. Anyway, I was tempted to send you a game for your words of wisdom, but you didn't include your address (loser!). And what do you mean about not covering Amiga! Half the mag are games that either came from Amiga, are on Amiga, or coming to Amiga! - Ed*

## THE ED IS A NOB

Dear Megazone,

You Nobs. Two English mags (which I buy after yours) said that the SNES resolution was 512 x 446 against Mega Drive 320 x 224 while you said the SNES had only 256 x 224. I think you should apologise to Nintendo because I think resolution is important when choosing what to buy. Also the maximum on screen colours for SNES is 256 not 128. And if you don't believe me buy Gamezone (May) or ring Australian Games Exchange and ask them. I bet you ain't got the guts to publish this because you can't admit your mistakes. Kenji Oates, is that a dogs name?

(Yes, I am the dork who shall remain nameless)

P.S. the SNES also has a work Ram of 128k against Mega Drives 64k.

*Well dork, look I published your letter! Thanks you to you and all the other smart arses you saw the mistakes in the news article. Yep, the SNES resolution is 512 x 448, and max. on screen colour is 256. It was a big boob on my part. Sorry! Hey, I'm not ashamed to say it! Serves me right trusting Sega's figures I suppose! - Ed*

## MEGA CD, SUPER NES & BABIES

Dear Megazone,

Before I start I want to deeply congratulate you on your totally awesome mag (and totally awesome Ed). Now back to business, I have a a Sega Mega Drive and I am hoping to buy a CD-Rom when it comes out. I would like to ask you some questions about the CD-Rom and the Nintendo Super Famicom/Super NES.

1. What is the difference between the Super

Famicom and Super NES?

2. Is the Super NES better than the Mega CD-Rom?
3. How much will the Mega CD-Rom cost?
4. How much will the Super NES cost?
5. Will the CD come with a game?
6. Is the Wondermega able to take cartridges and CD's from all over the world?
7. Where do babies come from? (ha,ha,ha.).

Thanks for answering my questions.

Michael (The Guru) Darwin (NT).

*Hey Guru! How did you know I was going to answer your questions? Anyway lucky for you I did. 1. The Super Famicom is the Japanese version of the Super NES. They are basically identical machines, however the games are not compatible without a converter. 2. No. 3. Probably between \$300 - \$500 4. You can get it anywhere from \$200-\$300. 5. It does in the US, so hopefully the same will apply here. 6. Not sure but I doubt it. 7. If you don't know, I'm sure not going to tell you! - Ed*

## ASSORTED GOODIES

Dear Megazone,

I think your mag is totally bitchen, and the best thing about it is that it's all colour! Not like some of those other mags, but I would like to make to make one suggestion to make your mag a bit better. When you preview some games like Dune and ET's Rugby League in issue No. 22 what really bugged me was that you didn't give us any points out of 100 for graphics, playability etc.

I would also like to ask you totally smart computer wizz dudes at Megazone some questions.

1. When is Robocop 3 coming out on IBM.
  2. What is better Falcon 3.0 or Strike Commander by Origin and why?
  3. Will Falcon 3.0 and other flight sims run smoothly on a 16-20 MHZ 386 SX with 1MG SUGA machine.
- Keep up the good work dudes  
John Clark

*The reason we don't give any points when previewing games, is that often we only get an incomplete version, or in the case of Dune, all we had was screen shots and written information. It wouldn't be fair*



to give points without playing the game proper. As for Robocop it should be out on PC in November 2. I like Falcon 3.0 better, but there's no real reason. Test them yourself 3. Should do. Check you later - Ed

## DON'T CRITICIZE NINTENDO

Dear Megazone,

I brought a Mega Drive last year, and had some pretty good games such as Streets of Rage, Sonic, Phantasy Star and so on. I decided to sell it when my parents bought me an IBM PC. Anyhow, I'm back in the console craze and would like you to answer these questions:

1. Should I get a Mega Drive or SuperNES? And don't give me some pissy little answer like: you can't play Sonic or Mickey on the SuperNES because I've finished them already.
2. When I see screen shots of SNES games, the graphics are a notch better. Does this mean the music's crap?
3. You've bragged that the Mega CD can do perfect scaling background and sprite rotation, but the SNES handbook says the SNES can do all that by itself.
4. Why is the SNES \$100 more if it's 16-bit, has one control pad, and one free game just like the Mega Drive?
5. Is the Neo Geo 32-bit or something because it's pretty darn brilliant, and when will it touchdown here?
6. Finally, I've heard rumours that Sonic on Mega CD will feature role-playing elements to make it last for ages, is this true? I don't think it's fair how you always criticise Nintendo, (even though Nintendo are crap) but keep up the good work!

Bradley Woodhouse

Well Brad, 1. Get what you want. You've got a brain of your own don't you? 2. No. 3. Hmmm, so? 4. You're being ripped off if you're paying \$100 more for a SNES 5. Yes, it's a 32-bit, and they're already here at various computer game dealers and Virgin Megastores 6. Wait and see. Sonic 2 is definitely a bit different. Oh, and I can criticise who I want...even you. Actually, I think I just did! -Ed

## BORING BUT FUNNY

To all you dudes at Megazone, I reckon your mag is brill, great, etc. I have a few questions:

1. Can you get Ultima 7 on a 286AT like mine?
2. If so, how much does it cost?
3. Why did you yawn?
4. How come I didn't get my f\*\*kin' subscription that I ordered?

5. Why did you laugh?

As you can see, I am really, REALLY pissed off with you guys, 'coz you didn't give me my subscription.

Anyway, keep up the good work!

The Schiz

High Wycombe WA

Dear Schizo, 1. No, sorry 2. Ultima 7 costs \$110 3. Because they're stupid and boring questions 4. You're chronically unlucky (you should have rung us, goober). 5. Because you paid for a subscription and then went out and brought the mag anyway. What a loser! - Ed

## SILLY LYNX

Dear Megazone,

I'm writing in response to the sad letter titled "Playing Handies". Mr or Mrs Lynx has either been badly informed or has the brain the size of a rotten peanut. The Lynx is not a 16-bit handheld but an 8-bit handheld. It has a 6502CPU, whereas the Game Gear has a 3-80A CPU. The Lynx runs at 1.5Mhz, whereas the Game Gear runs at 3.6 Mhz. The screen resolution of the Lynx is 160 x 102, whereas the Game Gear has a 160 x 146 screen resolution. The colour palette on both hand helds is 4096, but the Game Gear can show 32 colours on the screen at once, compared to the Lynx's 16. Battery life for both hand helds is 3 hours but the Game Gear's can be increased to 10 hours by the Game Gear battery pack.

All the above information (except the battery pack kit), came from Megazone issue number 19 Jan/Feb 1992, if Mr or Mrs Lynx bothered to get it and read it. The only 16-bit handheld in the world is the PC engine GT by NEC which is not yet available in Australia. So if all Lynx owners are as stupid as Mr or Mrs Lynx, the Lynx will soon be a distant memory like the Atari 7800.

Also is Megazone going to expand or go up in price in the near future like everything else. I hope it only expands.

Please print this letter so to inform any possible hand held owners who might have been misinformed by Lynx owners. Keep up the good work Megazone.

Yours sincerely

Jay Kennett

Well thank you Jay. You have been reading your Megazone's carefully haven't you, which is very good to see. There's no plans to increase price at this stage, but hopefully we'll get a bit larger soon. It depends on how many people buy the mag, so tell your friends to get into the 'Zone and we'll get bigger. See ya - Ed

## WEIRD NEO GEO FAN

Howzithanging Megadudes,

I hope you're hanging' fine, because I'm not! I am totally disgusted with your mag man, it is just too good for the rest of the competition (suck, suck). Your mag is just totally awesome (more suck).

While I'm on a roll here, I thought I should ask you some question's. What are you dudes doing about SNK's Neo Geo? To me you're treating it as if it doesn't exist, but not only does it exist, it is selling in Australian shop's.

I don't actually own one of these machines but I may considering purchasing one. I am one of your most devoted readers (suck) and in order to make a wise decision on what console to buy I need plenty of information. When buying games for my Gameboy and Game Gear I simply refer to your most informative mag and look for something good. Since your mag doesn't have much information on Neo Geo's I may have to change my reading interests, but I will give you a chance to regain my interest. I will do this by asking several questions and I will expect good answers.

1. What is the difference between Neo Geo Gold and Neo Geo Silver?

2. Why are Neo Geo's so expensive?

3. How long have Neo Geo home systems been for sale (anywhere in the world)?

Please reply because my brain is dying to know all this information. Thanks if you reply.

From Oswel Zeta Salcedo (of the Chookie Rubberneck Idiot Clan of Spasticland, alias Ozzy) the biggest estupido in Spasticland.

P.S. If you don't print this letter I'll send you my brother. If I get Neo Geo (I'll be happy to do reviews for you).

Dear Oswel, I'm very worried about you. I think you should see a doctor...and soon. To keep you happy though I'll tell you about the Neo Geo. Yes they are in Australia and have been for quite a few months. It sells at around \$699 for the unit, with games starting at around \$200 each. So, it's a bit out of the reach of most game players and not many have been sold. However talking to the Games Exchange, it seems that sales are picking up so we might do something on it next issue. Anyhow, 1. Machines are identical, but the Gold comes with games and two joypads, whereas the Silver only comes with one joystick. 2. Because it's a 24-bit machine 3. At least 2 years. Satisfied now? Well get some professional help and maybe you can write reviews (but I doubt it) - Ed



# PRO AUDIO

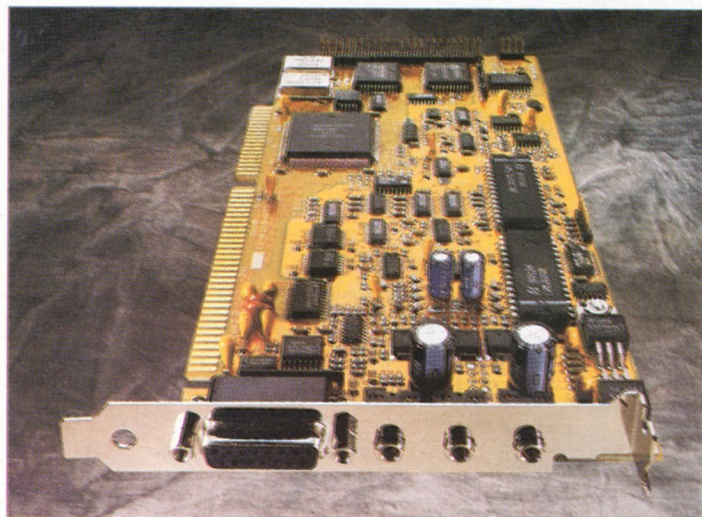
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JOHN COLLINS	MASCOT	NSW 2795
SANTIAGO ALVERIS	BATHURST	QLD 4077
TIM HEFFERNAN	DURACK	WA 6057
BEN TREDIN	MAIDA VALE	VIC 3400
CRIG ROBBINS	HORSHAM	VIC 3031
ADAM HOUSE	KENSINGTON	QLD 4053
CARLOS LAGUARDIA	STAFFORD HEIGHTS	NSW 2170
DAVID KELLY	HAMMONDVILLE	ACT 2902
CRIG FORBES	KAMBIAH	VIC 3048
GREG BARKER	COOLAJAROO	QLD 4068
WILLIAM BOND	TARINGA	NSW 2120
ALAN MORGENDERSER	THORNLEIGH	NSW 2747
JOANNA STRADBROKE	KINGSWOOD	ACT 2602
MATTHEW HERMANN	DOWNS	NSW 2106
PETER SCRENN	NEWPORT	NSW 2211
LOUISE COWARD	PADSTOW HEIGHTS	
KATHY TRUER		

## ALIEN VIDEO WINNERS

LUKE HOPKIN	VIRGINIA	QLD 4014
CHRISTIAN SEALY	CONDOROLIN	NSW 2877
TONY LANGER	RAYMOND TERRACE	NSW 2324
CRAIG STOWERS	MORANBAH	QLD 4744
ZAK STANBOROUGH	BELMONT NTH	NSW 2280
BERNARD R WIEBERS	DOWNER	ACT 2602
NATHAN GARVE	ALEXANDRA	VIC 3714
ANDREW HEARN	MANSFIELD	VIC 3722
NIGEL MAR	BERRIGAN	NSW 2712
SHANE ROSSBERG	TOWNSVILLE	QLD 4810
FRANK RODRIGUEZ	MINTO	NSW 2566
XENIA MANTZIOROS	MELBOURNE	VIC 3105
SHANE MORAN	MAROUBRA	NSW 2035
DAVID EVANS	DAPTO	NSW 2530
STEVEN HUNTREES	NOWRA	NSW 2541
GAVIN ROWER	BLUNDALE	QLD 4670
DAVID WELLS	TENNANTH	NSW 2372
DAVID BULFONE	PERTH	WA 6105
NATHAN SAADI	GREENACRE	NSW 2190
COLIN KING	NEWPORT	NSW 2106

## ALIENS VIDEO WINNERS

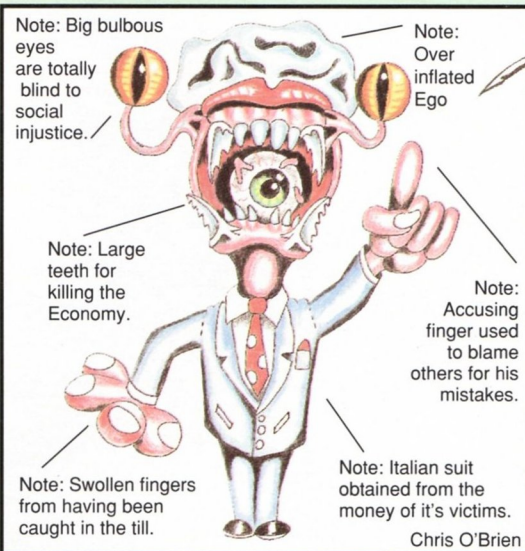
ANDREW NOBLE	LURA	NSW 2781
JEREMY KERWIN	TUMBARUMBA	NSW 2653
PETER CALLAGHER	MILLFIELD	NSW 2325
MATTHEW LEONARD	ROSEMEADOW	NSW 2560
SHANE MONAHAN	COLAC	VIC 3250
B A WILLIAMS	KALEEN	ACT 2617
KELLY NEWITT	MARYBOROUGH	QLD 4650
CHRISTIAN YENCH	TIERI	QLD 4709
DANIEL DILURACK	SILVERDALE	NSW 2752
LEE MCNEILL	LONDON DERRY	NSW 2753
SHANE MORAN	MAROUBRA	NSW 2035
CRAIG STOWERS	MORANBAH	QLD 4744
ARUN SABHLOK	NELSON BAY	NSW 2315
JASON CULNER	NORTH BAYSWATER	VIC 3153
NATHAN TOWNSEND	DUBBO	NSW 2830
JEREMY ROACH	SPRINGWOOD	QLD 4127
ANDREW WAIGH	BERKELEY VALE	NSW 2259
ARON STEVENS	SHALVEY	NSW 2770
RICHARD LEACH	MINTO	NSW 2566
STEVEN CHAN	SMITHFIELD	NSW 2164



# MEGA-WINNERS

This is the most terrifying thing in the universe it is...

## The Mutant Politician From The Planet Canberra



Chris O'Brien

The entries absolutely flooded in for the Darkseed competition, and we literally had bags full of nightmare artwork and scary stories. We were really overwhelmed with the amazing response and we'd like to thank everyone for putting so much effort into their entries. But to those funny people who said the scariest thing in the world was the Megazone editor - BAD LUCK, you didn't win!

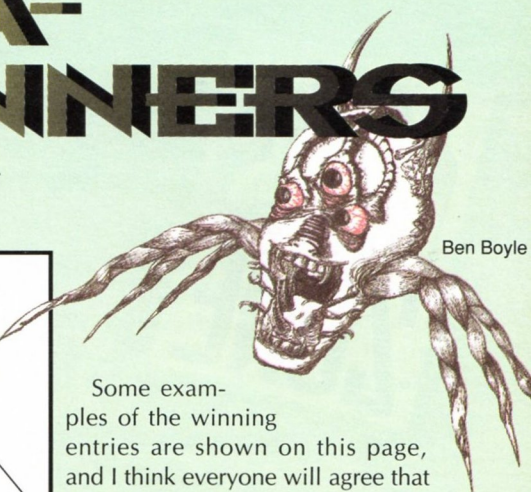
Congratulations go to these ten people who have won the fantastic Darkseed game (thanks to Ozisoft):

**Samuel Littlemore**, Wahroonga NSW  
**Darryn Lowe**, Townsville QLD  
**Nick Dombrovskis**, Fern Tree TAS  
**Kelly Saunders**, Glenhuntly VIC  
**Ben Boyle**, Woombye QLD  
**Cameron Davis**, Loganholme QLD  
**Alexander Boehm**, Roseville NSW  
**Andrew Monks**, Brighton East VIC  
**Michael Wong**, East Keilor VIC  
**Chris O'Brien**, Knoxfield VIC

Darkseed posters will be sent to some runners up, so don't despair if your not on the winners list, something Giger-like may just arrive in your mailbox!



A Monks



Ben Boyle

Some examples of the winning entries are shown on this page, and I think everyone will agree that we've got some talented readers out there!

"As it moved into the dull light I could see the glistening blood on top of its mutilated head. It had spines growing from the sides of its skull, each one containing a lethal dose of arsenic. Its forehead was scarred and pus dripped from the serrated

mess....The eyes were completely red, one of them had a deep, clean hole in it by which you could see right into the maggots eaten brain.

The creature opened its awesome mouth, its blood-stained teeth were beckoning me to come closer...Inside its mouth was a giant green tongue, it let out a horrific scream and its tongue dropped onto the cold steel floor..."

A section of Nick Domrovskis' winning entry.

Samuel Littlemore



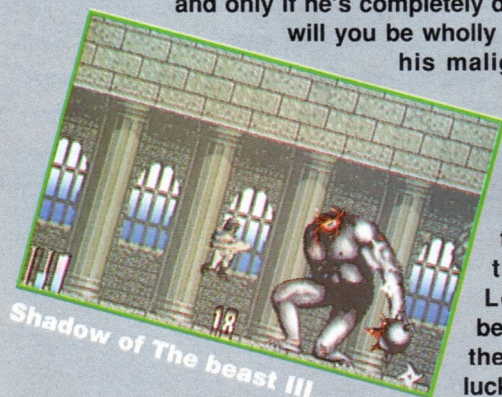


## ET'S RUGBY LAUNCHED IN STYLE

### HOT Sequels

**T**wo big sequels are coming your way soon. First up is *Shadow of the Beast III*, which completes this great trilogy for the Amiga. In the third chapter, Maletoth remains a deadly threat and only if he's completely destroyed will you be wholly free from

his malignant influence. In human form now, you must face the many testing challenges and opponents that lie before the final confrontation with the Beast Lord. Overseas is been hailed the best of the three. and if we're lucky it'll be here before the end of the year.



*Shadow of The beast III*

Next up is Sega's favourite hack 'n slash, *Golden Axe* now which now has a third adventure in the series. It has been developed using a 32bit CPU and has mind-blowing graphics and sound. It also has four-player simultaneous action, plus three times as many levels as the original, so it looks pretty darn hot. No release date as yet, and I wouldn't hold your breath (because you might die).



*Golden Axe III*



*Golden Axe III*



Wayne Pierce played MC at Rugby League's slick launch.

**ET's** Rugby League, the smash hit League game was launched in a blaze of publicity at the NSW League headquarters in August. The lunch-time gathering was packed with media, celebrities and league players, all waiting for a turn on the computers. Ex-Kangaroo captain Wayne "Junior" Pearce did the MC'ing, and introduced representatives from the Australian and NSW Rugby League, who threw their support behind the game. Craig Kingshot from Ozisoft, the Australian company who manufactured the game, took the game through its paces on the big screen and then Andrew "ET" Ettingshausen told of how it had been a dream of his for two years to see a Rugby League game on computer.

Then it was time for the celebrity play-off, and we saw such past and present International League stars as Bradley Clyde, Mark McGaw, Michael Cleary and Johnny Raper do their stuff with the joystick rather than the ball. But in the end it was Hey, Hey It's Saturday's Melissa Hannan and Mark McGaw who walked away with \$1000 for the charity of their choice.

Even if you're not a League fan, check out ET's Rugby League as it's a fantastic sports game, with the added bonus of being very Australian in content. It's available on IBM, Amiga and C-64, and there's a rumour that we might see a conversion to Sega sometime next year.

Megazone's got two huge cardboard cut-out's of ET to give away to real League fanatics. Answer these two questions (easy if you've got the game manual) 1. In what year was the first State of Origin between NSW & Queensland, and 2. What year did Australia first send an International League team overseas on tour. Send your answers to MEGAZONE, Locked Bag 7, Rosebery NSW 2018 and include all your details.



Melissa Hannan and Jonny Raper get into the game.





## Sonic the Raver

Sonic's obviously got a bit of a cool cult following. Not only has he done nightclub appearances in Sega's "Midnight Hour" challenge, but he's now become a bit of an icon for the underground inner-city raves. A few months ago Sonic turned a lot of heads when he turned up in mega-trendy city night clubs like Kinsela's and Neo Pharaoh in Sydney and the Metro in Melbourne, but the crowd was soon won over by the irresistible hedgehog, and he had them lining up waiting to play on the big screens.

Obviously the rave crowd have also fallen in love with Sega's superhero. For those who don't know what raves are, well basically they're just all-night parties that were inspired by English events. They began as small parties in the inner city but are now huge events, attended by thousands of "ravers". They are usually a sight and sound spectacular, with thumping techno dance music along with wild lasers and strobes. Lasting all night, the die-hard ravers often end up at "recovery" parties the next morning, which come complete with DJ's and more brain-melting techno. Sonic seems to be a bit of a favourite with the all night party people. It's just as well he's a speedy hedgehog!

## CD-ROM Upgrade Kit

Hey PC owners, if you want to get in first with CD ROM, then take a look at the CD ROM Fusion Technologies Upgrade Kit which gives you everything you need in one pack. It includes a Sony CD-Rom drive, which can be used with CD-Rom XA discs, CD-I discs and audio discs, as well as the Pro Audio Spectrum Plus sound card. This new card features advanced 20 voice stereo synthesizer, a 16 bit PC interface which enhances the cards performance, a MIDI interface which lets you record and play at the same time, a stereo amplifier and the most advanced and realistic sounding text to speech synthesizer available on the PC.

Apart from this impressive hardware, the Upgrade Kit also comes with some fine software, so you don't get bored looking at your brand new, but empty, CD drive. The Britannia Family Choice is a disc which contains 15 educational software titles that are suitable for all ages. The Kit also includes the Compton's Family Encyclopaedia which is a complete 26 volume encyclopaedia on one disc, as well as the Guinness Disc of Records which is the

definitive guide to the biggest, best, largest, longest, tallest, smallest,

fastest...well, you get the picture. Game fans are not forgotten either with Sherlock Holmes: Consulting Detective also being in this fab bundle. See the full-motion video action for yourself as you try to solve the heinous murders.



All this comes in the one Upgrade Kit, which retails for a

reasonable \$1049. It's probably the best and easiest way of turning your PC into a real multi-media outfit.

# AUSTRALIAN GAMES EXCHANGE

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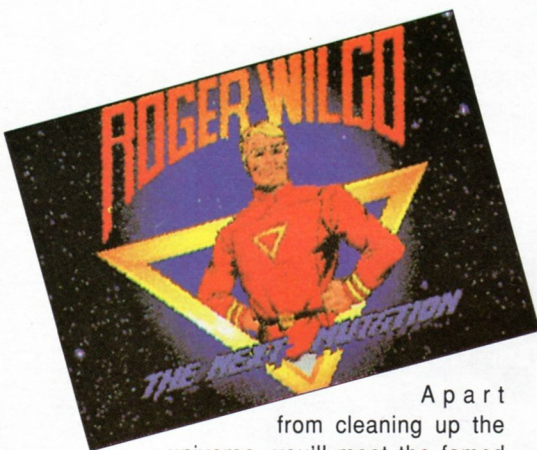
**GAME BOY**





## SPACE QUEST V (Sierra)

I bet quite a few of you crazies out there have been hanging out for this one. Subtitled **Roger Wilco in the Next Mutation**, it sees the most highly decorated cleaner in the history of the universe, back in action. This time he's just graduated from Starcon Space Academy as a starship captain. You get to travel with him and his crew of geeks and misfits as they hunt down the space villain who's dumping bio-hazardous waste on unsuspecting planets.



A part from cleaning up the universe, you'll meet the famed "hologram woman" from Space Quest IV, and help our hero make the transition from custodian to Casanova. This sure is one big space oddity!

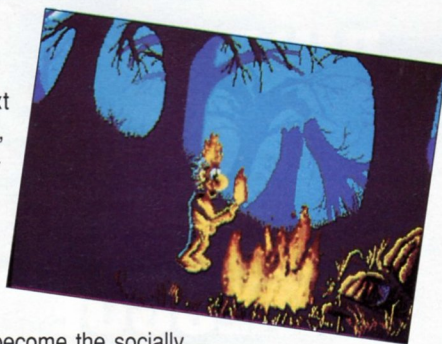
The advanced 3D graphics add realism, and digital stereo sound brings the action to life. The usual Space Quest wild and witty storyline will take you where no janitor has been before! The only thing left to say is "May the farce be with you!"

COMING SOON ON PC & AMIGA

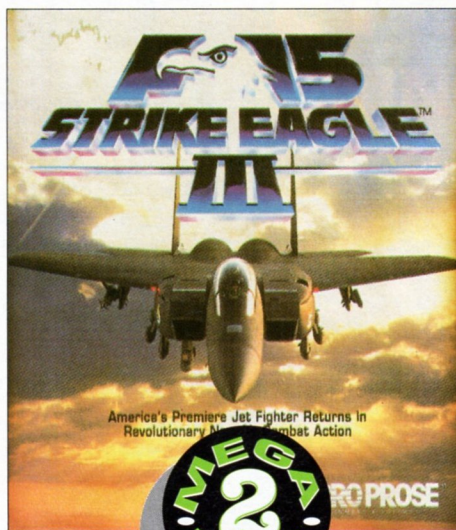


## HUMANS (Mirage)

Could Humans be the next Lemmings? They're crazy, intelligent, funny, cute and very addictive. Placing an emphasis on playability, humour and presentation, The Humans is a comic look at the evolution of mankind and it catapults you from challenge after challenge through 100 stunning levels. Set in prehistoric times, you have the awesome responsibility of shaping the human species to become the socially sophisticated, intelligent, late 20th Century egocentric that we know and love today. It's more than a bit like Lemmings as you guide the hapless humans across a hazard-filled landscape using their existing abilities to help them. As they wander through evolution, you must help them with inventions such as fire, weapons, wheels and magic. They must use their developing skills to survive in an increasingly demanding environment. Watch out for this one – the future of the human race is very literally in your hands!



AVAILABLE ON AMIGA & PC



## F-15 STRIKE EAGLE III (Microprose)

America's premier jet fighter returns in revolutionary new air combat action. In the tradition of its predecessors, F15 Strike Eagle III puts you in a state of the art military flight simulation with unparalleled visual appeal and challenge. A revolutionary new visual system creates the most realistic dogfighting ever available in a flight simulation.

Two player compatibility, via modem or direct link, makes possible head-to-head combat, pilot/ weapons officer interaction, or even formation flying in a two-plane mode.

Game play has been enhanced to challenge the most experienced flight simulation pilot. But, if you're just getting started don't worry, the easy to learn qualities that made the first two F-15's so popular are still here.

AVAILABLE ON PC



## THE OFFISHAL AQUATIC GAMES (Electronic Arts)

The herring superhero, James Pond is back in another outrageous outing. Apart from starring in James Pond III – Splash Gordon, the fishy secret agent will be hosting the Offishal Aquatic Games with his team of Aquabats. This is going to be a very different sports game, with eight different marine events to participate in.

There's the easy to grasp games like the 100m splash, but there's also events like Feeding Time where you get to feed the hungry fish and save them from nasty fishermen. Other events include Shell Shooting, which involves jumping on shells thus making them fly into the air, and then catching them in a large bowl.

The graphics are super and there's a definite fishy atmosphere to the game which will suit all Pond fans!

COMING SOON ON SEGA MEGA DRIVE



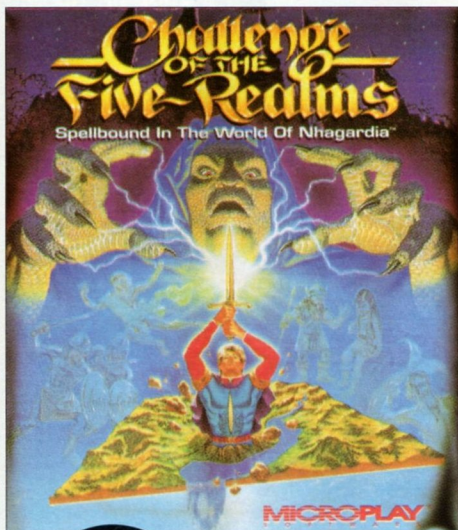
## ECO QUEST 2: THE LOST SECRET OF THE RAINFOREST (Sierra)

Adam's back in the second chapter of this unique series that blends adventure fun with learning. This one traces the plight of the rainforest through the puzzles and challenges of a master-level adventure game. There's no more Delphineus the dolphin, this time Adam's helped by a friendly Bat named Paquita. Together they must stop the slash-and-burn deforestation techniques of a corporate criminal and save the rainforest's mother tree.

Once again, high adventure mixes with important ecological lessons to make a game that will be a favourite with everyone.

COMING SOON ON PC





### CHALLENGE OF THE FIVE REALMS (Microprose)

Challenge of the five realms takes place on a flat disk floating in space. The name of the world is Nhagardia and it is divided into five realms, comprising **Alonia** – an agrarian land; **Fraywood** – a forest land of mischievous elves, who create chaos and use strange magic; **Aerieus** – a realm in the clouds that is inhabited by realistic spirit-like beings and animals; **Thalassy** – a realm in the depths of the ocean inhabited by unintelligent, aggressive and forceful mermen and mermaids, and **Alveola** – a subterranean realm.

The King of each realm is visited by a vision of Grimnoth, a Black Vizier who demands an oath of allegiance. Only if each king abdicates his power and crown can Grimnoth become the new Emperor of the World. When all five kings refuse, Grimnoth vaporises them and makes the same demand of the Kings' heirs.

Now each prince is faced with the epic quest of tracking down the identity of Grimnoth, determining his weaknesses, and then besting him in combat (by strength, by magic, and by teamwork) in order to save the world from the dark plague that Grimnoth has cast on the land.

COMING SOON ON PC

### ASHES OF EMPIRE (Mirage)



Ashes of Empire is set in a crumbling empire of five republics and forty provinces, closely modelled on recent events in the Soviet Union and Eastern bloc countries. The player must bring peace, economic stability, ethnic harmony and democratic elections by securing the support of the five nationalities (Easy, huh). Failure in this could lead to nuclear civil war and environmental catastrophe.

You'll have to cross snow capped mountain peaks, forests, deserts and grasslands; and there's the possibility of meeting 9000 separate characters in each province. The most important characters move about, making it more difficult for you to track them down and gain their co-operation.

So if you're into serious games dealing with economic decline, suppression of civil liberties, ethnic intolerance and geo-politics, get into Ashes of Empire!

COMING SOON ON AMIGA & PC



### FABLES & FIENDS: THE LEGEND OF KYRANDIA (Virgin)

This original fantasy adventure comes from the team behind The Eye of the Beholder. This time the game concentrates less on the wizards, demons, swords and the like, in fact there's no weapons at all and only ten per cent of the player's time is spent spell-casting. What no fighting?

Yep, Kyrandia is more in the style of such classic novels as Alice in Wonderland. This means an atmospheric world of gem-bearing trees, leprechauns and other fairy-tale elements. The star of Kyrandia is Brandon. His grandfather's been turned to stone by the evil Jester Malcom who lives in the once beautiful castle of Kyrandia. It's up to Brandon to restore his grandfather and destroy Malcom before he can do more nasty tricks. On his travels Brandon will meet many weird and wonderful characters including Priestess Brin, Mistress of Spirituality who will help him to protect himself from Malcom's magic.

AVAILABLE ON AMIGA & PC



### TASKFORCE 1942 (Microprose)

This WWII naval simulation puts you in command of a fleet of destroyers, cruisers and battleships against enemy forces in the South Pacific. You can direct the actions of an entire campaign or just a single ship-to-ship duel. Dramatic effects heighten the realism...gun flashes, explosions, night combat, torpedo wakes, burning and sinking ships. Multiple stations allow you to command every aspect of the engagement. Chose to view the entire battle area from the bridge or direct effective fire from the gun director's position.

Technical guidance for this authentic simulation was provided by the legendary old sea-dog himself, Vice Admiral William P. Mack, USN Retired (*actually I wouldn't know him from a mouldy bar of soap, but it sounds good!* – Ed)

COMING SOON ON PC

### BEVERLY HILLS 90210 DOLLS (Mattel)



And now for something completely different... If you're like the Ed, you'll like nothing better after a hard day of video gaming, than going home and tuning out in front of *Beverly Hills 90210*. Whaddya mean, it's crap! Come on, the stories are so realistic and close to the life of teenagers everywhere...right? Oh well, at least we get to look at some mega spunky people for an hour or so. Kelly is such a babe! And Brenda's no dog either! And what about Dylan!?!

Anyway now you lucky people can buy your very own Beverly Hills 90210 cast member doll, brought to you by Mattel (there goes Nintendo's credibility!). The very life-like plastic moulds aren't quite available in Oz yet, but you're all probably waiting with baited breath (just like Ed) to get your hands on your very own Shannen, Tori, Jason, Luke, Jennie....





# SONIC THE HEDGEHOG



# The

**Hedgehog with Attitude is back...well nearly! Sonic 2 has got to be the most eagerly awaited release in video gaming history. After the spiky blue one's first smash hit outing, where he broke all sorts of records, this second adventure is bound to be even more massive. Mega-Ed STUART — CLARKE has got a sneak preview for all you fast action freaks!**

Sega are keeping details of their new game pretty close to their chest, but excitement about the upcoming launch is building around the world. Sega of America in particular are pulling out all the stops when it comes to promoting the new game, and have launched a mammoth campaign, billing Sonic 2 as "the greatest video game ever". The teaser campaign is underway right now, gearing up for the massive "Sonic 2'sday" on Tuesday November 24. This is planned to involve a huge launch party at the mega-trendy Club USA (designed by famous fashion people Jean Paul Gaultier and Thierry Mugler) and a live show by a huge band such as Sonic Youth or Nirvana. (Hmmm, sounds like my sort of party! Where's my invite?)

Anyway, getting back to the game. Sonic 2 is double the size of its predecessor, being 8 megs rather than 4, and has more zones and more options than number one. And wait for this...Sonic can now run and spin even faster! Yes, Sonic's so fast now that he can travel through time! In the course of the game he travels from a prehistoric age full of dinosaurs right through to a horribly polluted future where machines are in control.

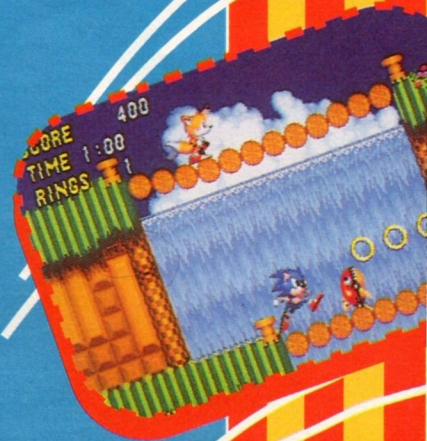
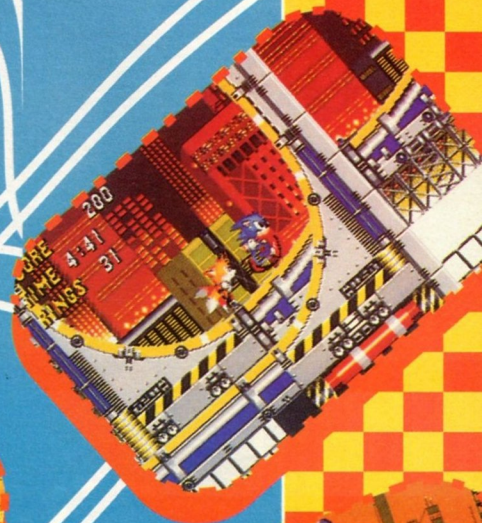
Of course it's Dr Robotnik who is the cause of this evil, and his humongous "Death Egg" spaceship threatens to bring environmental catastrophe to the world. Sonic will have his hands full surviving all the challenges Robotnik throws at him. He'll have to battle his



# COMING SOON



exclusive preview screen  
shots...stay tuned for a full  
review



Robo-Swat team and eventually try and disarm the foul "Death Egg". Of course there's also lots of animals that need to be rescued and lots of rings that should be collected, so there'll be no time to stop and rest. But luckily this time Sonic's not alone. He's got a little friend who just happen to have two tails. At the moment the friend has been nick-named "Tails" (obvious, huh?), but Sega have yet to confirm this. The two player action will add a whole new dimension to Sonic, and result in longer lasting playability.

Anyhow, Sonic and his sidekick are able to perform a lot more actions that in the first adventure and there is a heightened adventure game format, which includes multiple choices that require tactical thinking skills. This will result in a much longer lastability for the game, as well as making every game different and exciting. There are ten zones in Sonic 2 with up to 35 levels to complete. There is also an absolutely brilliant

secret level that has to be seen to be believed! The levels are the Green Hill Zone, Metropolis Zone, Hill Top Zone, Hidden Palace Zone, Oil Ocean Zone, Casino Night Zone, Chemical Plant Zone, Neo Green Zone and finally the Death Egg Zone.

As you can see from the screenshots, the graphics look even more stunning than last time, and the good news is that these are only from a demo version so they will hopefully get even better! The backgrounds are brighter and crisper than the first, and your jaw will be on the ground when you see some of the fantastic zones. In fact the whole game is quite likely to blow you away, and even if it lives up to half the hype that's going on about it, Sonic 2 is going to be a mighty fine game indeed.

It'll be available in Australia in late November, on all Sega formats - Mega Drive, Master System and

Game Gear, as well as on CD when the Mega CD is released. The CD version is almost identical to the Mega Drive cart, but will feature CD quality music tracks and sound effects, plus awesome cartoon-like intermissions between zones. The Game Gear version is the first 4 meg cart and it will feature more rings, more animals and different ways to play. Sonic will also go hang-gliding and rail cart racing through underground tunnels. The game play is much faster than the first and their a loops and springboards placed throughout the game's many weird levels.

**There's no doubt about it, Sonic 2 is way cool. The only question you've gotta ask yourself is, "Are you up 2 it?"**



# THE ULTIMATE ESCAPE KIT.



When you're trapped in the real world there's only one way to break free. Sega Game Gear. With a large backlit screen, full colour graphics, stereo sound and a huge range of games, it's the ultimate portable video game system. Game Gear is compact, lightweight, and runs off batteries, so you can escape from anywhere, anytime. And with Sega's optional Gear-to-Gear cable, you and a fellow prisoner can escape together. But the realm of video games isn't the only alternative world at your fingertips.

With Sega's unique TV Tuner option, Game Gear transforms into a colour television.

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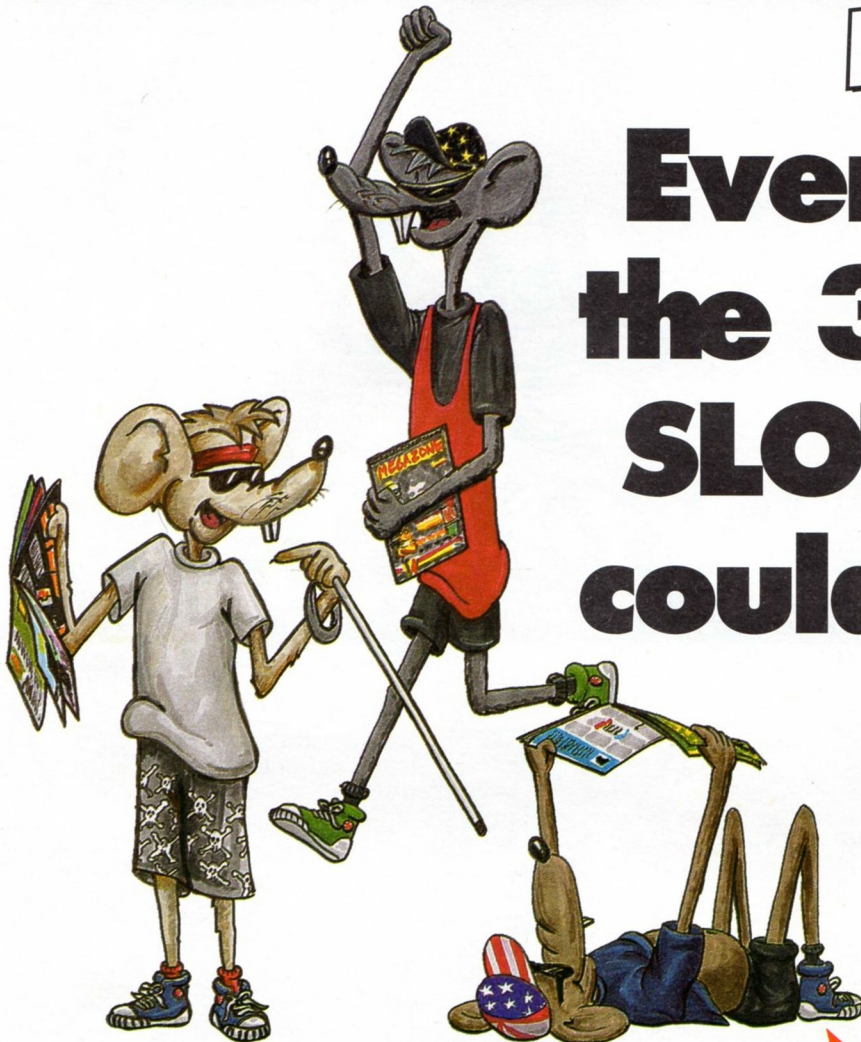


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**RULES AND CONDITIONS**

1. The competition is open to Australian residents taking out a subscription before the last mail or 5pm on 15th December, 1992. Entries received after the closing date will not be included.
2. South Australian residents need not take out or renew subscription to enter but may enter once by sending a hand drawn facsimile of a coupon with their name and address to: Megazone Locked Bag 7, 574 Rosebery NSW 2018
3. The prize is not exchangeable and may not be converted to cash.
4. The judges decision is final and no correspondence shall be entered into.
5. Description of the competition and instructions on how to enter form part of the competition conditions.
6. The competition commences 1st September, 1992 and closes last mail 14th December 1992. The draw will take place on the 15th December 1992 and the winner will be notified by telephone. The winner will also be announced in the February/March issue of Megazone.
7. The prize includes 1 x Mega Drive and 10 'Blow your Mind' t-shirts, valued at approximately \$650.
8. The promoter is Sega\*Ozi Soft Pty Ltd, 55 Mentmore Ave, Rosebery 2018 NSW.

Permit Numbers Pending



# Kings Quest V

Sierra's King's Quest games are arguably the most popular series in computer gaming history, with literally millions of people having experienced their unique charm and elaborate storylines. The sixth installment in the series, *Heir Today, Gone Tomorrow* is now out, bigger and quite possibly better than ever.

Prince Alexander of Daventry is a man of presumed good looks and flair; a man who really knows how to colour co-ordinate his clothes. He is searching for his beloved Cassima, who seems to be in a spot of bother. Shipwrecked on her homeland, the Land of the Green Isles, with a mission to seek out Cassima and find out what trouble is ailing her, you as Prince Alexander are taken to a number of islands, and in and out of every unperceivable predicament.



You learn that Cassima is to be married to someone else – the mysterious Vizier. You must discover exactly who he is, and what are the dark creatures he controls. Also is Cassima really in love with him, or is it part of a devious plot? Can you save her, and does she want to be saved? These and other questions will have to be answered in the course of King's Quest VI, but in the meantime you'll get to travel the islands having a look at the beautiful scenery. Sounds pretty jolly doesn't it?

Actually at this point I must admit to being one of the only PC owners in the world who has never played any of King's Quest VI's predecessors. I have heard so much about this game series, and have browsed over hints that would indicate, from the level of difficulty, that a hint book was in order or maybe just some serious hacking. So imagine my surprise when I loaded it up and found that this game was for the kiddies. Or so I thought!

Now maybe in retrospect I was being a little hasty, but in my defence I will put it down to a slow beginning and sluggish warm up. It appeared that the game couldn't bring on the action fast

enough, and I was left waiting for something new to happen. Just when I would have traded the lot for a Barry Manilow record, a few clues led to a myriad of possibilities, puzzles, brain teasers, and inanimate objects to try and talk to. All of a sudden it wasn't so simple!

The trick is not to just walk through the beautiful locations, looking around sweetly (which is very tempting with the lush graphics), but rather to talk or at least attempt to talk to anyone or anything. To get some vital clues it is necessary to keep trying to engage

## Heir Today Gone Tomorrow

again in conversation, someone who has previously had a conversation range of three sentences. Its all a bit too much of being in the right place at the right time which leads to the general gist of the game being a little too predefined. Hang in there though for the first timers, because Kings Quest VI's definitely enough to get you interested in the rest of the series. For the fans of the series





# I



HERE'S YOUR CHANCE TO WIN!

there are a selection of both logic and object puzzles to tax the mind, eyes and butt, and you'll be loving every second of it.

As with most adventure games you will encounter objects to utilise throughout the game some plainly obvious, some hidden and some you will have to barter for. Trying to use your inventory in solving the numerous puzzles, it is usually the most unlikely that proves to be the key. Kings Quest VI features a number of different endings and this improves on the games lastability factor. For those who would like to sit back and

Some features of the game such as level of detail and the question at the beginning as to whether you had previously played Kings Quest VI, seem to have little or no effect.

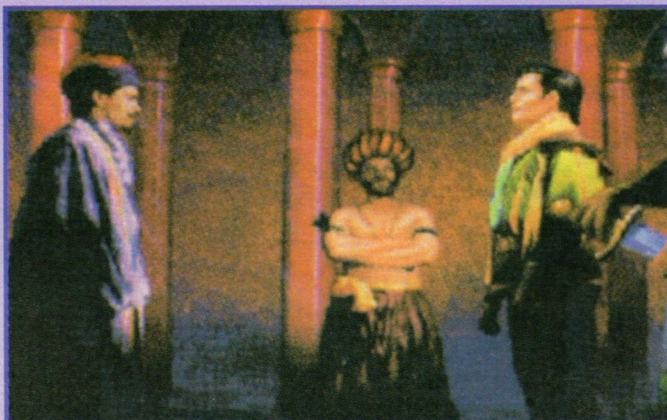
Familiar with Sierra's Leisure Suit Larry series I found that Kings Quest has a style of its own, a bit "goody two shoes" for me, but that is forgivable with 256 colour animated sequences and thought provoking challenges. If you don't froth at the mouth without a daily supply of blood, guts and sex, Kings Quest VI will prove to be a long lasting and entertaining game. Another great chapter in what is an all-time classic adventure series.

"MOOSE" BRIGHTMAN  
REVIEWED ON PC  
DISTRIBUTED BY OZISOFT  
R.R.P \$89.95

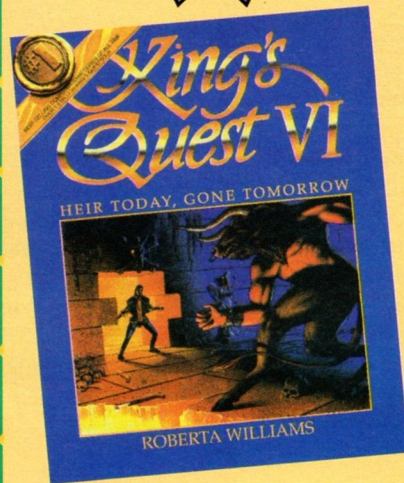
Graphics .....	85
Sound .....	70
Music .....	76
Playability .....	92
Difficulty .....	85
Lastability .....	89
Presentation .....	90
Atmosphere .....	80
Value .....	79
Overall .....	85

enjoy the graphic sequences and scenery, and then finish with the satisfaction of a job well done it is possible to finish without solving all the problems. In fact, fully 30-40% of the game is optional. Messages at the various endings will suggest which areas you might want to check out next time you play. It looks like to completely solve the game will mean being strapped to your computer for quite a while, as this game really is huge.

The game screen is uncluttered, the GUI simple and easy to use.



# WIN!



Yes, as you've probably just read, there's a new installment in the best-selling computer game series of all time! King's Quest VI looks like being the biggest and best of the lot as well.

You can play it first by entering MEGAZONE's competition. We'll make it easy for all those Quest freaks out there. Simply complete these two questions and put them on the back of an envelope (along with you name, age and address naturally). Send it to:

KING'S QUEST COMP

MEGAZONE

LOCKED BAG 7

ROSEBERY NSW 2018

1. What is the name of the creator of the King's Quest series?

2. Come up with a silly King's Quest type of sub-title (e.g *Absence makes the Heart go Yonder* or *Heir Today, Gone Tomorrow*) for King's Quest VII. (Who knows, Sierra might even use it!)



## WONDERMEGA – MEGA WONDERFUL!

It seems like only yesterday that we were getting to see 16-bit graphics for the first time, but now just four years after the Mega Drive was first developed people are wanting more. Rather than developing a totally new system, Sega went ahead and put the expansion port on the MD to use by developing the ultimate add-on, the Mega CD. Now most of you would have read or heard about the Mega-CD but probably still have one or two nagging questions to be answered. So the Ed asked BRIAN COSTELLO to give you the ultimate low down on the Sega CD and the awesome new Wondermega.

It's been almost a year since the Sega Mega CD was released in Japan, with the first batch selling 100,000 in two days! But since then sales have dropped due to lack of software. The CD games are potentially huge and naturally take a longer time to develop and program. So far Mega CD owners have had to put up with basically Mega Drive games in CD format, but this situation is to change in the first half of '93. The Mega CD's follow-up, the Wonder Mega was released by JVC in Japan in April 1992 with another huge response, partly due to the machine's karaoke function. Basically though, the Wonder Mega is simply a Mega Drive and Mega CD in one compact unit. So why bother releasing a new system when you could buy both? Well, we'll get to that later.

## TECH SPECS

The first thing that comes to mind when you think of CD is the sound quality possible and here is where the Mega CD gets to strut it's stuff with true stereo music throughout the gameplay. The game CD is read as a conventional CD if required. In other words we may hear famous rock bands contributing pieces as background music to games. That's real voice and sound! The other feature that bears a mention is the fact that a CD can contain anywhere up to 660 times more info than conventional cartridges used for the MD now, plus it can download 6 megas of info to the Mega Drive at any given time. Which means we could see rounds in games as big or bigger than whole games at present.

Sega didn't stuff around when it came to CPU's either by providing another 68000 to accompany the Mega Drive's already quick CPU. The system will now run up to 12Mhz compared to the MD's 7.6 Mhz which will mean quicker games with no slowdown.

# MEGA-EX



Sega shot two crows with one bullet by adding the second CPU, as when info is being downloaded off the CD drive the game can keep going, as one CPU receives the new info while the other handles present data. The Mega CD can access data in an average of 0.8 seconds, which is faster than you can say the word excellent!

Apart from the second CPU, the Mega CD also possesses a whole heap of new info handling gadgets such as a new sprite handling chip which offers sprite zoom and rotation, with added biaxial rotation for an even more enhanced 3D effect. This means that the Mega CD can grab any picture on screen and enlarge it or shrink it for a pseudo 3D effect. Then it can also spin the object and flip it. All at the same time if needed. This is a long used feature of coin-op machines which now allows some great new treats for home gamers. Also games can incorporate the new CD+G video's into the works with up to one hour of animation possible!

This could see movie conversions include small clips from the scene in the movie that they are to simulate! The Mega CD's full-motion video capacity is 15 frames per second, which is pretty darn impressive. This has already been demonstrated in the game "Nobunaga's Ambition" which is an



unplayable medieval Japanese war sim that featured a four minute long video sequence showing two army's trying to beat the stuffing out of one another! It was just like watching SBS!

The Mega CD can also play normal music CD's for another bonus, with access to the music via a menu on your TV screen. It's the ultimate multimedia product. Imagine finally finishing Sonic 2 after a mammoth gaming session. You need to relax, so just eject the game disc with your controller, and insert another disc and you'll be thrashing to the sound of Metallica or



# EXCELLENT

bopping to Madonna, whatever you like!

## Mega CD & Wondermega

So what is the difference between the Mega CD and the Wonder Mega? To tell you the truth not much. But for the record the Wonder Mega had a beefier sound chip installed by JVC for a killer bass and higher pitch. The sound chip now has a wider sampling range, and is the Wondermega's pure digital sound is equivalent to the best stand-alone home CD player.

Other souped up features are the new MIDI port which is common amongst synthesised keyboards and other musical instruments for sampling and downloading new sounds! The MIDI makes way for interactive keyboard CD's that give people the opportunity to pump out beastly sounds on hooked up keyboards! There's also a Super-VHS output jack which when connected to the new TV monitors will produce crystal clear video details that will enhance your gaming.

Karaoke options will also grace the Wonder Mega. If you want to sing along to your favourite song, simply put in the special disc and the CD unit will simultaneously reproduce the music and still pictures or characters. There are two microphone jacks as well as audio enhancement capabilities, including

digital echo, adjustable pitch control and vocal masking, which will take out voice on your CD's. So now you really can be the lead singer of your favourite band!

## What Sort of Games?

With bugger all out at the moment except Japanese RPG's, all eyes are set on the coming year. The Sega CD (American name for the Mega CD) demo video that Megazone was given shows a whole heap of eye bulging titles underway (as well as a lot of snotnose brats playing them!). These titles looked red hot with Pitfighter II, Super Star Wars, Star Trek – the Next Generation, Ultima Underworld, Batman Returns, Cool World, Death Bringer, Terminator II, Secret of Monkey

Island and lots more. With over 30 software houses signed up on the band wagon to produce some sparkle games we can expect some HUGE titles. Plus compilation disks are going ahead where 4 or more existing cartridge games are included on the one CD. These may sell for the price of a normal Mega Drive cartridge game.

## When Can I Get One?

Both the Mega CD and Wonder Mega are being planned for an Australian release, with the Mega CD already confirmed for it's debut early next year. No word on price yet, but in the US the Sega CD is retailing for \$299, and is packaged with Sherlock Holmes: Consulting Detective, a compilation disc of five classic Mega Drive games, a CD-G disc as well as a music CD from Sony music. Pretty good value! The Wonder Mega is quite a long way off for Australia and will not be released before late '93. It will be a bit more expensive as it contains both the Mega Drive and Mega CD in one unit. It will be the favourite machine for those who don't own a Mega Drive yet, or want to sing karaoke! Keep tuned to Megazone in future issues for updates on the whole scene. ■





**W**ith the good ol' U.S. of A. having a never ending battle to design the perfect combat vehicle, it comes as no surprise to find they've designed a new combat jet. Its name is Blue Lightning.



# BLUE LIGHTNING

This kick butt bucket of bolts gets to make it's debut in this war. Which war? Who knows and who cares, 'cos this is just an excuse to go in and smoke their asses red raw!

This Afterburner clone comes at you on the Lynx and although now quite old still deserves a rave. You guide your tanks on wings through nine rounds of bullet bound stress, each round carrying out a specific mission. You have normal Gattling guns plus Hellfire sidewinding missiles. You also have afterburners and the ability to barrel roll. This game is very much a cross between Afterburner and G-Loc but comes in between the two as far as ratings go. It uses the scaling feature nicely and there is brill ground object scaling. The sound is okay but not much music is used nor needed here.

My only small gripe is that the plane itself goes in a retarded fit when you move. But apart

from that small whinge, Blue Lightning is a worthwhile purchase that stands out from the current garbage out on the market. Blue Lightning is still one of the best portable carts in town.

**BRIAN COSTELLOE**

<b>Graphics</b> .....	<b>86</b>
<b>Sound</b> .....	<b>73</b>
<b>Music</b> .....	<b>81</b>
<b>Playability</b> .....	<b>84</b>
<b>Difficulty</b> .....	<b>91</b>
<b>Presentation</b> .....	<b>87</b>
<b>Lastability</b> .....	<b>89</b>
<b>Atmosphere</b> .....	<b>87</b>
<b>Value</b> .....	<b>88</b>
<b>Realism</b> .....	<b>88</b>
<b>Overall</b> .....	<b>85%</b>



# LYNX

## HANDHELDS • HAND

# CHUCK ROCK

## UNGA BUNGA!

Chuck Rock on a handheld! Well .... I thought that this game was going to be great after seeing it on the Mega Drive, but the Game Gear version just doesn't have it. I'm not saying that it's crap either, but somewhere between the two is the answer.

Chuck Rock is one of the those strange platform puzzles games where you're the cave-man superhero trying to find your way through a jungle landscape while avoiding falling coconuts, Pterodactyls, Brontosaurus's, Triceratops, Stegasaurus's, falling boulders and an array of other baddies that want to see Chuck dead. As far as graphics go for the mighty Game Gear, this one doesn't rate as highly as some of the others. While there are some nice graphics, it is mainly played on a black background with vegetation randomly splattered across it.

The gameplay is very simple and you should have no problems making it through the first few levels. A major downfall is the sound. It's just your basic whiz and bang sounds that really annoy you after a while, but is almost to be expected with what's happening on the screen. My advice is to check out Chuck who's excellent on

your Mega Drive and Master System and leave the Game Gear version alone.

**BRETT MUNRO**

<b>Graphics</b> .....	<b>78</b>
<b>Sound</b> .....	<b>62</b>
<b>Music</b> .....	<b>70</b>
<b>Playability</b> .....	<b>75</b>
<b>Difficulty</b> .....	<b>79</b>
<b>Mental</b> .....	<b>78</b>
<b>Lastability</b> .....	<b>75</b>
<b>Atmosphere</b> .....	<b>70</b>
<b>Overall</b> .....	<b>75%</b>



# S



# Shinobi II

**At** last Game Gear fans, Shinobi II has made it onto your screens, and it's a beauty!

If you vaguely enjoyed Shinobi then you'll just love this sequel. With all the same features found in Shinobi you'll have no troubles adapting to the game. The basic gist is the same. "The Silent Fury" brings back Shinobi and his team of Ninjas for another battle with a team of evil Ninjas that threaten world peace (Life wasn't meant to be easy).

When you're in trouble, you can use the special moves such as the Tornado, Earthquake or Energy Shield. There's also the awesome new Wave Punch and Instant Movement to try out. Another added bonus is the password option which was unavailable in Shinobi I (a pity).

Your mission is basically the same as Shinobi, rescuing your Ninja friends, and obtaining 5 different coloured crystals which allow you entrance to the final castle. You'll have to explore canyons, infiltrate factories and climb the castle to accomplish your aim.

What really makes this game special is changing of Ninja's appropriate to the job at hand.

The yellow Ninja walks on water, the blue swings from a chain, green does incredible spinning jump/attack, pink enjoys clinging to walls whereas Red is the plain old everyday Ninja.

In terms of graphics the game is superb and one of the best I've seen for the G.G. The action is thick and fast and very mentally stimulating.

The animation of Shinobi walking, fighting or swinging is quite amazing and there are some of the most out-of-this-world end of level bosses ever conceived. You will absolutely love this game.

A must for all Game Gear owners.

**BRETT MUNRO**

<b>Graphics</b> .....	<b>92</b>
<b>Sound</b> .....	<b>81</b>
<b>Music</b> .....	<b>83</b>
<b>Playability</b> .....	<b>93</b>
<b>Difficulty</b> .....	<b>90</b>
<b>Mental</b> .....	<b>89</b>
<b>Lastability</b> .....	<b>91</b>
<b>Atmosphere</b> .....	<b>90</b>
<b>Value</b> .....	<b>92</b>
<b>Overall</b> .....	<b>91</b>



**T**hat fuzzy, spinning whirlwind of a devil is turning his way to Sega in a big way. He's

absolutely eating his way through the competition and he's not just stopping at Mega Drive. Yes, Taz is on Game Gear as well and he's still hungry. You must help him as he travels in search of

# TAZ-MANIA

the giant seabird egg that will finally whet his appetite (at least for a while).

This really is one of the more original ideas I've seen in a long time. Not only is Taz-Mania filled with comical miniscenes like watching Taz crashing into a snow bank, but also each scene uses a completely different character action.

Taz spins, rides a rail cart, ski's down a mountain, ice skates, sets traps, flies and more. This huge GG Game also comes complete with eight completely different looks, styles and gameplay. It really looks as if he's just stepped off the TV and into this game. His walking and spinning style look perfect, and he's absolutely brilliant when you don't move him for a while and he gets just a tad perturbed waiting for you.

A brief rundown of this game goes like this. In round 1, Tazie must outrun a giant boulder while regularly stopping for food. Round 2 Taz enters a mine car and must duck and

change tracks to find the right way out. Round 3, Taz goes skiing. Round 4 Taz must dodge penguins whilst being blown along ice. A giant snow monster is Tazie's next problem in Round 5. Watch Taz fly in round 6, traverse rivers in Round 7 and in Round 8...well, find out for yourself!

Everything about this game is brilliant and I thoroughly recommend it to any Sega owner. You probably won't be able to get a copy for a couple of months, but it's one to save up for, that's for certain. This game is so cool it'll freeze your hands to your Game Gear.

**BRETT MUNRO**

<b>Graphics</b> .....	<b>94</b>
<b>Sound</b> .....	<b>72</b>
<b>Music</b> .....	<b>85</b>
<b>Playability</b> .....	<b>93</b>
<b>Difficulty</b> .....	<b>87</b>
<b>Mental</b> .....	<b>85</b>
<b>Lastability</b> .....	<b>94</b>
<b>Atmosphere</b> .....	<b>92</b>
<b>Value</b> .....	<b>95</b>
<b>Overall</b> .....	<b>93</b>





# TOP TEN

Well crouton haters (*huh?* - Ed), more news and info from the overseas joystick graspers. Firstly being that the Mega CD is having a big launch in the USA in September under the title Sega CD. There's still no news on a firm release date in Australia yet, but it's likely to be early next year now, when all the hot games will be ready.

After seeing a special preview video of all titles now under work it looks like we're in for a blast. Titles such as Ultima Underworld, Willy Beamish, Hammer, Pitfighter II (which looks hot!) Super Star Wars, Star Trek, Batman Returns and others to come.

As for the S-NES well there are a few surprises here. Coming soon are titles like Amazing Tennis, Krusty's Fun House, Barts Nightmare, Toxic Crusaders, Golden Fighter, NHL Hockey (yes!), Capcom NFL, Mickey Mouse (!?!), Spiderman/X-Men, Arcades Revenge, Monopoly and too many more to mention!

As for the Mega Drive here are some of the up and coming - Power Athlete, John Madden '93, Amazing Tennis, Captain America and the Avengers, James Bond 007, Twisted Flipper, NHL Players Association

Hockey (alright!), Wrestlemania, American Gladiators, Strike Eagle II, Cluedo, Monopoly, Grand Slam Tennis '93, Granada 2, Hook, Gods, Hit the Ice (sounds good),

Strider II, Cadash, Muhammed Ali's Boxing, Rampart, Road Riot, Race Drivin' (about time) and more to come.

To finish off, there's still no news on Streetfighter II on Mega Drive or Mega CD so don't ask us. Keep cool.

**Brian Costelloe**  
Console Addict

## MEGA DRIVE

1. Bart vs Space Mutants
2. Ayrton Senna GP
3. Sonic the Hedgehog
4. Olympic Gold
5. Lemmings
6. Taz-Mania
7. Desert Strike
8. Alisia Dragoon
9. Quackshot
10. Kid Chameleon

## GAME GEAR

1. Sonic the Hedgehog
2. Donald Duck
3. Wonderboy
4. Mickey Mouse
5. Fantasy Zone

## SUPER NINTENDO

1. Super Mario World
2. Super Castlevania 4
3. Super R-Type
4. F-Zero
5. Super Tennis

## MASTER SYSTEM

1. Sonic the Hedgehog
2. Wonderboy
3. Ayrton Senna GP
4. Bart vs Space Mutants
5. Olympic Gold
6. Lemmings
7. Alien 3
8. Wonderboy in Monsterworld
9. Mickey Mouse
10. Lucky Dime Caper

## GAME BOY

1. Gargoyle's Quest
2. Super Mario Land
3. Metroid 2
4. Hunt for Red October
5. Batman

## NINTENDO

1. Legend of Zelda
2. Adventures of Link
3. Shadow Gate
4. Maniac Mansion
5. Addams Family
6. The Flintstones
7. Super Mario 3
8. Star Wars
9. Metal Gear
10. Simon's Quest



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# SPEEDBALL

2

**F**uture sport seems to be all the rage at the moment and this time it's in the form of the Mega Drive smash hit Speedball 2.

## MEGA DRIVE

The success of Speedball in the new world has now declined due to rising levels of violence which forced organisers to head underground with the sport. People were still hungry for more of the sport even though it had been made illegal, and where there's mass interest there comes a potentially huge profit making venture. So in 2100, five years after Speedball had been banned, officials finally came up with a better organised governing body that could ensure safer attendance to matches with new rules and more computerised scoring mechanisms placed throughout the playfield. After the usual media backlash with journalists trying to say everything negative about the sport, Speedball nevertheless rose again to a new high with twice as many people now following the sport.

Five years later and other sports are losing the fight against the Speedball sensation and as the sport heads toward a new season a new team had been announced unexpectedly. This new team were full of complete unknowns and although their unofficial title was the "Dark Horses" their team name was the "Brutal Deluxe Force"! Other teams were not aware of the new teams awesome capabilities, but were soon to find out that they were to steal many fans and so become the most loved and despised team in the league!

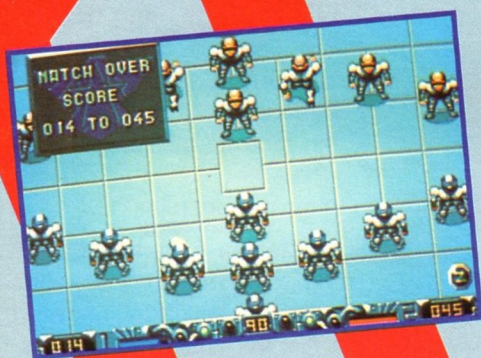
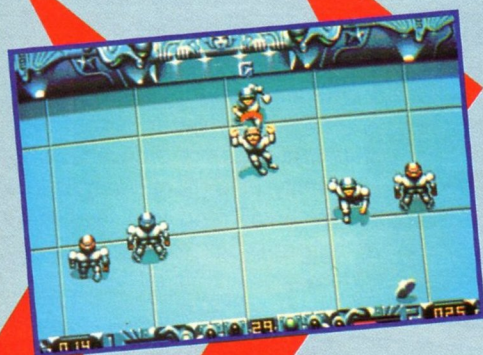
Speedball 2 is much like Soccer where you can run with the ball in your hand to score a goal up the other end. No real rules apply as everything is automative, so no referees are there to get in the way. Violence is the only rule in this brill game. The ball is full metal as are the uniforms and ground so no soft turf can save your ass here. This is as rough as it gets. The ball is thrown or kicked if you like and tackles usually involve a beefy smack in the mouth (not much different to when Canterbury play) and your own mishaps are not enough to

stop the flow of the game. In fact play only stops when a goal is scored or it's full time.

In much the same style as EA Hockey you can expect a good two player match here. Plus one player games feature a computer that's no dummy so lastability gets a boosting here. The graphics are perhaps not as thrilling as EA Hockey but serve the purpose and possess good animation in some parts. Sound and music are not any breakthroughs but the voice yelling "REPLAY!" and "GET READY!" sounds great. No, the big push behind this game lies within the playability. This game oozes addictiveness, as you'll find yourself wanting more. The only trouble with this game is that some may find that there's no variation but I honestly don't care as I always find myself now taking this title out of the game cupboard for a quick spin ! If you already own EA Hockey and you're after something in the same direction well take a gander at Speedball 2. It will keep you occupied till EA Hockey 2 gets released in a few months time!

BRIAN COSTELLOE

<b>Graphics</b> .....	<b>88</b>
<b>Sound</b> .....	<b>87</b>
<b>Music</b> .....	<b>82</b>
<b>Playability</b> .....	<b>92</b>
<b>Difficulty</b> .....	<b>89</b>
<b>Presentation</b> .....	<b>87</b>
<b>Lastability</b> .....	<b>93</b>
<b>Atmosphere</b> .....	<b>90</b>
<b>Value</b> .....	<b>89</b>
<b>Realism</b> .....	<b>86</b>
<b>Overall</b> .....	<b>88</b>

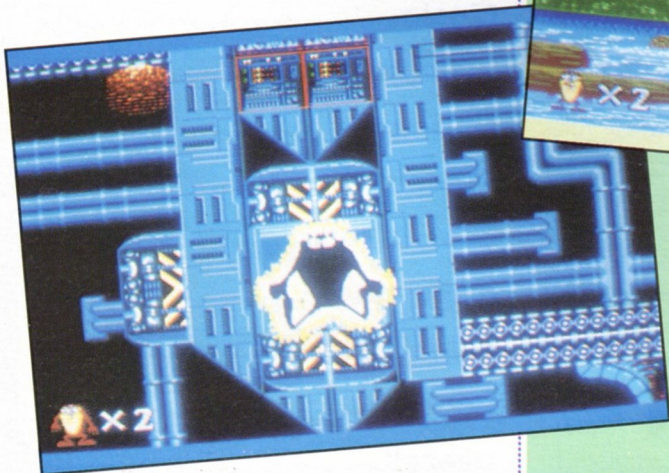




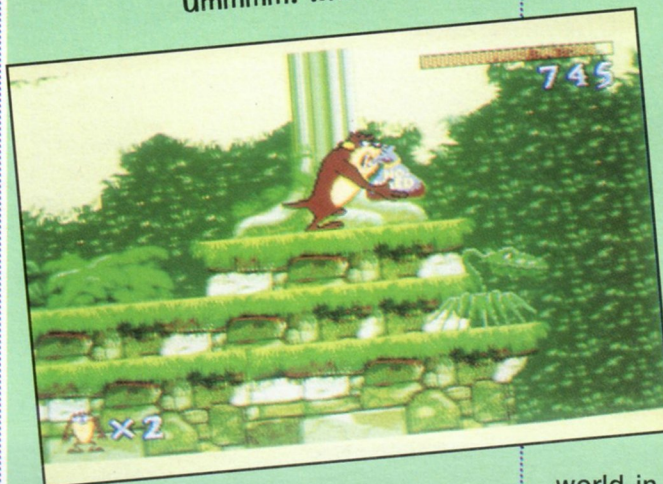
# TAZ-MAN



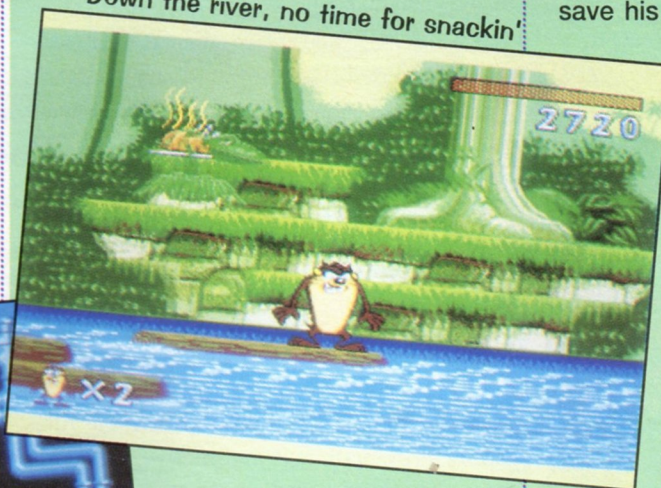
Once,  
long ago,  
Tasmania was  
ruled by  
giant prehistoric  
seabirds. They  
were so big that  
one of their giant  
eggs could feed  
a family of our  
ancestors for  
a year!



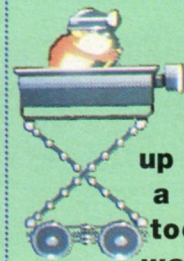
Ummmm! what's this then?



Down the river, no time for snacking!



Oh! you mean THAT button!



I turned on the TV, switched on the Mega Drive, looked up and thought, "This isn't a game, this is a cartoon!". Then I realised I was watching the Mega Drive, and being greeted with some of the most gorgeous graphics and animation I had ever seen on the 16 bit console.

Taz's story goes something like this - the Tasmanian devils have taken to hiding in caves because they are hunted by humans. Extinction is certain unless they get a decent food supply. Grandpa devil tells his family of a giant seabird in a far away land that lays eggs big enough to feed a family for a year.

Taz, our whirlwind hero, decided to brave the outside world in a bid to find the egg that will save his family - and so begins his big adventure. Starting in the desert he will then move to the factory, the ice-cap, the jungle, the mines and finally to the ancient ruins.

After an excellent beginning sequence with Grandpa Devil, Taz sets off to the desert for his first challenge. The animation is superlative, Taz walking as if he came straight off his cartoons onto the Mega Drive. Watch for the deadly spin attack, where Taz spins in a fury and beware anything in his path. You have to watch out for food here though, 'cos if you spin onto food, its goodbye munchies.

Taz is famous for his voracious appetite and he will eat anything, and I mean anything! All he has to do to have a



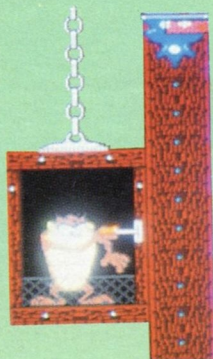
## IA



I'm talkin' bad breath man!!

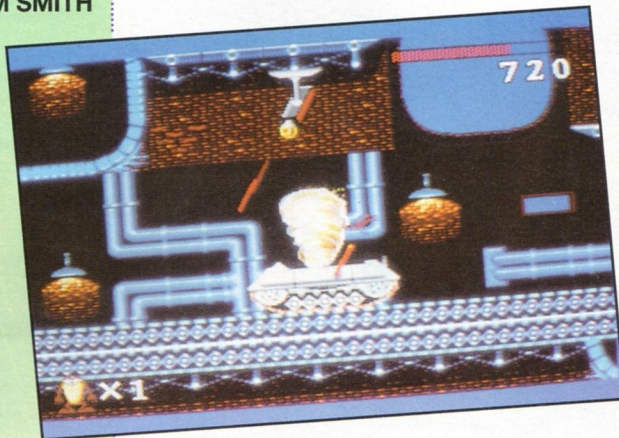
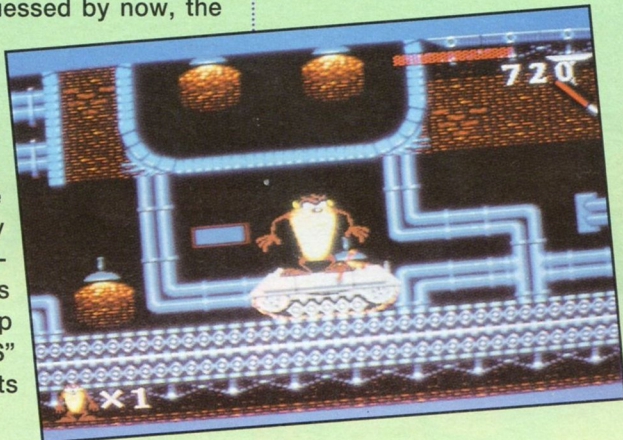
feed is walk past the item, and that includes bombs, which explode inside of him and weed killer, which drains his life meter. Never fear though because water bottles and roast chicken dinners are there to replenish his energy.

As far as controls go - button C is to jump, B is to spin or throw an item, and A is the action button which picks up an item, pushes a lever, or just lets out one mean roar!! Taz can attack his enemies in 3 ways, the good ol' bounce attack, the deadly spinning attack, and if Taz eats chillies he has 5 blasts with fiery breath.



Every level is beautifully animated with beasties, and the back drop is reminiscent of those classic 50's cartoons. It's hard to pick favourites but some of the more interesting

levels are the mine cart race, in which Taz rides in a mine cart and must negotiate jumps and wood blocks, and the jungle level where the boss is a giant version of the plant from Little Shop of Horrors who is killed by weed killer. As you might have guessed by now, the game never takes itself too seriously and is a cack right from the start. You all know the familiar Sega logo at the beginning of every game, well, the hungry Taz who eats anything, spins up and picks up the "S" from Sega and eats it!



Now is not the time for a deadly spin attack!

The sound is very good with the tunes being similar to those in the cartoons. Sound effects abound, but my only disappointment was that Taz's berserk rage as a whirlwind, his growling and snarling was not as ferocious as the Taz we all know in the cartoons. But I'm being a bit picky.

As far as playability goes, the action is fast paced, with the levels having plenty to explore and rampage through. Some levels seem a little too easy to get through, while others will have you stuck for ages while you try and work out all the tricks and traps. But one things for certain, when you start playing Taz-Mania you'll find very hard to stop, so even when you do finish it (if you can), it will always have you coming back for more, even if it's just to watch some of the most stunning game animation you'll ever see.

Overall, the game is an absolute must for every Mega Drive owner collection. Amaze your family and friends as I did, because they won't believe it when they see it!! Miss Taz-Mania at the risk of your extinction!!!!

TIM SMITH



**Graphics .....96**



**Sound .....86**



**Music .....89**



**Playability ....93**



**Difficulty .....86**



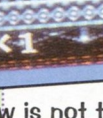
**Presentation .92**



**Lastability ....94**



**Atmosphere ...91**




**Value.....95**

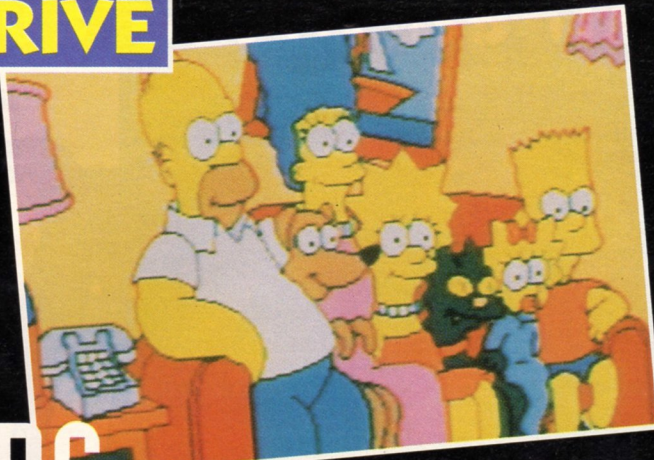
**Overall .....93%**



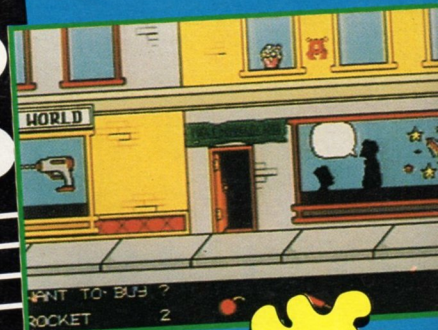
# The Simpsons



Graphics .....	82
Sound .....	83
Music .....	74
Playability .....	76
Difficulty .....	94
Mental .....	89
Presentation .....	85
Lastability .....	92
Atmosphere .....	80
Value .....	82
Overall .....	83%



I'd like an Uzi...9mm, please



Cartoon families seem to come and go in terms of popularity. First there was the Flintstones, but they were out of date (*about a few thousand years, actually!* - Ed). Then came the Jetsons, but no one could keep up with all the new gadgets and so they've become a bit of a closet cartoon. Now we have the Simpsons who are more with it... or are they?

With a collective IQ equivalent to a squashed mouldy cucumber (except Lisa who seems to be their only hope) this family have more than just bills to worry about. Now thanks to the Flying Edge they grace the Mega Drive with their presence. Have they been worth the wait, well....

Bart vs the Space Mutants is an Amiga conversion as you may know as well as a Nintendo title. It involves everybody's favourite Simpson, Bart trying to save the world from intergalactic scum who make ET look like a sex symbol. They have already started on their evil plan and no one but Bart suspects a thing. Bart recently bought a pair of X-Ray glasses from a mail order comic company and was looking out at night to see what he could find, when the aliens landed. He discovered their plot by listening in to their horrible conversation. Now he must go out and do his country proud (and hopefully get in the local newspaper).

Each round has Bart doing different tasks in order to foil the aliens plan. This includes spray-painting over everything that's coloured purple, knocking off people's hats and returning nuclear power rods to the reactor. Luckily the aliens tell you throughout the game what their next move is, but you'll have to overcome some pretty tricky challenges if you want to complete even the first round.

I should point out here that the game is not really a platform adventure or shooter, but is set instead in the same style as Alex Kidd in High Tech World. The game itself just involves moving items around and finding secrets to make progress through the game. The key element here being problem solving rather than trigger shooting, which is I think what more kids would have wanted. The game itself is rather smartly done but I personally think that it doesn't suit Bart at all (*only because you have problems using your brain* - Ed).

The graphics are done well with a fairly good starting sequence which unfortunately didn't quite run out as well as the Amiga version, but suits the game fine. Sound is simple but good with a digitised phrase or two tossed in. Bart telling the aliens to "eat my shorts man!" sounds brill, it's just a pity you get to hear it when you die.

I seem to be really down on this game, but it really is very decent fun. On the positive side you have a game that won't be completed overnight as well as a good looking game with smart gameplay. But again the down side to me is that you have no aliens to blast or exciting cycle chases, but that may be personal preference. But the thing that is a real worry, especially on such a tough one as this is that there's no password save feature (aaaarrghh!!).

Have a good look at Bart vs the Space Mutants though as there is a good game here with a few laughs and lots of tricky gameplay. Don't despair if you don't like it though as you can always wait for Krusty's Super Fun House which kicks butt! But the verdict is that the Bart and the Simpsons are worth a looking.

Brian Costelloe

Springing through Springfield



Things heat up in the nuclear reactor



# BART

## VS THE Space Mutants

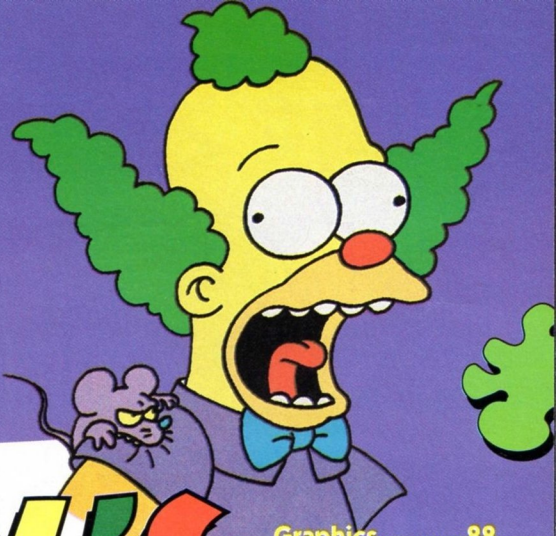




Krusty's seeing stars



Mashed mice for dinner



# KRUSTY'S SUPER FUN HOUSE

Graphics.....	88
Sound .....	81
Music.....	84
Playability .....	92
Difficulty .....	92
Mental.....	92
Lastability .....	87
Value .....	92
Overall .....	90

**The** second Simpsons tie-in game for the Sega is **Krusty's Super Fun House!** And fun is definitely the word. The big Fun House consists of 5 levels with up to 14 sub levels in each level. The idea of the game is simple, each level is overrun by dozens of rats, and Krusty must lead them to their demise, by using items such as pipes, blocks, springs, blowers and barrels to get them to a trap.

You're most useful item is the good ol' blue block which Krusty can use to help the rats march straight into the traps. These traps are operated by the Simpsons and friends. In the first level Bart has a squashing machine while the second level sees Homer in charge of a zapping machine. Other levels see Sideshow Mel and Corporal Punishment helping Krusty.

The rats are dumb (like a breed of Lemmings rat) and will generally go in any direction you lead them. As you progress, more items are needed to lead them to the required location. Some things you can pick up, some you can't, and in the later levels you are quite often just plain dumb

founded in what to do next.

And that's not all you have to cope with. Out to stop Krusty are acid spitting snakes, laser shooting aliens, giant goofy birds and of course pink flying pigs, because anything is possible in Krusty's Super Fun House. As well as trapping the rats, you must find little pink boxes which contain bonus points, extra energy, bonus Krusty's and some even open secret passages, which are often vital in completing the level.

The most positive features of the game is its simplicity. Button A to jump. B to fire cream pies and C to end a level when you've had enough or have made a big mistake. This sort of cowardice or stupidity costs you a life, but don't worry about doing it by mistake as the game has to be paused before it works.

The graphics are very nice, everything is well drawn with typical Matt Groening characteristics. The music is reminiscent of a side show carnival sound, which can be a drag after a while, but nevertheless suits the game.

The only couple of quirks I have was that even though you get a password at the end of every main level, if you die you have to repeat all the tough ones all over

again. Also you don't know how much energy Krusty has, you know that if he starts breathing heavy he's about to die, but you just don't know when that'll be.

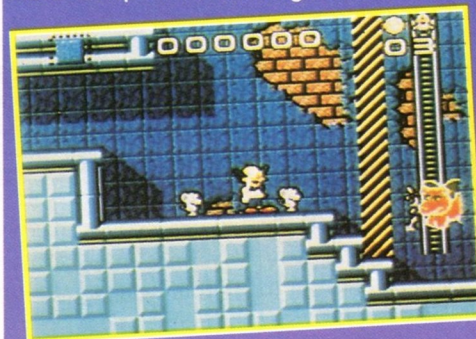
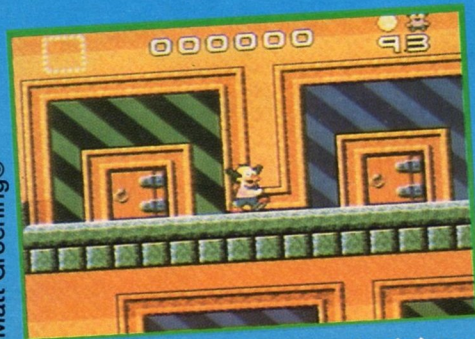
The game in a nutshell is very entertaining, and if you want a challenging platform puzzle game, which is nicely presented then this is a must for all Mega Drive owners. It is also going to be released on the Super Nintendo, so Nintendo freaks should watch out for it as well. Believe me after a couple of levels, you'll be shouting "Aye Curumba!" while running down the street in your jocks.

Tim Smith

**Ahh! Another secret passage**



**Krusty's up and away!**



Decisions, decisions

Get them mice!



# Lemmings

**Hey** Mega heads, this is the news you've all been waiting for. Yes you guessed it, the Lemmings are no longer coming to your Sega, they're here. Mega Drive and Master System owners are about to be introduced to the cute little creatures with absolutely no brains.

**'The others are just brainless zombies roaming aimlessly'**

## WARNING

WE ARE NOT RESPONSIBLE FOR:  
LOSS OF SANITY  
LOSS OF HAIR  
LOSS OF SLEEP

At first glance this game looks like another boring mind game converted from a PC, but with all the talk about it on IBM it had to be pretty good, so I took charge of reviewing it for the Mega Drive.

**WARNING !!!** This game requires requires wits and patience rather than muscle and fire-power, so action freaks take heed!

The general idea is to save as many of the suicidal lemmings as possible by getting them to their goal, which I must admit, is at times nearly impossible to do. You start off with lemmings falling out of a trap door in the ceiling. They automatically start walking to the right until they hit something which they can't step over and then start walking the other way.

Yes, as you might be able to guess, they're very stupid!



As their master, you must give some lemmings tasks so that they can help the others which are just brainless zombies roaming aimlessly.

Some of the task which they can perform are:

**Climbing:** this is exactly what it suggests. The lemming can climb up a wall usually too steep to scale.

**Digging:** either down, across or diagonally down: the lemming pulls a pick from his pack and digs down at forty-five degrees.

**Building:** the lemming pulls bricks out of his pack and builds stairs to get over pits and other obstacles.

Lemmings can also be made stoppers which just stand there and don't let other lemmings fall off cliffs or down holes. There is also equipment which you can arm your lemmings with. You can give them an umbrella which saves them from being a mess on the newly polished floor or you could give

them explosives (which has nearly the opposite effect of the umbrella) but is mostly used to blow holes in obstacles.

Initially the graphics weren't quite as good as I was expecting, but they were fine for this type of game and got better as the game went on. Unfortunately though the sound effects weren't nearly as good as a PC with a Sound Blaster, but the catchy tunes help nevertheless as you progress through the seemingly endless levels.

Lemmings on Sega has exactly the same addictiveness as on the IBM, and a very smart looking version is coming soon on the SNES. I know exactly where all my spare time will be going.

**DANIEL BEDKOBER**

<b>Graphics .....</b>	<b>80</b>
<b>Sound .....</b>	<b>71</b>
<b>Music .....</b>	<b>81</b>
<b>Playability .....</b>	<b>92</b>
<b>Difficulty .....</b>	<b>88</b>
<b>Lastability .....</b>	<b>94</b>
<b>Mental .....</b>	<b>92</b>
<b>Value .....</b>	<b>92</b>
<b>Conversion .....</b>	<b>86</b>
<b>Overall .....</b>	<b>86</b>



screen shots from Master System

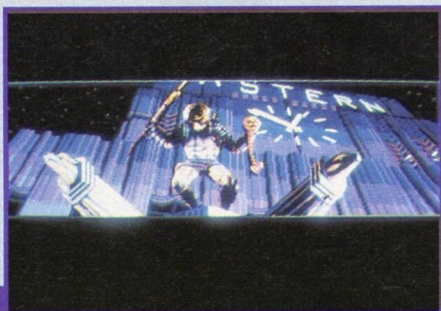


**F**or a countless number of years it seems that tribes of people in remote jungles have encountered these strange hunters from the stars, but mistaken them for evil spirits from the gods. Well they got one thing right, and that is that when they are about you'd be best off not to rump with them (is that rude? - Ed) or you'll get smoked.

Sometime during the mid 80's in the midst of a military exercise in distant Vietnam the first recorded sighting of these hunters were rolled onto tape. Out of ten or so top notch Johnnies only 1 survived. He went nuts in the end and never recovered. Now in the early 90's the Predators are back and they've brought the family!



You play the part of Lieutenant Michael P. Harrigan, who is played by Danny Glover in the movie. Your task is to save all the tied up hostages who will otherwise be blown by the evil E.T. These aliens seem to have a thing for collecting skulls of all types of life forms. Now your mission is made harder due to the fact that the Predator is hanging out in some real low life ghettos that take some courage just to look at. Your first weapon is a normal pistol but it isn't long before you run into some grenades, scatter guns, sawed-off shotguns and machine guns to play with. You can also pick up the Predator's



*Earth is the playground for Aliens as we carry on with our lives blind to the fact that we are being hunted down one by one, by a visitor from another world...*

weapons if you're lucky. These are a spear, flying disk and a net, and these are the only weapons that will kill the Predator, conventional weapons will only stun.



The game play is a sort of Gain Ground on steroids, or maybe a Rambo III returns idea, where you run and shoot anything Commando style. There are seven levels, each with it's own digitised screeny to give the low-down on your whereabouts. The game has a password feature which is now becoming popular in new games (about time) and also several difficulty settings.

From the E-PROM version we've got which looks just about complete, we've seen some fairly bloodthirsty horrors (especially when the Predator lines up a



hostage with a grenade!) which adds a bit of excitement and humour to the game. The sound is good with some nice meaty machine gun effects, as well as some speech to top things off. Unfortunately though the music is sorta average. As for the graphics well they look all right with nothing special except

the digitised screens. First look at the game gives a crap title sequence which I hope they change, but once you play you'll find a great shoot 'em game with heaps of lastability. It has complex rounds without losing

that arcade feel to it which allows onlookers to keep on looking without boredom. In the end if you thought that Rambo III could have been better if it was an 8 Meg blaster then your after Predator II. Keep an eye out for a November release! Let's hope for some more titles in the same aroma as this baby!

**BRIAN COSTELLOE**

<b>Graphics</b> .....	<b>83</b>
<b>Sound</b> .....	<b>85</b>
<b>Music</b> .....	<b>78</b>
<b>Playability</b> .....	<b>84</b>
<b>Difficulty</b> .....	<b>83</b>
<b>Lastability</b> .....	<b>86</b>
<b>Atmosphere</b> .....	<b>86</b>
<b>Value</b> .....	<b>84</b>
<b>Overall</b> .....	<b>83</b>

**MEGA  
DRIVE**

**PREDATOR**



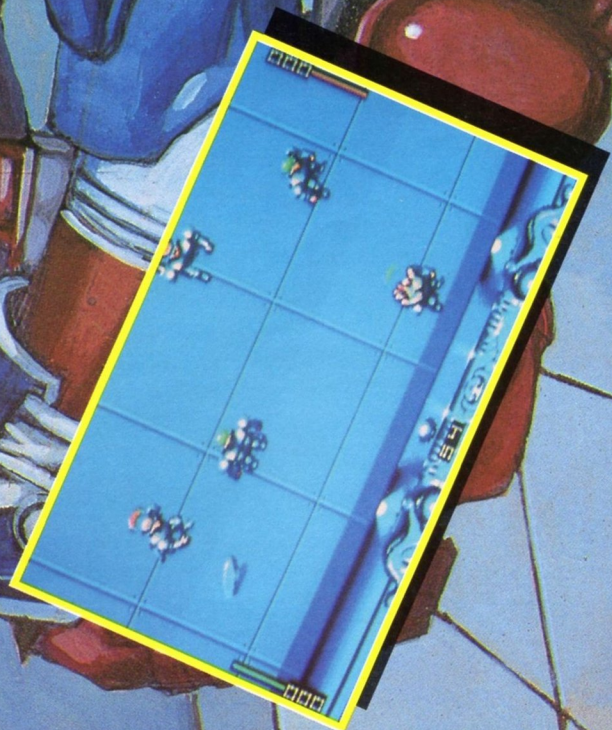
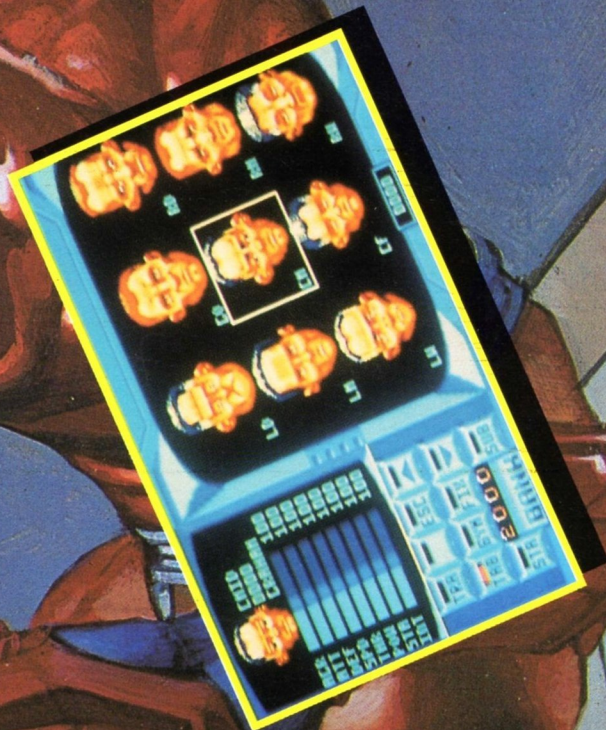
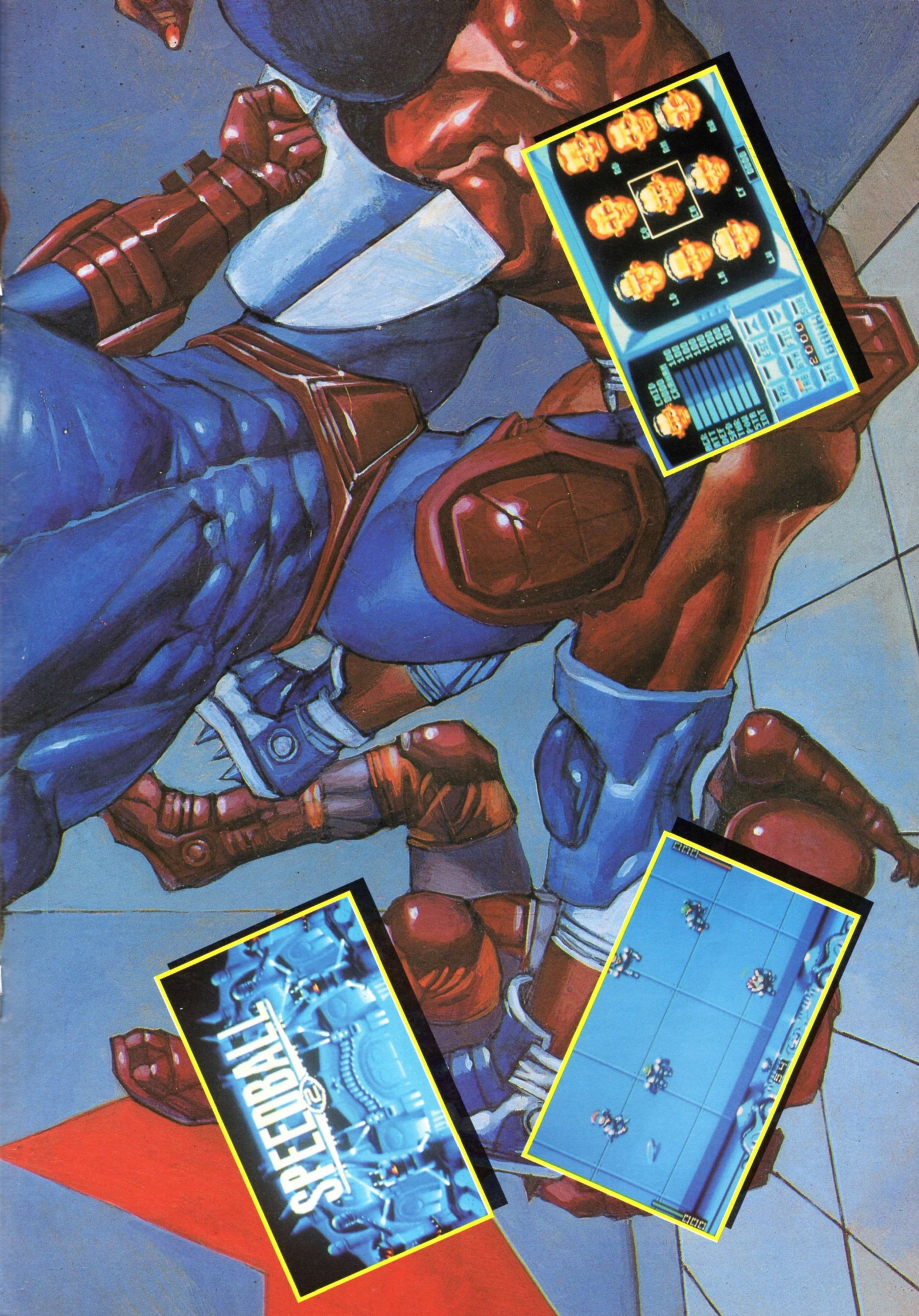


# SPEEDBALL

2









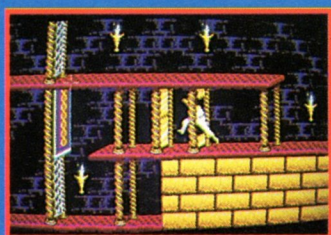
# PRINCE of PERSIA

**P**rince of Persia is a brilliant game. It's that simple. On every format I've ever seen it on, from IBM to Mac, the gameplay and animation are just fantastic. Now it comes to the Master System, and the good news is that it keeps up the unbroken record. This game is a real winner.



For those people who haven't seen it or played it (where have you been, under a rock!) the story involves kidnapping, sword-fights and ugly pit-traps in the land on ancient Arabia. The most hideously evil of men, the Grand Vizier, is a master of sorcery and the black arts....as well as being a bit of an old pervert. He's kidnapped the beautiful young princess who was going to be your bride and is going to have his way with her (Ooh er! - Ed) if you don't come to her rescue within an hour.

This valiant rescue attempt takes you through the fourteen levels of deadly mazes that make up the Grand Vizier's palace. There's dead ends, pit traps and booby-trapped floors galore, and you'll need to be pretty handy with the joystick to overcome them



all. The Prince figure is stunningly animated and you can do just about anything - jump, fight, leap and climb.

The backgrounds are also beautifully drawn, so colourful you'll think you're watching a movie. They give a great medieval Middle Eastern feel to the whole game which is quite handy because the game is set in medieval Arabia (well, fancy that! - Ed).

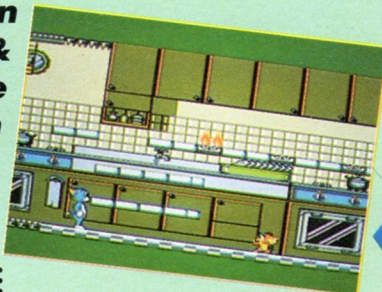
One of the most impressive Master System releases in absolutely ages, this will blow all MS owners away with its graphic quality and instantly addictive gameplay. A video game masterpiece.

## ARIEL AERONAUT

<b>Graphics</b> .....	<b>93</b>
<b>Sound</b> .....	<b>80</b>
<b>Music</b> .....	<b>81</b>
<b>Playability</b> .....	<b>86</b>
<b>Difficulty</b> .....	<b>89</b>
<b>Lastability</b> .....	<b>94</b>
<b>Mental</b> .....	<b>91</b>
<b>Atmosphere</b> .....	<b>92</b>
<b>Value</b> .....	<b>95</b>
<b>OVERALL</b> .....	<b>93</b>



**O**K, are all you Master System owners hungry for some new platform action. Yeah, well get ready for those two whacky cartoon furballs, Tom & Jerry who will be hitting a television near you soon.

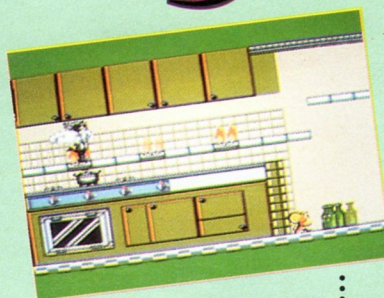


The graphics on Tom & Jerry are some of the best I've seen for the Master System, and the animation is extremely good and spot on for the game. The idea of the game is simple. You play Tom (the cat), who must chase Jerry (the mouse) over 6 levels, each level set in a different area of the home and garden. What's not so simple is catching Jerry, as he is small enough to fit through the narrowest of gap, while you have to jump, climb and run over

bomb, or runs into a wall or gets burnt by gas burners etc., he loses one of his nine live. Lose them all and the game is over. To get to the next level, Tom must catch Jerry. Sometimes you can catch him straight away other times you have to corner him right at the end of the level.

The music is OK and the accompanying sound effects are average, if a little sparse, but

# Tom and Jerry



these don't detract from the great gameplay. At the moment it seems cartoon based games are all the rage, so if you want a highly enjoyable platform game, which plays well as well as looks great, then Tom and Jerry is the perfect catch.

Tim Smith

every obstacle.

Complimenting the great cartoony animation, is the characteristics of the characters. For example, when you're far behind Jerry, he walks casually, whistling away, sometimes even stopping, and sticking his tongue out at you. But, get too close for comfort and he sprints off leaving a bomb or land mine, which quick reflexes should avoid.

Everytime Tom gets hit by a

<b>Graphics</b> .....	<b>88</b>
<b>Sound</b> .....	<b>75</b>
<b>Music</b> .....	<b>70</b>
<b>Playability</b> .....	<b>80</b>
<b>Difficulty</b> .....	<b>80</b>
<b>Brain Strain</b> .....	<b>75</b>
<b>Presentation</b> .....	<b>85</b>
<b>Lastability</b> .....	<b>85</b>
<b>OVERALL</b> .....	<b>82</b>



# F-ZERO



to 999 km/h and put the tracks 300 feet in the air and you'll have one bitchen race in your face!

Now that the idea was turning into reality the problem was getting people to like it. Well after the first few races the media had a picnic knocking this as a brutal excuse for a basharama. But the public didn't care and wanted more as it was the best thing since the great Space War.

F-Zero involves a series of manic tracks. Each track contains several obstacles designed to cause havoc upon the drivers who are also out to cause havoc on each other, no holds barred! These obstacles range from jumps, mines, magnetic walls and slip zones.

When I first plugged F-Zero into my S-NES I thought that this was to be a sad effort as the title screen is anything but impressive. But the game itself soon put me in my place as I was faced with mode 7 in glorious technicolour as the track and cars zoomed into the screen from below! As you race you won't notice any special effects until your first corner then you'll sit up and see how scaling makes a mass difference.

The cars themselves aren't done with any great detail but the speed of it all makes up for that. The graphics are brill apart from the sick colours they've used. The sound however is fairly average. You have 4 cars to choose from, with 3 different leagues included, each having 5 tracks. Plus there's 3 difficulty settings available.

But to top things off you have battery backed up records which store the top ten races from each track (that's 150 scores being locked away!) which was my favourite part of the game as I was coming back for more to get into the top ten again! Each of the four cars you can choose from has their strengths and weaknesses, and different tracks suit different vehicles. This adds heaps to lastability of the game.

While we wait for Mattel to pull their finger out and release more Super Nintendo games, we will have to settle for this as being the only real essential purchase so far. Being my first S-NES review I'll have to admit I was impressed with the machines capabilities

and given the right games, the S-NES will give the Mega Drive a run for it's money. And F-Zero is a pretty hot game which even die hard Sega fans will want a go of!

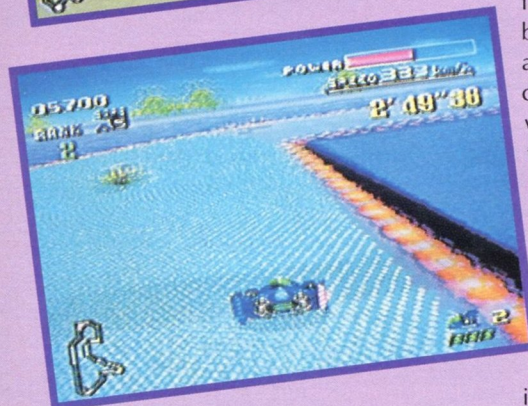
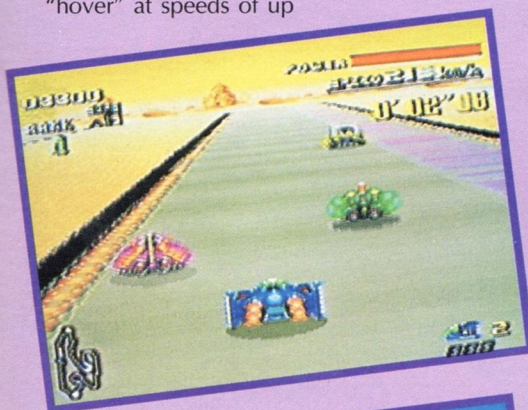
BRIAN COSTELLOE

**W**ars and battles have finally become just history and not news, but now people are becoming bored to tears with life. Even life in amongst a new intergalactic society is not enough to stop peoples tensions raising to violent levels. Even the big shots who own interplanetary companies are starting to twiddle their fat thumbs.

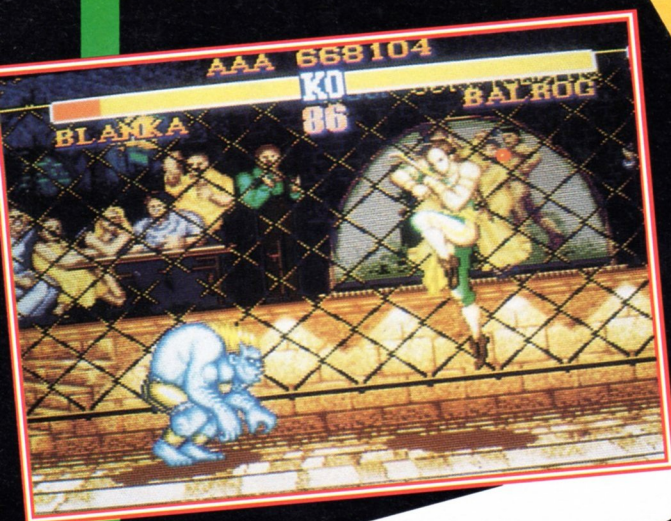
So these guys get together and come up with a solution. The idea was to relive the excitement that was generated from the old F-1 races that were dropped centuries back. All you had to do was take the latest in technology, with hover crafts that "hover" at speeds of up



Graphics .....	88
Sound .....	80
Music .....	82
Playability .....	89
Difficulty .....	87
Presentation .....	81
Lastability .....	87
Atmosphere .....	84
Value .....	86
OVERALL .....	84







Although this is not a conversion of the Champion edition, there is a cheat that allows two players to select the same character. On the screen where the word "Capcom" appears, quickly press down, right button, up, left button, then press and hold Y then B, release and then press and hold X then A. If you do this correctly you will hear a tone and the Street Fighter 2 screen will change from black to blue.

## CHEAT

GRAPHICS.....	95
SOUND.....	90
MUSIC.....	88
PLAYABILITY.....	87
DIFFICULTY.....	88
PRESENTATION.....	90
LASTABILITY.....	93
CONVERSION.....	96
OVERALL.....	95

**At** last! The game that everyone has been talking about in the arcades has finally made it here on the Super Nintendo! Well, on import at least!

For those who don't know, Street Fighter 2 is the story of 12 fighters from around the world who come together to battle each other for the right to be called the World Warrior. Each has his or her own style of combat which they must use to defeat the 11 other fighters in one-on-one matches for the best of three rounds. Only then can the winner truly claim the title of World Warrior.

You can choose to play any of the first eight fighters at the start, and then you must fight your way through the remaining seven in a random order. The eight fighters are as follows:

**RYU:** Fights with a style of karate and master of the feared "Sheng Long" dragon punch. Ryu attacks with patience, but can never be underestimated.

**KEN:** A former friend of Ryu, Ken studied in Japan with him, but moved to America where he met his sweetheart, Eliza. Ken gets into a dangerous berserker rage when he fights, but this can be his undoing.

**E. HONDA:** Honda is Japan's top Sumo wrestler, and he is the epitome of discipline. He never rushes into anything.

**BLANKA:** As a baby, Blanka was lost in a plane crash over Brazil during an electrical storm. He attacks aggressively, but is over-confident.

**GUILE:** Guile is out for revenge against M. Bison, who killed his best friend Charlie in Vietnam. Guile uses his Special Forces training to defend against attackers, but his offence isn't as good.

**CHUN LI:** The only woman competing in the tournament. Like Guile, Chun Li also has a score to settle with Bison as he murdered her father when she was a child.

**ZANGIEF:** Zangief is a powerful wrestler from the former Soviet Union. Although he is slow, he has a long reach, and his Screwdriver is the most damaging move in the game!

**DHALSIM:** The Yoga master from India, Dhalsim is capable of stretching his limbs to nearly three times their normal length! He can also breath fireballs, but at close range he has little in the way of

# Street Fighter 2

## SNES





# et ek



when on-screen objects like crates are flying around! The music has been digitally re-mastered from the CD sound track.

The only things missing or changed in the cart are the bonus rounds. Gone are the barrels and the burning drums. They are replaced by a brick wall, but the car is still there. A few background details and some of the sampled speech is missing but this is hardly noticeable. All the moves are there and all your favourite combos will still work!



world Street Fighter champion, but Ryu defeated him with the dragon punch. He learned the tiger uppercut,

which is similar to the dragon punch, and does more damage, but if he is hit on the way down, he sustains double damage.

**M. BISON:** This evil dictator is bent on world conquest. He is incredibly quick and strong, and will send an inexperienced challenger to the floor in seconds! Stay on your guard.

At any time during the game a second player can challenge you. There are unlimited continues, so the loser can keep on challenging. There is also a special versus mode which allows both players to choose a new fighter after each match.

By now you have probably all seen and played the coin-op. machine as it's been around for almost two years and is in nearly every arcade and video shop in the country. So what's the home version like? Is it as good as it's big brother? You bet! It's an excellent conversion. It is as close to the arcade machine as you can get on a home 16-bit console. Not only are the graphics close reproduced, but there is no slow-down or flicker, even

Controlling Street Fighter 2 can be rather tricky at first, as there are literally dozens of moves available to each character. Each of the six buttons on the Super Nintendo joy pad has its own function, light, medium and heavy punches as well as light, medium and heavy kicks. The button combinations can be changed to suit your particular style. The direction pad is not just for moving left and right. Up causes your player to jump; down makes him or her crouch; pressing back makes them block attacks. Also, combinations of joystick movements and button presses results in special moves which are different for each character except Ken and Ryu. Some of these, such as Guile's sonic boom or Blanka's electricity, are easy to perform, but other moves like Zangief's Screwdriver and Ken and Ryu's dragon punch will take some practice to master.

Street Fighter 2 is already an undoubted classic on the arcades and this classy conversion will be a smash hit for the Super Nintendo. It'll probably won't be released in Australia until early next year, and it'll be expensive (around \$150 at a guess), but if you're a Street Fighter fanatic it will be well worth it.

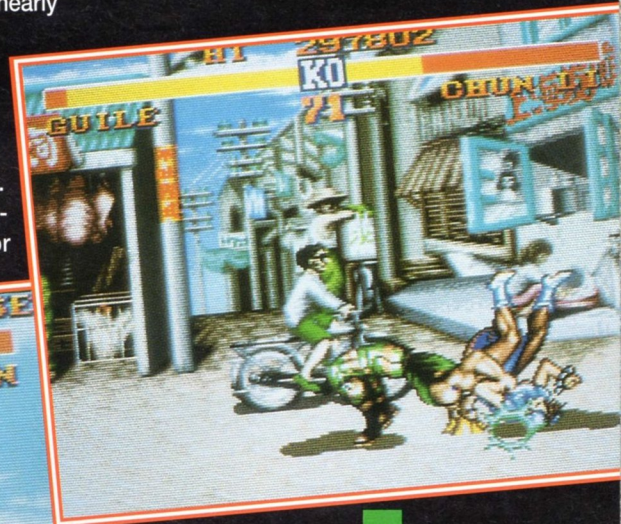
Andrew Iredale

defence.

Once you have defeated the seven, there are another four fighters to battle. They can't be selected, as they are computer controlled. These four are:

**BALROG:** The former world heavy-weight boxing champ is the strongest fighter in the tournament, and his punches do damage even when you block! Multiple hits will send him dizzy easily as his defence is very poor.

**VEGA:** This arrogant Spaniard is by far the fastest competitor, and his jumping skills are even better than Chun Li's. Sagat: Sagat was once the





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# FIRE & ICE

## THE DARING ADVENTURES OF COOL COYOTE

**A** long, long time ago in a galaxy far, far away (well, you get the drift), there was an evil being called Suten who didn't like anybody. That's right, he only looked after number one. The fact that he didn't like anyone lead him on a path of destruction, and there was not many who were going to stop him, because he could control the powers of the elemental forces. Yes sir-ee, this Suten was one bad mother.

Oh yeah, back to the story. 2,000 years ago Suten was on the run for doing some dastardly deed and the resourceful Agent Glemm was closing in. Another point I should mention here is that Suten was not an environmentally friendly evil person and indeed had no qualms about destroying everything around him, if it need be. So Suten stood in Glemm's path and with a click of his fingers .... KABLAMMM!!, he blew up an entire Solar system. Laughing maniacally Suten faced Glemm, gave him the middle finger salute, turned and tripped over some debris and knocked

Glemm\* followed his evil trail to Earth but could not let Suten know he was here, as Suten would destroy the planet (at least). So Glemm had to find an agent to do the deed of recapturing

In most lands there are Coyote puppies to be found and they are a great help in disposing of enemies. Leading a puppy to the exit results in an extra life.

The sound in Fire and Ice is very nice with great special FX. The game itself takes a bit of mastering but eventually it becomes quite easy to guide our hero and the puppies through each level (not that the game is easy, because it is a big challenge). Graphically the game is outstanding with the animation of Cool Coyote very cartoonish and lovely to look at.

Overall, Fire and Ice is a must for platform addicts and the cuteness of the whole package should definitely go down very well with a wide audience. It may very well become a classic.

**NICK SMITH**  
AVAILABLE ON AMIGA  
R.R.P \$69.95

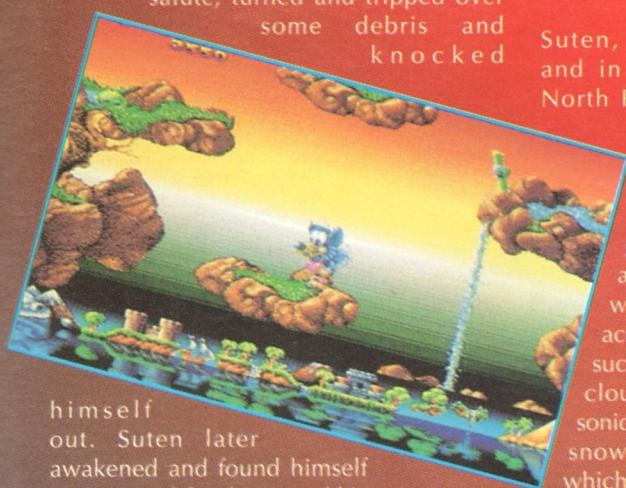


Suten, and in the North Pole he

discovered the perfect candidate. Cool Coyote. Now Glemm couldn't make his presence known to Cool Coyote, but instead gave help in the form of ice pellets and secondary special weapons which have different functions according to their symbol. There are such treasures as airbombs, rain clouds, shields and the sonic bark! There are also snow bombs to be found which act like smart bombs, hitting all enemies on screen.

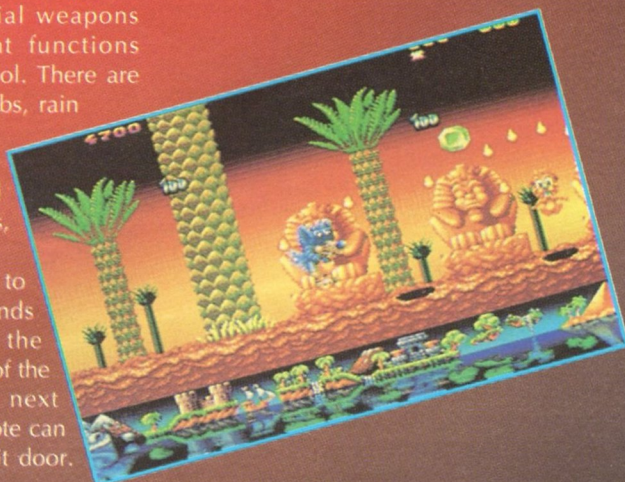
Cool Coyote's main task is to make his way across five lands freezing his enemies along the way. He has to find the parts of the key which lead him to the next land. With the key, Cool Coyote can then make his way to the exit door.

Graphics .....	92
Sound .....	86
Music .....	90
Playability .....	93
Difficulty .....	92
Presentation .....	88
Lastability .....	90
Atmosphere .....	90
Overall .....	91



himself out. Suten later awakened and found himself incarcerated for the rest of his existence, for the heinous crimes he'd committed.

However, 2000 years later the guards who were watching over him grew lazy in their duties and Suten escaped. Suten travelled twelve light years and found himself a new home on Earth where he was absorbing energy from the sun and letting himself rejuvenate.





# Grand Prix Unlimited

**Y**ou are sitting there, waiting ... Sweat is pouring off your forehead and your gloves feel like ovens ... Suddenly, the light turns green and you put your foot to the floor, leaving the opposition for dead. Then comes the realisation that you are close to top speed, and there is a hairpin ahead ... Then nothing. You are dead.

Well, that was a short account of my first game on Grand Prix Unlimited, by Accolade. This time, they have deviated from the Test Drive theme, and tried to make a Grand Prix simulator, while keeping enough 'action' for the non-simulator freak. Unfortunately, it doesn't rate too highly in the simulator department, and as a result of this, their attempts to liven the gameplay have also failed to an extent.

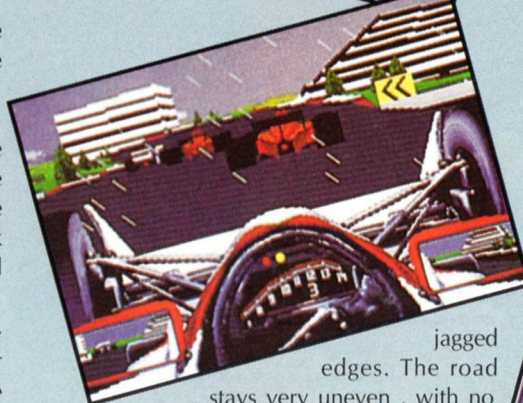
But, there are also many good features within the game, which if worked on for a little longer, may have proved to be much better. It has the usual racing simulator options, such as World Championship, single race and it has a built in architect. And for all you unlucky people without a soundcard, you're going to have to put up with the usual 'beepy' tunes throughout.

When you go to have a single race, you are confronted with options galore, apart from the actual race. You can choose the track to race on, the weather condition and the level and amount of opposition (1-15). You can practice the track, which allows you to go for a drive over all the side roads which aren't part of the official track. You can also 'fly' over the track at any height or angle, so you can get a good view of what is in store.

If you are doing the World Championship, you are always racing 16 cars, and the weather pattern is permanently set for each track. A good feature of the World Championship though is that you can add your own tracks created in the architect into the track list, and you can put the tracks in any order you wish.

Now that you have got through all of the menu's and such, it is time to have a drive. When the screen comes up, the car looks

vaguely like the car you get in Microprose Formula 1, with the only difference being that you can see the wheels, and the tachometer isn't a full bar, but a heap of lines. You set the angle that you want to look out of your car, and you are confronted with the road and scenery in VGA, which are very colourful, but have bad



jagged edges. The road stays very uneven, with no lines to mark the edge and tidy things up a bit. The screen update is very good on low (on my 386), but I would not have minded a loss in update speed in return for neater graphics, as they give a real 'cheap' look to the game.

While driving, there are two help functions,

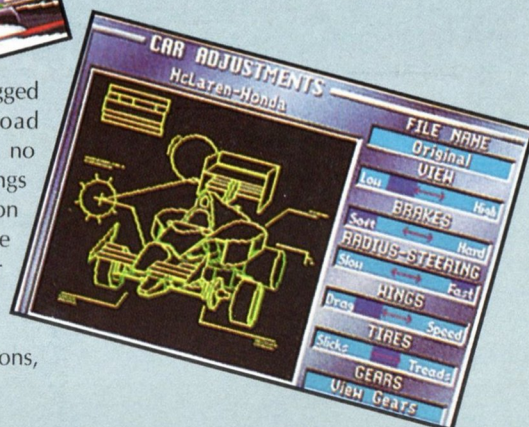
which are automatic gear changes, and lane control, which keep you in the middle of the road and steers the corners for you, providing you aren't going too fast for the corner. As usual you will write yourself off when you hit something, but you can also blow your engine and wear out your clutch and tyres.

The architect is very useful, but it has a few flaws. It uses 'tiles' to create tracks, which is an advantage as it is very quick and easy to create a track, but it limits versatility. For example, if you want to create a banked 90 degree turn, you have to use at least two banked tiles, which makes the bank go down then back up in the middle of the corner.

Overall, this is a game which tries it's hardest to satisfy two classes of gamers, the simulator freaks like me as well as the arcade freaks. Unfortunately, it fails to really succeed in either of these fields, but it should keep any avid gamer going for a while. Without the architect, this game would be a total failure, as it is the main function that keeps the game alive. There are many good functions in the game, but there are also a few let downs. So if you're looking for a racing simulator with a bit of gameplay and you don't own an Amiga, grab this one. But of you're like me and are used to the standard of Microprose Formula One on the Amiga, steer clear.

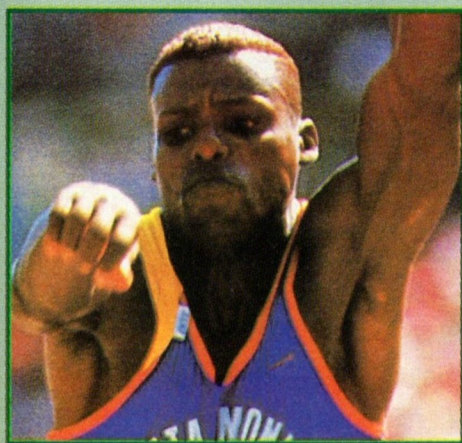
**DREWE ZANKI**  
REVIEWED ON IBM

<b>Graphics</b>	<b>62</b>
<b>Sound</b>	<b>49</b>
<b>Playability</b>	<b>68</b>
<b>Difficulty</b>	<b>70</b>
<b>Presentation</b>	<b>65</b>
<b>Lastability</b>	<b>68</b>
<b>Value</b>	<b>58</b>
<b>Atmosphere</b>	<b>48</b>
<b>Overall</b>	<b>62</b>

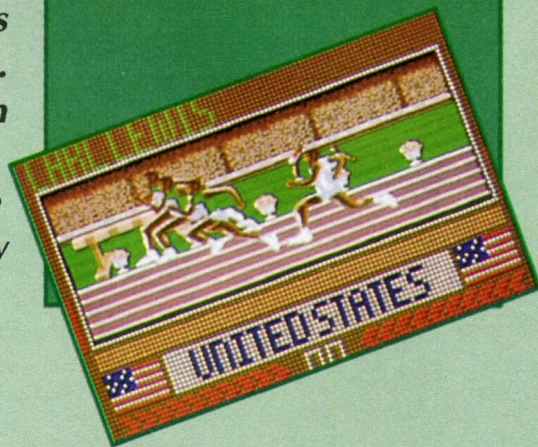




*Your knee rests on the hard surface of the track. Fingers splayed, you adjust your foot slightly on it's starting block. A bead of sweat squeezes from you brow as you focus on the race ahead. Weeks of intensive training have culminated in this and you wait in breathless anticipation of the starter's gun. Poised to put everything into the next few seconds. 100 metres suddenly seems a very long way....*



# THE Carl Lewis CHALLENGE



Coming hot on the heels of the Barcelona Olympics, The Carl Lewis Challenge provides an experience in five Olympic Athletic events – the 100m sprint, the 110m hurdles, Javelin, High Jump and Long Jump. It has a lot of nice features that I haven't seen on this type of game before – a few great 256 colour pictures of Carl himself, the choice of three different modes of controlling your athlete, and a training stage that lets you determine just how good your athletes are.

While the game can be played as a straight-out arcade simulation, your athletes will only perform really well if you put them through the five weeks of training the game offers. You can control how much training an athlete gets in the areas of Agility, Power, Speed, and Endurance through a whole host of different training methods – from Isotonics to Interval training to Static stretching.

Luckily you are given the chance to compete as an Australian and the game offers the choice of no less than 17 different countries that you can represent – Australia, France, New Zealand and even the newly formed CIS.

The arcade component of the game – the events themselves – are quite impressive. Be warned though, even though the box states that the game will run on an XT, it only walked on

my 286 – record breaking sprints looked a bit like the slow motion replays that we got to watch again and again during the Barcelona games.

The three different control modes also add a lot to the game. It's nice to be able to control your athlete without giving yourself RSI from shaking your hand from side to side – though you can if your into that sort of thing. The three modes offered are Speed (wild jiggling of the mouse, or high speed key pressing), Rhythm (timing mouse click or keyboard presses with a moving bar above your athlete), and Gearing (pressing a mouse button or key when your athlete reaches one of a group of points in the event).

The game interface itself is easy to use – though some of the events are difficult enough to have you hunting through the manual (like the high jump – I couldn't even get over the first height offered, 1.5 metres!).

This isn't all roses though. It seems pretty obvious after playing the game a few times that it has been rushed through it's development to cash in on the recent Olympic fever. Those finishing touches that can make or break a game just seem to be missing. For example, the opening credits look good, but it would be nice to be able to skip them rather than have to sit there for three minutes looking at pictures of Carl Lewis and the names of the people who worked on the game.

The documentation itself also lacks that certain pizzazz. While it does cover the operation of the game reasonably, it's just plain ugly. It'd be nice to see some colour in the manual (rather than just plain blue text in a canary yellow cover) and a little background to "set the mood" – although maybe I'm just spoiled by the excellent documentation supplied by companies such as Microprose.

The events themselves also seem to lack after

a few runs through. For example there's no award ceremony if you do eventually manage to get a place in a final – just yellow, grey or brown circle next to your name – big deal! Another little thing that does grate a bit is that you can set a world record even if you get beaten in an event – it might help your score, but I bet the athlete you beat would be pretty cheesed off.

If you are a fan of sports simulations such as California Games then you should really enjoy this game and it is certainly good enough to consider buying, but don't be expecting a replay of the Barcelona Olympics. If a little more time had been put into the game rather than rushing to release it so close to the Olympics, a good game could have been a great game.

GREG EVANS

REVIEWED ON IBM

DISTRIBUTED BY QUESTOR



Graphics .....85

Sound .....72

Playability .....80

Difficulty .....75

Presentation .....65

Lastability .....70

Value .....68

Atmosphere .....75

Overall .....75





# Laura Bow II:

## The Dagger of Amon Ra

A fridge full of beer, foods from every point of the globe only a phone call away, a number of important football games on the box, and an adventure to review. Sounds like a relaxing weekend ... NOT!

I got to play Sierra's latest 3D adventure in the Laura Bow mystery series "The Dagger of Amon Ra", and luckily it was sensational. A beautifully presented adventure in every respect.

That is, until you get stuck. And I don't mean the "Oh ..... I forgot to pick up that key for that door, how silly of me" kind of stuck. More like the "I've spent the past 13 hours looking, touching, asking, using the same things, people and rooms and I've used up all my medication, beer and money and I'm not going to play adventures any more" kind of stuck.

The setting is the roaring 1920's. You play Laura Bow, a sweet and innocent cop's daughter from New Orleans. Your father has organised a job for you in New York as Cub Reporter for the Tribune. Your first assignment is to report on the theft of the famous "Dagger of Amon Ra" from the Egyptian exhibit at the Leyendecker Museum.

You start cabbage around the Big Apple on

your apprenticeship for the real adventure. The graphics and sound are a little ordinary at this stage, but don't despair. Sierra have saved their effort for the body of the adventure where the realism is stunning.

You are equipped with a notebook which you use to ask characters questions about other characters, places and things.

Every time you learn something, it is automatically entered into your notebook. This is a very effective device for getting information as it saves you having to write down names etc. or ask specific questions. Sierra's trademark in adventures is the extremely clever dialogue. The responses from characters are often very witty, in much the same vein as Monkey Island.

The plot is intricate and interesting.

Like Cluedo, you have a number of suspects for the various crimes in the game and you have to discover whodunnit. It isn't all that easy figuring out each character's motive or alibi and the only way to find out is to search for clues and interview suspects. The plot gets thicker and thicker throughout the game until .... well I don't know, I haven't finished.

It all sounds great doesn't it? Well it is as long as your playing it, but when you get stuck it's extremely frustrating, especially when you have to ask your flatmates for help. The only way out is to buy the hint book or ask somebody who has played it. None of these options were available to me so I've given up. Well, I might try just once more.

I will offer one clue for those who get stuck in the early part of the game because if you miss out on the museum exhibits you've already wasted your money. I also think it is a very stupid part of the game. Don't read on if you don't need help. When the Party's over, have another close look at the replicas in the Gift Shop.

The sensational 256 colour hand-painted and digitized backgrounds are some of the best I've seen in a real-life adventure. Added with the action sound-effects and original soundtrack you are entertained from start to finish. The colours, graphic dialogue boxes and windows are done in art-deco style and are well designed, adding even more class to a classic adventure.

Buy it. You won't be disappointed and you might even learn something.

CHUCK COUSENS  
REVIEWED ON PC  
DISTRIBUTED BY OZISOFT



**Graphics .....94**



**Sound .....88**



**Music .....96**



**Playability .....80**



**Difficulty .....80**



**Brain Strain .....85**



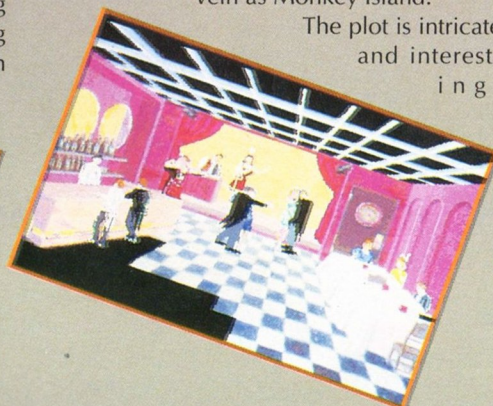
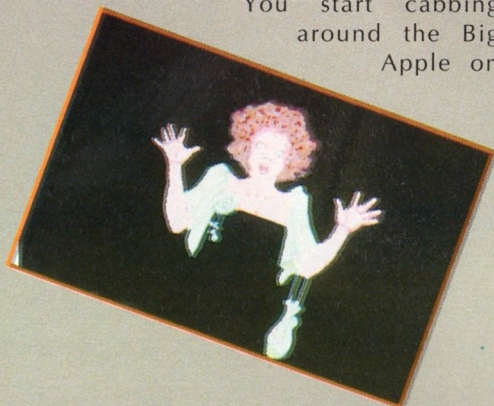
**Presentation .....98**



**Realism .....90**



**Overall .....89**





# ISHAR

To be perfectly honest, the first time I played Ishar I thought it was awesome, astonishing, the bee's knees, etc and a serious challenger to Ultima's title of the best RPG game that ever lived...

But after a while I discovered that it isn't really. Not that it's anything to be ashamed of, no way. It's just that once you've sat through the excellent intro, heard the superb digitised music (it's even good though a crummy soundcard-less PC speaker!) and gawked at the utterly brilliant 3D-ish graphics, the rest is a bit of a let-down. The hardcore RPG fan might view it another way, I suppose. But not being a hardcore RPG fan myself I'll stick with my first thoughts.

OK, so what's the story? Well, picture if you will, the peaceful land of Kendoria ruled by a wise Elven Government headed by Prince Jarel. The people lived prosperously until the tragic death of Jarel plunged the land into chaos. While Jarel's would-be successors fought for his throne, the evil Krogh erected a temple named "Ishar" on Kendoria's border, in a bid to take the throne himself. It's now up to you to journey to Ishar, overthrow Krogh, regain the throne of Jarel and shout "Hooray!".

The route to the temple is fairly eventful (it wouldn't be much of game otherwise!). Your party will meet a fairly diverse range of people and monsters, all of whom can offer you some service or another, from a piece of advice to a club in the stomach. There are also several small villages and large cities, all brimming with various equipment shops, taverns, training centres and the like. You may also find

some odd fence-like structures standing in the middle of nowhere. These are extremely helpful – but enough, I don't want to spoil any surprises for you!

The game screen is set out like others of this type. The main display is a first-person view of your surroundings, a row of five boxes and portraits along the bottom which represent your characters and a bunch of useful icons up the side which allow you to move, save, restore, alter party formation, etc. It's all been done very neatly, the icons are distinct and operations are intuitive.

Add to this the afore-mentioned very, very impressive visual and aural ingredients (the flour and sugar, if you like) and you've got a extremely delicious-looking cake indeed. Unfortunately someone's forgotten those little, seemingly unimportant ingredients (ooh, I don't know, a 1/4 cup of chopped sultanas or small dollop of honey perhaps) that make great cakes unforgettable.

Ishar's missing ingredients include the lack of a decent combat system. It is serviceable at the beginning when you only have one or two characters, but have any more than that and it becomes ludicrous. You see, above each character portrait is an attack icon and clicking on it will make that character attack with whatever weapon they are holding. Now there is also the formation of the party to consider because if the character is not standing in the front line he can only use projectile weapons (e.g. bows and spears) or cast spells, but is relatively safe from your opponents' attacks.

But most importantly, combat takes place in real time, which means while you're fiddling about switching from one characters' attack icon to the next or changing the formation of your

party the monsters are relentlessly taking swipes at you. It's even worse when one character is badly injured and you want to place him at the rear of your formation. So, while you do your best to protect the wounded character the rest of your party are getting beaten up and you can't do a thing about it! The temptation to put your boot through the monitor is great, let me tell you.

The other missing ingredient (albeit a much less noticeable one) is more of a complaint about the 3-D graphics. Whilst they are undeniably incredibly good, the whole landscape is set up as a huge grid of squares, which means you can't move diagonally and therefore always feel like you can't quite see everything, even though you really can.

Ishar is a really good game, make no mistake about that. There's plenty of adventuring to be done, things to see and people to meet but I felt it had the potential to be much greater. The combat is its main failing, but I guess if you can get over that you should enjoy Ishar a great deal.

DAVID WILDGOOSE

AVAILABLE ON IBM & AMIGA  
DISTRIBUTED BY MINDSCAPE  
R.R.P \$79.95



**Graphics .....92**

**Sound .....88**

**Difficulty .....84**



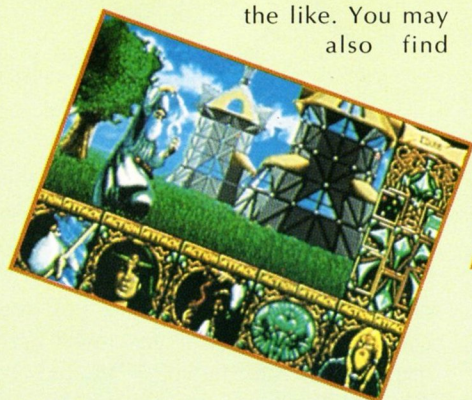
**Playability .....79**

**Atmosphere .....86**

**Realism .....91**

**Value .....88**

**Overall .....86**





# B-17 Flying

In the spring of 1942, at the height of the Second World War, the United States 8th Air Force landed in Britain. Its task was to mount the air offensive against the German occupied Europe; striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. The Flying Fortress.

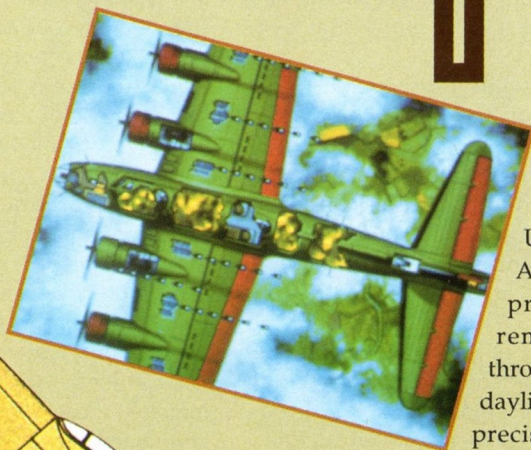
As the designer's notes at the back of the manual suggest, B-17 Flying Fortress should be called a "crew simulator" not a "flight simulator". And I'm afraid I have to agree.

Microprose have tried a different angle for the design of their latest flying simulator and that is to concentrate on the skills and abilities of the crew rather than flight and bombing strategies. I guess they had no option once they decided to simulate the very unsophisticated B-17 bomber.



A simple but effective bomber, the B-17 played an extremely valuable role in World War Two. Known as the "Battleship of the Sky" the plane had 10 crew members, most of whom were gunners strategically positioned throughout the aircraft to cover attacks from enemy aircraft approaching from every angle.

In B-17 Flying Fortress, you are in com-



mand of these 10 crew and part of the huge United States 8th Air Force. Your primary mission remains the same throughout the War - daylight, high altitude precision bombing of occupied Europe.

The game encourages you to concentrate on developing your crew's skills and abilities so they can perform a wide range of tasks on the aircraft. This is important because at least one of your crew is likely to get injured or killed on each mission.

You are able to shift anybody to any part of the plane. This is the best and only

original feature of B-17. By simply pointing and clicking with your mouse or joystick, crew members can be selected and positioned at different stations in the plane. For example, the bomb-bay doors may be jammed, so you have to get a crew member down to the bomb-bay and have him open the doors manually.



# g Fortress



You choose the amount of involvement you wish to have during the mission. If you like, you can actually watch the whole mission without having to do a damn thing. You also have the option of playing the tail-gunniers role for the entire mission (if you can handle the breaks between enemy aircraft attacks), or you can do bits and pieces of everybody's job which the scoring system definitely encourages.

The graphics are good but not new – graded horizons, bit-mapped interiors, etc. One of the very disappointing details which would have been easy to include, are views out of the pilot and co-pilot's windows. All you see on the inside of the cockpit are black blocks defining the edges of the cockpit windows. Surely it would have been easy to include a 16 colour bitmap of at least the steel columns and a couple of instruments.

On the other hand the gunner's machine guns do have a very nice, realistic recoil when fired which makes up for the poor pilot's window. You don't really want to spend too much time as pilot anyway – it's too hard staying in formation.

The sound is a little ordinary and doesn't help the realism. The music helps to recreate the World War Two atmosphere but like everything else in this game

it is not extra special.

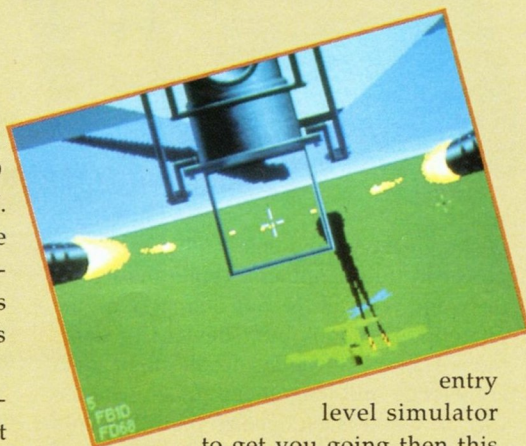
Overall, I think Falcon 3.0 and F-19 Stealth Fighter are miles ahead of B-17. Not only for the obvious reason that the planes are far more exciting and the missions more demanding but because it is your individual performance which is being tested and judged not the crews.

Come to think of it, I was far more excited by the other World War Two air combat simulator – Secret Weapons of the Luftwaffe. Even though you didn't have any involvement with the crew it was fan-

**"The game encourages you to concentrate on developing your crew's skills..."**

tastic fun piloting one of the various Luftwaffe planes and picking off lame B-17's. From memory, you could also move around all the gunners positions in the B-17.... and fly a Spitfire.

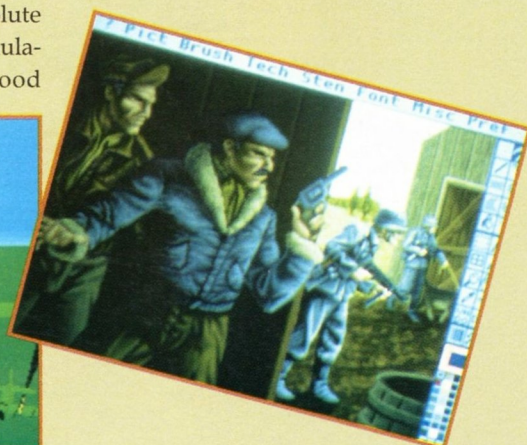
If you haven't experienced the absolute joy that comes from playing flight simulators before and you're wanting a good



entry level simulator to get you going then this one is for you. It's also really good for getting a historical view of this great old plane. However if you're looking to progress from the classic Falcon 3.0 then leave it alone.

CAPT. CHUCK COUSENS

<b>Graphics</b> .....	<b>75</b>
<b>Sound</b> .....	<b>64</b>
<b>Music</b> .....	<b>72</b>
<b>Playability</b> .....	<b>80</b>
<b>Difficulty</b> .....	<b>72</b>
<b>Brain Strain</b> .....	<b>62</b>
<b>Presentation</b> .....	<b>75</b>
<b>Realism</b> .....	<b>62</b>
<b>Overall</b> .....	<b>72</b>





# INDIANA JONES

## and the FATE OF ATLANTIS

### Atlantis:

the fabled lost land, where according to legend, the inhabitants built a great city, and united knowledge and power in true happiness. While the rest of the world was still wearing animal skins, the citizens of Atlantis built devices of enormous power. However, despite their great knowledge and magnificent machines, the City of Atlantis sank beneath the waves in a catastrophe of terrifying magnitude. And there the city has lain, undisturbed until shortly before World War II.

The game, "Indiana Jones and the Fate of Atlantis" takes you back to this time in the persona of the famous Dr Henry "Indiana" Jones, Jr. The Nazi's are zeroing in on the location of the lost land, and its awesome machines, which they intend to use to dominate the world. You are the only one who can stop them as you control the actions of Indy, as he once again finds himself in a deadly race against the forces of fascism.

The game begins with Indy, searching through the collection of rare artefacts at Barnett College. You guide Indy as he searches for a small statue amongst the cluttered shelves. Various trap doors, falling

objects and unexpectedly mobile items lead Indy to the basement as the credits are neatly and unobtrusively displayed. In the basement, Indy discovers the statue he seeks, and takes it to his office where he meets his old friend Marcus and a mysterious stranger.

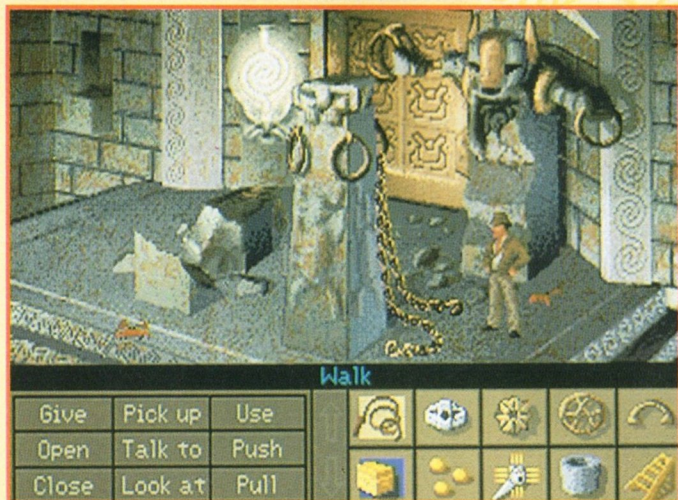
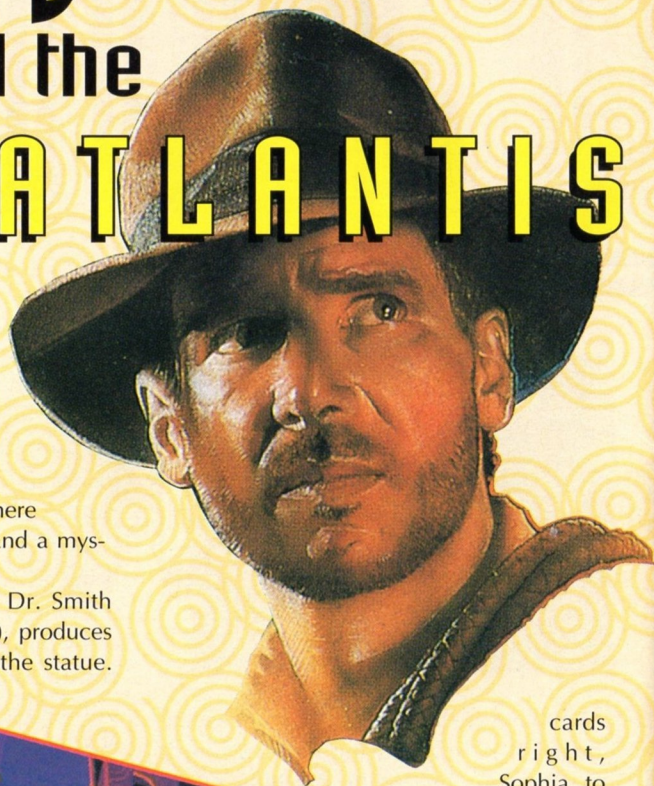
The stranger, calling himself Dr. Smith (gosh, that isn't suspicious at all), produces an object of the same style as the statue. The two items fit together like a lock and key, which when turned, reveal a gleaming coppery bead. The stranger suddenly draws a pistol and grabs the artefacts, but before he can escape, Indy wrestles him to the ground and a fist fight ensues. The result is, the stranger got away, but without his coat. The coat contains the man's papers, identifying him as Klaus Kerner a Nazi agent, and he is Indy's arch enemy for the rest of the game. Kerner also left

behind a copy of "National Archaeology", a magazine featuring an article on an expedition that Indy was involved with. His name is circled in red, as is the name of Sophia Hapgood, an archaeologist turned psychic, who was involved in the expedition. This leads Indy to Sophia and the start of real gameplay.

The game itself is enormous, taking Indy and, if you play your

200 locations, all beautifully laid out in 256 colour VGA (sorry, no EGA or CGA version yet). All locations are fully 3D, and the characters are smoothly scaled when moving from the foreground the the background and vice-versa.

The new iMUSE game system makes for very quick and user friendly play. The screen consists of four parts: the action screen, showing the current location, along with people and items; the sentence line, which displays the action currently being undertaken i.e walk to door, talk to captain etc; the available verbs, that can be used to construct sentences; and the inventory icons, which is what Indy is carrying. The mouse cursor controls almost everything.



cards right, Sophia, to numerous locations around the world, from New York, Monaco and Cairo to an Ancient Aztec temple in Central America, the Labyrinth of the Minotaur beneath Crete and the legendary Lost City of Atlantis itself





You can click on verbs and objects to complete sentences which are then carried out. The whole system is simple and works extremely well (much better than any other mouse driven adventure interface I've ever used). Conversations are conducted by selecting one of a number of sentences at the bottom of the screen, making the process much quicker and easier than text based systems.

The game also includes a large number of arcade sequences, including fist fights, camel chases, balloon rides, car chases and, wait for it, submarine battles. There are many more smaller sequences of a fairly average grade, but the fights, and major chases are great! This fists seem fairly simple at first, basically punch until the bad guy falls over, but as the game progresses, the bad guys get tougher, and you soon learn that it pays to block and let your power build up for stronger punches. The camel chase is also great fun. You must guide Indy across the desert to a Nazi dig site, whilst avoiding the enemy jeeps.

The quality of the adventure component is also excellent. There are a huge number of puzzles to solve. Some can be solved

with items in the same area, others you need to trek across the world to find a solution. The puzzles become more difficult as the game progresses, but definitely not insurmountable. Conversations form a major part of the plot, and will open up new areas for you to explore in and search for the lost city. The game has very few red herrings to send you off the track, and it is

very forgiving. Unlike many similar games, saying the wrong thing often doesn't mean you have to start again, you get a second chance (sometimes even a third or fourth). This doesn't mean that you can't die (i.e. still save regularly), but death won't come out of the blue.

The biggest problem with many adventure games such as this is, when you've finished, you've finished, and the game sits on your top shelf collecting dust.

Not so with this game!

Firstly there are IQ (Indy quotient) points to be scored along the way, so there is always the incentive to get those last few points that you missed. Secondly,

and most importantly, there are three separate plot paths that can be taken: Fists, Wits and Team. The first path, Fists, sees Indy going it alone, with whips and knuckles flying. You encounter many more Nazis and less puzzles this way, making for an almost arcade game. The next path Wits, sees Indy alone again, but this time using brain instead of brawn. There is less action, but more and harder puzzles in this section. The final section, Team, joins Indy with Sophia. This has the same action level as Wits, but the puzzles are harder still, as you have two heads to solve them.

The option to choose a path occurs at three different points in the game, making for what is essentially nine different games!

The sound produced by a PC without any sound cards is rarely enjoyable. The score to this game suffers from the same fate, but at least the music is only played for a short time for each area, stopping before it becomes irritating, while still setting the scene. Plug in a sound card, however and its totally different story. The score is great when played on

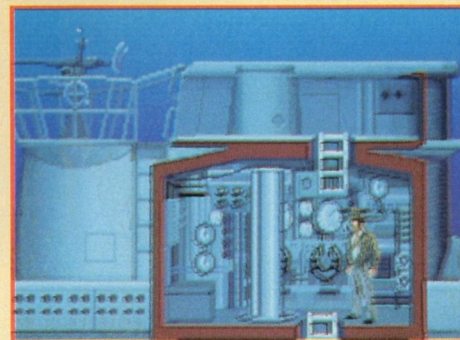
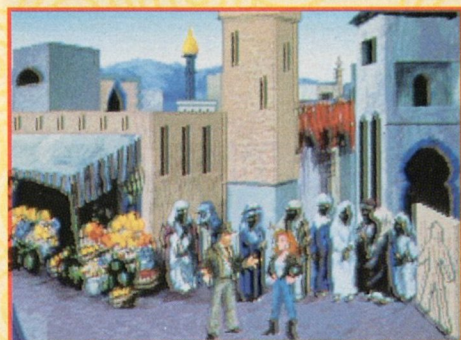


decent equipment (the game supports every major sound card), and really sets up a great atmosphere.

Overall, this is one of the best adventure games I've seen in a long time (and I've seen a few). The combination of excellent graphics, great game play and the multiple plots (sheer genius) makes for great value for money. The game itself takes up about 9.4Mb of hard disk space, not surprising when you look at the game, but if you think that you haven't got room for it, think again, get rid of something less important, like DOS, because this game is really worth it!

PAUL CASSIDY  
REVIEWED ON PC  
DISTRIBUTED BY OZISOFT

<b>Graphics</b>	<b>94</b>
<b>Sound</b>	<b>83</b>
<b>Music</b>	<b>84</b>
<b>Playability</b>	<b>96</b>
<b>Difficulty</b>	<b>90</b>
<b>Presentation</b>	<b>98</b>
<b>Lastability</b>	<b>94</b>
<b>Atmosphere</b>	<b>93</b>
<b>Value</b>	<b>94</b>
<b>Realism</b>	<b>90</b>
<b>Overall</b>	<b>94</b>





## MARIO'S TOP 5

1. **Indiana Jones and the Fate of Atlantis (PC)**  
This years hottest release!

2. **Lure of the Temptress**  
Classic adventure action, not to be missed.

3. **Ultima Underworld (PC)**  
Unbelievable role playing game, one of the absolute best ever.

4. **Ultima VII (PC)**  
The first chapter in the third book of the award winning Ultima saga!

5. **Monkey Island II**  
If you haven't already played or seen this, you've seriously been missing out.

**Y**ep, you've just flicked to the coolest part of the mag (it really is!), the well known hang out place for adventurers, role playing gamers: people with Infocom, Sierra, Lucasfilm, Accolade, Origin, and the like. Each issue we'll bring you best and latest low-down on the adventure scene, as well as being a place to help out stuck people.

If you're stuck in an adventure (ANY adventure), then write in and ask! All sorts of letters are most welcome; be it criticism, questions, solutions, or just for a general chat. I reside at:

**ADVENTURE ZONE  
38 GREENVALE DRIVE  
GREENVALE VIC 3059**

You MUST include a self stamped addressed envelope if you're writing and expect a reply. I know it sounds a little sad, but I just cannot afford to pay for the stamps which you should provide. Also, I'll gladly send some solutions out, as long as you include a little money in stamps to cover my time and photocopying costs.

You can also e-mail me if you like, my address is:

Moeller@mullauna.cs.mu.oz.au

So, what I've been doing?

Lately I've been playing a

few older games, such as Loom (which was very interesting), and I've also been having a go at Mortville Manor. Lure of the Temptress has been really exciting, and I haven't been able to put that one down

either!

There is one game I think that should really be converted to the modern 16 bit computers. It's Labyrinth, by Lucasfilm; this game was one of their original Monkey Island style game, and was just as much fun to play. Unfortunately, this game has now been deleted and the world will never get to see it again. It's a real shame, Lucasfilm could make quite a bit of money with this after their success with Monkey Island.

## NEWS

So what's new then? Sierra have been keeping fairly quiet lately; but that's about to change with a few sequels coming out. Good ol' Kings Quest has been dug up once again, with Kings Quest 6 (read all about it this issue!), as well as a few others in the pot such as Space Quest V, Eco Quest 2, and Dr. Brain 2, something there for those Sierra lovers, I bet.

Indiana Jones and the Fate of Atlantis is out too, on PC (but not Amiga yet), and Wing Commander fans may wish to check out Strike Commander, the new one from Origin.

Electronic Arts has been keeping fairly quiet, but watch out for Bards Tale IV, as well as AD & D: Spelljammer and AD & D: Treasures of the Savage Frontier.

### There's a letter in the mail!

Firstly, there was a big plea from Joan Last, who'd like a solution to Hugo's House of Horrors II. Does anyone have one?

There's been a little criticism on my slamming of Sierra games by A. Harrison, who reckons that they're not as bad as I make out. Hmmm ... well, compare a Sierra game to something like Monkey Island, another 3D style adventure, and how does that make Sierra look? Pretty bad, if you ask me. Something really shocking I find about Sierra is that they simply churn out too many adventures, and not enough quality. Look at Lucasfilm; we're seriously not expecting to see a Monkey Island 6, are we?

John Clark (who's also this issue's prize winner), suggests we should have more head to head 2 player adventures, played over datalink or modem. I think it's a brilliant idea; we've had adventures linked up? It IS possible, although difficult to program; maybe we'll see this sort of stuff when CD-ROM hits the market proper.

Frank Pollio thought I was a little immature with my Elvira II review; opening it with "You know you're going to be in for a good time when a game box reads "recommended for mature audiences"". Anyone want to comment?

Craig Sutton warns all of the readers out there to "Whatever you do, do not buy Altered Destiny!". Craig tells me he's furious with Accolade and swears never to buy another Accolade game again.

A personal 'acquaintance' of mine, Danny Berger, would like

me to print his name for the world to see. Just don't ask. (Don't worry I won't - Ed)

## SOFTWARE

Yeah! Get your name in print and win a terrific piece of software to boot! Best deal ever, eh? Every issue sees a free PC game being given away to a deserving reader (and if you grovel it's hasta la vista). Last issue, Daniel Grinvalds won a prize game, while this issue John Clark wins a copy of Ultima Underworld.

### Special Prize

There's a special prize that I'm giving out. I've been playing adventure games seven odd years now, and there is only one game that I have never been able to complete. This game is "The Last Inca", from Free Spirit Software, on Amiga. If anybody can help me out with a solution to this game, then they shall be greatly rewarded.

### Secrets Revealed Ultima VI

To get into lolo's cheat menu, talk to lolo and say Spam, Spam, Humbug. Now you can edit your character or get objects like weapons and armour.

### Elvira

Melt the silver cross to make a silver tipped arrow.

### Lure of the Temptress

(solution wanted!)

There's a knife on top of the barrel.



# BLACK Crypt



## THE

**Black Crypt from Electronic Arts is surprisingly enough another game where your task is to save the Universe. This time you must guide four champions, a fighter, a magician, a druid and a cleric into the 28 level dungeon occupied by Estoroth Paingiver and his evil minions. Destroy Estoroth and the human race is saved, fail and Estoroth rules the world.**

The plot is completely unoriginal but when the game is as good as this is, who the hell cares! The Black Crypt is a completely mouse drive game in the Dungeon Master genre. As the party progresses through the crypt they are confronted by many puzzles to tease the mind. The game is very linear in the way it operates because every puzzle must be solved before progress can be made. The puzzles aren't very hard and usually involve finding a certain object among the many levels or manipulating some hidden switch or door. Also many monsters roam the crypt which must be dealt with. The monsters

are quite varied in looks and ability and can be killed with a combination of magic and melee weapons.

Overall the game is a joy to play, I believe half the fun in these sorts of games is in finding new weapons, objects and spells. These are provided in abundance and using them when they are found is effortless. Spell casting is a breeze, veering away from the complex methods of casting spells seen in some present day games. Using and carrying weapons is just as easy, just place the weapon in the characters hands and click on their face to strike.

The game it has to be said is made great by its great graphics and incidental sound. The graphics and sound is what makes this genre of games so special, and The Black Crypt has plenty of both. Every monster is detailed and animated brilliantly and each has it's own distinct sound and thus giving you a hint on what's around the corner. The dungeon floors and walls are just as beautifully drawn. The sound is just as great as it gives clues to what is going on, and along with the graphics add a great amount of atmosphere.

There was not much I could

find wrong with this game, I did find the disk access a little long when saving games and between some levels, and I would have liked a few more encounters to deal with. Apart from these small points I can't find much else wrong. The manual is great and even contains a sealed section containing maps and hints for every level which although helpful will not spoil the game for you.

This game is one of the best of it's type perhaps being bettered only by Eye of the Beholder II. If you like these sort of games then get it! It will keep you playing for months. If you don't like them, get it any way, you might be pleasantly surprised.

**Reviewed by  
Conrad Yiasoumi**

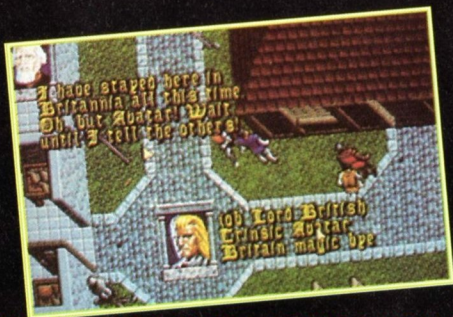
**PLAYABILITY .....85**  
**BRAIN STRAIN .....75**  
**GRAPHICS .....80**  
**LASTABILITY .....75**  
**VALUE .....75**  
**OVERALL .....84%**

**Reviewed on : Amiga**  
**Software by: Raven Software**  
**Distributor: Electronic Arts**  
**RRP: \$59.95**  
**One megabyte RAM required**



## Ultima VII

## The Black Gate



**H**ERE'S A GAME WE'VE ALL BEEN WAITING FOR! LET ADVENTURE ZONE TAKE YOU ON A TRIP TO THE WORLD OF BRITANNIA, HOT OFF LORD BRITISH'S STORYBOARD. PLAYED ULTIMAS 1 TO 6 YET? NOPE? NOT TO WORRY. ULTIMA VII IS A GAME UNRELATED TO ANY PREVIOUS ULTIMAS, WITH A TOTAL NEW GAMEPLAY SYSTEM.

In simple terms; what we have here is a roleplaying game. You are a certain character in the game, and you go around trying to get buddies to help you in the quest (which varies with each roleplaying game). Ultima VII's aim is ... oooh ... complex; and I never fully did work out what the aim was, except that I was hunting some sort of murderer (there's all these corpses lying around when you start the game, with no killer to be found). Rightio, now that we've established our aim, it's off to try and accomplish it; with many battles and encounters along our way.

There; that was for the novice roleplayer. For the die hard RPG fanatics, let's get down to business proper, shall we?

Compared with previous Ultimas, this game is complex. Cities, as well as scenery, are much more detailed, right down to being able to turn a street lamp on or off. But in order to make do with this complexity, the gameplay has suffered majorly; and this is one of my criticisms of the game (see later on). Most sort of things you'd expect to see in an Ultima RPG are still there, such as reagents, all sorts of shops in the cities, as well as the same map layout. The interface is VERY similar to Ultima VI. In the way that a character places objects into their hands,

or readies a sword, etc.

Now, let me have some ... criticisms!

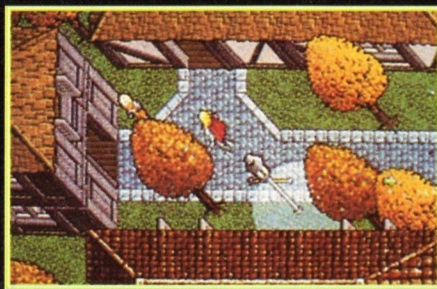
Firstly, it seems either people are getting lazier, or people are getting stupid, because the game system simply is too bloody easy. In previous Ultimas you would access all sorts of commands using the keyboard, such as searching a wall for a hidden door, or igniting a torch. There was a little intelligence, and excitement involved when trying to work out when to use a particular command or whatever. With Ultima VII, all we need to do is click on every object, and straight away the game nearly solves any puzzles for us. Sure, it's user friendly, but it's NO FUN!

Another point on this business; talking to characters. Once again, Origin have completely removed any intelligence to conversations, and simply given us three or so

out having the program leap down your throat every time you wanted to try something different.

Hey, I shouldn't be too critical of the game; it is a good game nonetheless! Let's look at a few good points! The game is polished, and is so huge it will take you quite a few months to solve, for sure! The graphics and sounds are good, although why a 386Sx is needed (and why the game takes 21 meg of HD space) is a mystery to me. Amiga owners can kiss this one goodbye, because Origin aren't supporting you any more anyway. Beurocracy sucks sometimes, doesn't it?

So there you have it; Ultima VII in a nutshell. It is good, but classic Ultima lovers will be somewhat disappointed. Anyway, it's a good game, but sadly expensive. A little too expensive; have a good hard look at



choices of what to say (just click on our choice - sort of like Monkey Island). Now this is all fine and dandy, but it makes conversations most uninteresting, as previous Ultimas let you type in what you wanted to ask the person about - this was a form of puzzle. It's an absolute crock when the game already gives you the answer, and all you have to do is stupidly click it.

Thirdly; the plot of Ultima VII is far too linear. You've got to do what the game wants you to do, or else that's the end of that. You have a lot less say in matters than you did, say, in Ultima IV, where you could do anything you wanted in any order with-

a demo before you buy it, OK?

<b>Playability</b> .....	<b>70</b>
<b>Brain Strain</b> .....	<b>55</b>
<b>Graphics</b> .....	<b>90</b>
<b>Lastability</b> .....	<b>90</b>
<b>Value</b> .....	<b>55</b>
<b>Overall</b> .....	<b>72</b>

Reviewed on : PC

Software by: Origin systems, Inc

Distributor: Mindscape

RRP: \$109.95

Minimum requirement: 386SX, VGA, 2 meg RAM, 21 MB HD space, mouse

Strongly recommended: sound card.

Packaged with either 3.5" or 5.25" disks.



# Lure OF THE Temptress

## REVIEW

## ADVENTURE ZONE

**A**fter being months without a good, decent adventure to play, you start to get all these sorts of crazy mood swings, and really feel internally saddened. But no sooner do I start feeling sad, and lo and behold what should be placed through the narrow slit in my whitewashed mailbox? An adventure game; of sorts. Yippee!

Feeling happy again, the interestingly painted box was nearly destroyed in a frenzied rush for disks ... oooh, a four disk game! The last four disk game I had was Monkey Island ... and don't those screenshots on the back look sort of like say; Monkey Island? Well, sort of. Actually, what we've got here, is a Sierra game cum Lucasfilm game with REAL playability.

Let's not get carried away with any plots; so I'll keep this simple. You're a guy in a medieval type city which has been taken over by a horrid old witch with her horrid old Skorl (just call them Orcs or something), and now the whole town's living in despair. This is where you come in! Yes, you've somehow got to oust the old bag, and restore peace and prosperity to the city! Sounds like fun!

And it is! Repeating myself for sake of conveying a very important message to all adventurers; the adventure is Sierra/Lucasfilmish with really, really good playability. We're talking crisp 32 colour graphics which look really nice (excuse me

while I just wipe the drool off the monitor), with playability which is really smooth (there's multiple characters in the game, all walking around doing their own things, in their own time - without slowing things down!), and simply pure gaming enjoyment here.

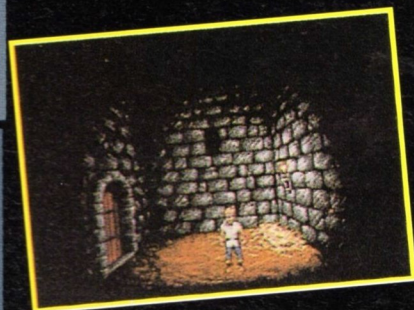
Oh, for those that don't know what I'm talking about when I say Sierra or Lucasfilm, then it's basically a three dimensional gaming environment, where you see your character on screen, and can move him using the mouse, and use and manipulate objects in a similar fashion. It's point 'n click all the way, and that's the way people seem to want it these days!

The manual is very well written, the sound the graphics are all there, disk access is very good, protection isn't a hassle, and looking at the way the whole game is put together right down to the intro it's one of the most amazing Amiga Adventures ever written!

An Adventure Zone Classic!

Playability .....	90
Brain Strain .....	80
Graphics .....	95
Lastability .....	80
Value .....	85
Overall .....	92

Reviewed on: Amiga  
Software by: Virgin Games  
Distributor: Questor  
R.R.P: \$79.95  
One Megabyte required  
PC, Atari ST versions also available



*You play Diernot, who at the start of the game finds himself imprisoned in a depressing cell. He can't even reach the window.*



*Meanwhile life in the village of Turnvale goes on as ever. Some people are gossiping in the streets, other people are getting drunk in the pub. It's just a normal day.*



*Well nearly a normal day, anyway it's as normal as you could hope for considering that the Skorl are in town. They're big, they're ugly, and they're not particularly pleasant!*



*The fact that the Skorl aren't particularly pleasant is the first thing Diernot discovers. Will they kill him? Or can he escape from his cell and bring peace back to the land? It depends on you..*

# Lead us not into temptation..



YOU HAVE ENTERED THE:

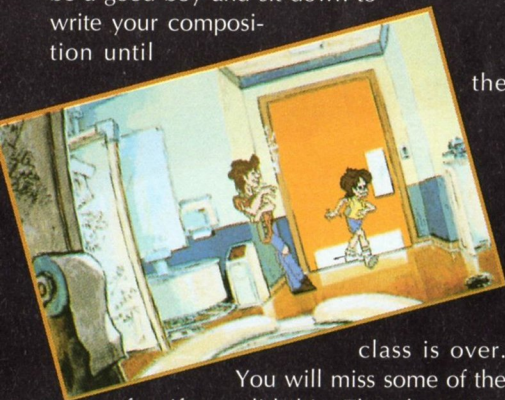
ADVENTURE ZONE



# Willy Beamish

## DAY 1

Horny will 'attack' the principal during the assembly. After that, you will be in the classroom with Ms Glass. Don't let Horny 'attack' her if you want to carry on with the game. (You can try it out for some fun). Willy should pretend to have a stomach upset to get away from the teacher, but when the nurse question you, say it's all right. Back in classroom. You can choose to be a good boy and sit down to write your composition until



the class is over.

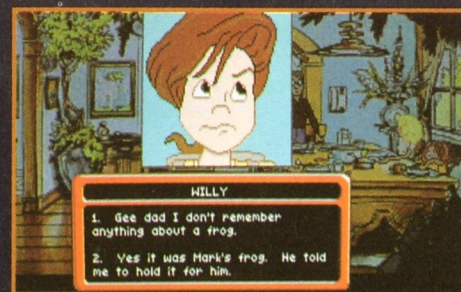
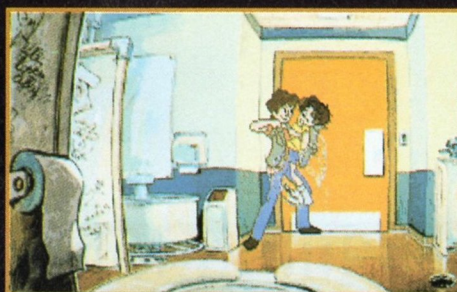
You will miss some of the fun if you did this. The alternative method (recommended) is to sneak out of the classroom when the teacher falls asleep. But before that, make sure you click on your table and get the piece of wood and crayons. When you are outside the classroom, the coach will stop you and demand a hall pass. Click on the white crayon and on the piece of wood, this will write the word 'Hall Pass' on it. Give the Hall Pass to the coach. Go to toilet. Inside the toilet, spider will demand something from you. Give him the game buddies. You are now free to leave the school. From now on school is over. Outside Willy's house. If you are early, you will be able to get the letter the principal sent to your parent. (You must sneak out the classroom to be able to do this) Get letter. Go inside house. Go to

kitchen. Talk to mother. Bring Brianna to the swing and don't swing too hard. Mother will force you to cut the carrots and in the process you will cut your finger. Go upstairs and enter the bathroom. Apply the iodine and then the plaster. Go back to your room and play Nintari. You can't do it unless your thumb is properly treated.

Go to the dining room for dinner. Be a good boy and give the letter to your father. He will get angry and give you Nintari key to your sister for safekeeping. After dinner, go upstairs. Mother will ask you to bring the conditioner to your sister. Go to Brianne's room, help her get back to bed (this might occur randomly) and this will make the game easier. Go to the bathroom. You will see the conditioner and Nintari key on the table. There are a few ways to get the key from your sister. Firstly, you can use your frog on her. This will scare the hell out of her and you can take the key and walk away. Secondly, you can get her diary from her room and then use it on her. She will give up and let you have the key. (This is not recommended, the diary have other purposes as well). Go back to your room and then go to bed.

## DAY 2

Wash your car for your father and he'll give you \$5. Go upstairs and go into the cellar (the one on top). Talk to your friends.



Get the comic book. Watch Horny, it's in love with Gigi. After the animations, exit tree fort and you'll be in the pizza hut. Give the man \$1 and he will take a photo of your gang. Spider will then threaten you, answer correctly and he will let you go to the washroom. Inside washroom, get the 'No Smoking' sign and exit. Spider will come in and demand something from you. Give him the comic book. Get out as fast as you can. Go to garden park. Give the man \$1 to buy the slam dunk cola. Click on Horny and then on the floor to get it ready to jump. Horny will jump further with the presence of Gigi. Giving the slam dunk cola to Horny will make it jump extremely far. Feeding it with the bottle of flies will make it sleepy. Exit park. Go to East Frumpton. Go to fountain and pick it one token. Leave the other one alone. Go to the ticket booth, talk to lady. Go to lottery ticket machine, get the ticket inside. Exit. Go home.

You will be introduced to the babysitter sooner or later. Go to the kitchen, then dining room. The babysitter will transform into a bat and start chasing you. Save the game in case you got killed in the process. Run up to the bathroom, get the hair sprayer. Run to Brianna's room, get the mouse. Run to the living room. Click on the vacuum cleaner. Click on the hairspray on the bat to slow it down. Click the mouse on the table to use it as a bait. When the bat started to attack the mouse. Click the target mark on the bat. This will take care of the bat.



# olution

## DAY 3

Go to tree fort. Talk to friends. Get the fire ants. Exit. Go to East Frumpton. Give token to man. Board ferry. Take photo for tourist. They will give you a cherry bomb and Ninja star. Go to Tootsweet headquarter. Get the entry form from the counter. Exit. Go to Plumbers Union. Listen to Louis. Exit. Go to Golden Bowl Tavern. (GB in short) Talk to man by attempting to enter the tavern. Do it until the gang appeared. The bouncer will throw you a wrench. Save the game in case you get killed. Throw the cherry bomb at the gang. Before the smoke disappears, use the wrench on the fire hydrant. Exit the place immediately. Go to Tootsweet headquarters. Talk to tourist. Respond correctly and they will help you. When they have defeated the gang, you will be sent back home. Go to bed.

## DAY 4

Go to the tree fort, talk to girl. Go to East Frumpton, board ferry. Go to Plumbers Union. Enter office through window. Click on table. Louis will appear. Click on plumber tool, and use it on Louis, get the security pass. Exit. Go to Tootsweet. Give entry form to man. Give jar of flies to Horny. Turbo Frog will eat it. Wait till the contest begins. Save the game first.



It is easy to get second place but you can get first place with some practice. To do it, jump whenever possible, don't care about the jump meter. But don't click blindly, when the button is up, click and then wait for it to come up again. Since Turbo Frog is sleeping half way through the race, clicking continually will let you win the game if you jump far enough before he wakes up. After the contest, enter Tootsweet. You will be caught eventually. Inside guard room, click the key on the chain to merge them. Click the chain and key on the guard. Say 'Hoopa, Coiler, Agamemnon'. The guard will knock out immediately. Exit. Go to your new toy at the harbour. Look inside and get the recorder. Go to the Frumpton Mansion. Talk to parrot, be careful of what you are saying or it will alert the rest. Go to the dining room. Get the table cloth and the cup. Even when you did not appear in the screen, you can access Willy's inventory by clicking on the chair. Click the table cloth at the chair to get it. Look at what those two are doing. Go to hallway. Click the table cloth at the leg of the statue. Get the note on statue. The cloth will prevent the statue from making any noise. Get the helmet and the map.

Go to kitchen. Throw cup at cook. This will distract her. Sneak behind her. Take the sauce pan and pour it at the floor just to the right of the pot. Click on the pot to push it closer to the cook. Exit and you will still be in the kitchen but not behind the cook. Click on the conveyor. You will jump in front of the cook and she will fall into the pot and start shouting. To shut her up, put the helmet on her head. Click on the right button to release the frogs. Exit. You will be caught, but never fear, help will arrive soon.

After escaping from the water. Go to the



Plumbers Union.

Go to phone booth. Click recorder on the phone booth. Put the phone on the recorder. Start recording. Dial the phone number 'xxxSIGN' and stop recording. Then dial GB phone number, play the recorder and let Ray talk to it. Exit. Go to GB. Enter tavern. Give lottery ticket to man. After the shock, get the nudie calendar. Go to Slugeworks. Give calendar to workers. Enter Slugeworks. The security pass to security guard.

Once inside go to the control panel immediately. Open the cover and turn on the switch. Press the buttons in the following order: Brown, purple, green, purple. Turn the joystick and this will kill the two guards running after you. Go to the exit at the right.

Go to control panel. Switch on the power. Enter AIR and press ENTER to kill the two guards. Enter TRAM and press ENTER. The man following you will throw his hat at you, get it and throw it back to him. This will get rid of him. Jump to the vehicle and explore the tunnels.

In tunnel, move forward, right, left, forward and left to meet Gordon. Save the game in case you get killed. You must act fast if you want to save Gordon. Use yoyo on the bad guys. Then change the cursor to a '+' and click on Leona. She will fall down and at the same time drag Louis along into the muddy pool below. Press TAB to toggle the active area in the screen and click on the red arrow that appears. This will empty the pool of muddy stuff. You have saved your father! Following this is a rather lengthy animation sequence, so sit back and watch how Willy performs in the Nintari competition. ■

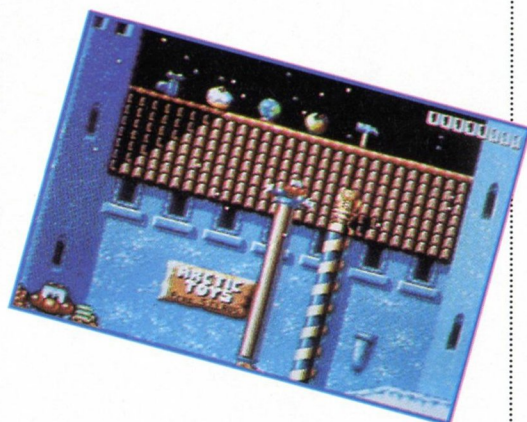


# HINTS

## JAMES POND II: ROBOCOD

### Mega Drive

On the title screen hold down A, C and DOWN-LEFT then press START. When the screen goes blank and the music starts, let go of them to access a stage select screen with sound test.



## KRUSTY'S SUPER FUN HOUSE

### Mega Drive

Here are the passwords for higher levels:

- Level 2: WHOAMAMA
- Level 3: FLANDERS
- Level 4: BROCKMAN
- Level 5: SIDESHOW

## DYNAMITE DUKE

### Mega Drive

Secret Option Screen: To access a secret option screen, enter the option mode, press C ten times and then press Start button. You can skip stages, add extra lives and boost your continues.

## AFTERBURNER II

### Mega Drive

#### Stage Select

At title screen press A, B, C, and start altogether and now you can select any stage.

Erwin Harrington  
Frankston VIC

## BACK TO THE FUTURE 3

### Mega Drive

#### Skip Stages

Pause game at any point and press Up and A, Down and A, Left and A, Right and A.

Erwin Harrington  
Frankston VIC

## ROAD RASH

### Mega Drive

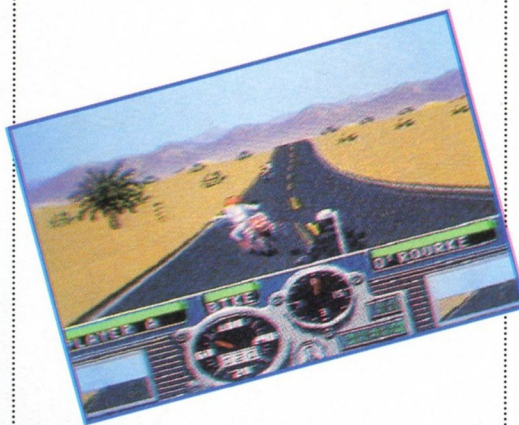
#### Level codes

These codes will give you the top bike and large sum of money for each level.

Level 1 –	00000	07DJ1
	12G9A	1786E
Level 2 –	00000	07O71
	13IJJ	2N7SR
Level 3 –	00000	07QF0
	03JS3	07GL5
Level 4 –	00000	083O0
	12NIK	473FC
LEVEL 5 –	00000	083S1
	12K38	5782A

#### Unlimited

money –	34441	01MS0
	NV8UC	3QJ8R



This will give you over 7 million dollars, and start at the fourth level.

Erwin Harrington  
Frankston VIC

## SUPER MARIO BROS 3

### Nintendo

To get 28 magic wings after you complete the game, you do the following. After you complete the game you press the A button to return to the title screen. You then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and start.

In the mini-fortress of the seventh world you will see many bricks. If you move Mario under the first set of bricks and you hit them you will eventually hit a switch box. You then jump onto it and all of the bricks will turn into coins. Mario can get a few lives this way and when the coins turn back into bricks. You can run to the right and you will find a door. Go into this door and it will bring you back to where you were. Mario can get as many lives as he wants by continuing this process.

Dion Hallpitze  
Bendigo VIC

## TEENAGE MUTANT NINJA TURTLES 3

### Nintendo

Auto Mode – When you begin a game, go to the turtle select screen and do not select any turtle. Instead, move your thumb rapidly along the directional pad. Do this until "auto Mode" appears in the upper right hand corner of the screen, select a turtle and then play. Now, you can be a different turtle every time you lose a life.

Option mode – Press Up, Up, down, down, Left, Right, Left, Right, A, B, and Start. then press select, now press select three times and push start and choose your Turtle.

## BATTLETOADS

### Nintendo

Hold down A, B, DOWN and START for five extra lives

## RAILROAD TYCOON

### IBM

An easy cheat is: Enter the F1 screen and press Shift 4 (\$). You'll be \$500,000 richer.

Frank Pollio



# & TIPS

## WING COMMANDER 1 & 2

### IBM

All you have to do is type :  
wc Origin (for Wing Commander 1) OR  
wc2 Origin (for WC2): when starting up  
the game.

Note: Only the O in Origin is to be a capital. Once in the game, simply press <ALT>  
<DELETE> when your enemy is in your target  
and he'll blow up.

P.S. Watch out, you can destroy your  
own ships as well!!!!!!

Frank Pollio

## EPIC

### IBM/Amiga

The following are the codes for each  
level:

1. AURIGA
2. CEPHEUS
3. APUS
4. MUSCA
5. PYXIS
6. CETUS
7. FORNAX
8. CAELON
9. CORVUS

## XENON 2

### Amiga

Pause the game and type RUSSIAN AIR  
(with spaces). Then unpause and hit N to  
skip a stage.

## SLIMEWORLD

### Lynx

The codes to get you from the start to the  
finish in level one are 9D0AD9, 070964,  
CCC945, 30C988, 4F8BO9, OB8BCD,  
O98BC3, 078BCI, C28AB7 AND 8FOBCB.

## BLUE LIGHTNING

### Lynx

the codes for the 9 levels are:

AAAA; plan; Alfa; Bell; Nine; lock;  
han; flea; life

Alexander and Fiona Henson, Killara  
NSW

## SUPER MARIO WORLD

### Super Nintendo

STAR ROAD – did you know there is a  
road that helps you warp to different parts of

the game. Here's how you get to it...

First, go to Donut Plains 1 and midway  
through it you will see a dotted outline of  
vertical green blocks, if you have already  
tripped the green switch palace just run up  
them, but if not just fly up with cape Mario,  
grab the key and warp to donut Secret 1,  
followed by a ghost house. Beat the ghost  
house (there are two ways you must do the  
way that you fight the big ghost) and this  
will open the path to the fascinating star  
road.

TOP SECRET AREA – This trick opens a  
path to an area that enables you to grab  
mushrooms, five flowers, feathers and  
Yoshis whenever you want.

Go to the donut ghost house with a cape  
Mario. with a run up, fly as far left as possible,  
you will see a ledge, use it, and run  
right to the door. Exit and clear the level,  
you will be pleasantly surprised.

Busting Bowser – If you are a Super Mario  
head, then getting to Bowser's castle should  
be a cinch (HA!). Here's how to beat your  
spiky nemesis.

When entering the castle take doors two  
and seven, this should enable you to get  
through with a feather still intact (this is not  
essential but handy). Bowser will appear in  
a smiling contraption, but don't let this fool  
you, the rotor can be nasty, steer clear of it  
at all costs. First he will toss mecha-koopas  
every now and then, simply stomp on them  
and toss them in the air so that they bounce  
off his huge head. When he zooms away  
and returns he will try to squash you with  
huge bubbles, just jump over them and  
when possible counter-attack with more  
mecha-koopas. When he returns for the  
third and final time he will bounce around

*continued overleaf*

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# HINTS

and try to make Mario mince out of you. Avoid him and you know what to do with those mecha's doc!

Bye Bye Bowser, watch the ending and celebrate at Yoshi's place.

Sam Branagan  
Wattle Glen VIC

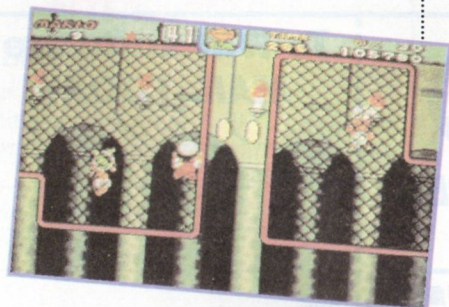
## SUPER MARIO WORLD

### Super Nintendo

If you are ever running short on lives simply go back to the level Yoshi's Island 2. Pass the half way mark and if you don't already have Yoshi collect him, from the three question mark blocks. Keep walking now on Yoshi and go down the first grey pipe where there should be question marks flying about. To hit these blocks get Yoshi to jump by pressing B button. Then while still in the air, press A button and Mario will jump off Yoshi and be able to hit the blocks. Do this until you find the block with the green mushroom (it's always the same one). Collect this for a 1up and then leave, (don't leave Yoshi behind). Now instead of going in the normal direction, head back to the left pass the first grey pipe and go on to the second grey pipe and go on to the second grey pipe which is the same pipe that you went down the first time. Go down it again. Collect the 1up and then continue doing this until you have your desired amount of lives. To end this you can either run out of time finish the level or if you have already finished this level before, you can press start then select. You can go back here to collect lives anytime you wish.

I hope this helps everyone out.

Chris Eltringham  
Bendigo VIC



## RAMPAGE

### Master System

for infinite lives, wiggle the directional pad around clockwise and press button 1 and 2 simultaneously. Also when the 'Game Over' message appears, press both buttons and you'll start at the beginning of the level you just completed.

## GAIN GROUND

### Master System

Hold buttons 1,2 and joypad up while turning on the machine. If you keep this combination pressed, you will eventually get to a hidden options screen which lets you select the start level and stage. You automatically get ten team members.

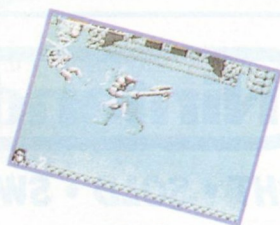
Ben Vogrin  
Boonah QLD

## GOLDEN AXE

### Master System

On losing all your continues, a further continue is awarded if you press the joypad diagonal Up and Left and either button or 1 or 2 simultaneously. This will only work once.

Ben Vogrin  
Boonah QLD



## BATMAN THE MOVIE

### Amiga

While the title page is displayed, type "JAMMM". The screen flips upside down. Press F10 to skip levels you will also have unlimited lives.

Michael Robinson  
New Zealand

## FIGHTER BOMBER

### Amiga

Put your name in as "BUCKAROO". Now you can fly on the ground, you can hit D and be taken to your next target.

Michael Robinson  
New Zealand

## CHASE HQ

### Amiga

During the game, hold down the left mouse button and the joystick button, type "GROWLER". from now on hit for more lives.

Michael Robinson  
New Zealand

## GHOSTBUSTERS 2

### Amiga

Type "STANZ" for unlimited lives.  
Michael Robinson  
New Zealand

## GATES OF ZENDOCON

### Lynx

At the beginning of the game go to Base Select and type in ZETA. This code will send you to the big boss. On his stag shoot everything in your way then you will see a grey ball. This ball moves up and down the screen, when it opens an eye will appear. Shoot the eye two times and you will be up to the boss. Shoot him in the eye.

Jorgen Liaris  
Eastlakes NSW

## LOTUS TURBO CHALLENGE II

### Amiga

To stop the clock from ticking, type in the



# & TIPS

word TURPENTINE when the game requests a password. As a result, you'll be able to complete the game at your own pace.

## ANOTHER WORLD

### Amiga

Try these codes to access yourself into the later levels:

EDJI In the lakes  
HICI In the prison  
FLLD In the sewers  
LIBC Next to first recharger  
CCAL In the caves  
EDIL At end of caves  
FADK Standing on a T-shaped rock  
KCIJ At temple entrance  
ICAH By the pool  
FIEI At the pool with powerline  
LALD At the start or blast run  
LFEK In the tower baths

## MEGA-LO-MANIA

### Amiga

If you get sick of playing the same epochs try some of the later ones for excitement.

Epoche 2 ; BNYABDUNBHV  
Epoche 3; COVCPMJVEBL  
Epoche 4; WKCCHEUKNL  
Epoche 5; GATAVRXRONT  
Epoche 6; WWKDXGPXDBZ  
Epoche 7; KUUCTOPLGHV  
Epoche 8; PEHAJBPKZAQ  
Epoche 9; GYJDJHPNFHN  
Mother Battle; TJLBVSNNIGD  
Bam Bam of Classic  
Adelaide SA

## ALIEN BREED

### Amiga

To activate these cheats you must enter the computer on deck 2. Go out the decklift and straight down and simply type in one of the following messages (note: they are offensive): -

1. I can't be arsed to pay the first levels (sends you to level 3)
  2. Aliens are faggots (makes them weak)
  3. Pissed as a fart (alternative control)
  4. Pitbulls on the loose
- A noise should be heard to say the cheat

is active.

Bam Bam of Classic  
Adelaide SA

## HOOK

### IBM/Amiga

This is Part One of a full solution.



Go to behind Pirate Square. Pick up the Anchor and the Washing Line Pole. Go to Dead Mans Pier, take

Rope, Use Anchor

and rope together to form Grappling Hook. Enter the Crossed Swords and take the 2 Mugs. Enter Bait and Tackle. Take 3rd Mug. Go upstairs and outside. Use Grappling Hook 3 times until Peter swings across. Time the swing so that Peter grabs the Big Bold Pirates Hat off the Pirate below.

Knock on Mrs Smeedle's Wash Room door, and quickly swing back to the other side and head for Behind Pirate Square (you have approx 1 min to do so). Use Washing Line Pole to get the Splendid Pirate Jacket. Look at Jacket to get gold Coin. Head to Muggers Alley and enter Jolliest Rogers Place. Give Mug to Innkeeper, give Gold Coin to Innkeeper, he will give you a Mug of Cocoa. Go to Dr Chop and ask how you can earn some money. Let him have a gold tooth he will give you another Gold Coin. Take Roller Blind. Go back. Go to the Jolliest Rogers Place and buy more cocoa, then return to Dr Chop for another Gold Coin.

Then once you have 3 mugs of cocoa give them to the Lazy Pirate. Once he is asleep take his Trousers. Go to Behind Pirate Square and Use



Roller Blind. Go to Good Form Pier and board Hooks Ship. Take some Gold Pieces and go back to the Pirate tailors. Buy Metal Detector, then head to Good Form Beach. Use Magnet near the 'X'. Board Hook's Ship and walk left.

Part 2 of the solution next issue.  
Nick Smith, Sydney.

## BART VS THE SPACE MUTANTS

### Mega Drive/Master System

Here are some helpful hints for the first level of this tough game:

\* wait outside the cinema. When your time reaches 200 or 400 a purple person will come out and you can spray him.

\* You can by-pass the entire skateboard section by buying a key from the hardware shop, pressing START, selecting the key and pressing C to use it. You will come out at the retirement home.

\* Enter Tool World and buy the wrench and key. Use the wrench on the hydrant outside to spray the canopy above the door red.

\* At the Pet Shop satnd on the window and use your cherry bomb to frighten off the purple bird. This counts as a goal.

\* At the retirement home stand outside the last window and blow your whistle. Grandpa Simpson will appear and throw lots of money at you. Pick up the coins for more bonuses.

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# THE BASELINE

MEGAZONE BRINGS YOU



## SONIC YOUTH Dirty (BMG)

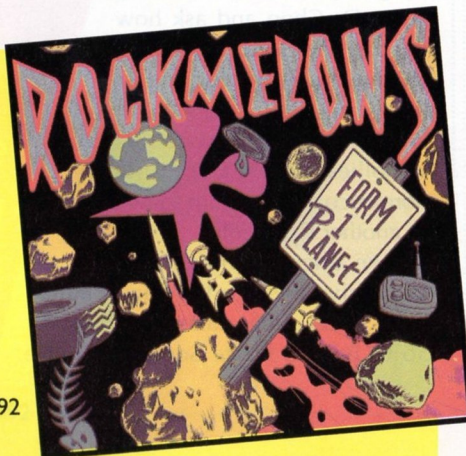
Sonic Youth are one of the coolest bands in the world. They have influenced many of today's angst-ridden rockers (anyone from Seattle, put your hands up!), and began pumping out their own brand of angry post-punk pop rock when Kurt Cobain and his buddies were still at kindy. And that's not all – bass player and robo-babe Kim Gordon is probably single-handedly responsible for the current crop of chick rockers like L7; Hole, and Babes In Toyland.

It is highly ironic then, that Sonic Youth, a band who provided the blueprint for today's grunge rock, should decide to enlist Butch Vig (Nirvana, L7) to help produce their latest LP. On their last album, "Goo", the band experimented with different styles (even enlisting Public Enemy's Chuck D to help out on the political "Kool Thing") without straying from the parameters that define the Sonic Youth sound. While "Dirty" isn't quite as diverse, there's enough variety to ensure it never becomes monotonous. The band may have been going for over ten years but they have lost none of their spark, and are as passionate and inspired as ever. If you like your music loud and angry, and laden with bone-crunching guitars and razor-sharp lyrics, dirty your hands with the latest Sonic Youth CD. 8/10 ■

## ROCKMELONS Form One Planet (Festival)

If you're a fan of Deni Hines', think twice before you shell out for this CD. Deni's vocals grace three tracks only on this, the Rockmelon's second LP, and they have already been released in single format. But there is much more to the Rockmelons than Deni Hines. They are a trio of musicians and writers who have always had a policy of using different singers and rappers to take the lead on different tracks, and "Form One Planet", is no exception. Here they have gathered together a group of vocalists so talented they make poor old Deni sound like a contestant on New Faces.

Their music is slick and, as you'd expect, dance-oriented. It also has an extremely American sound, and like much modern US soul, occasionally goes for style over substance, leading to tunes which sound pretty, but lack passion. And while this CD does occasionally reveal its exuberant, raw soul, for the most part, it could most accurately be described as 'nice'. It's inoffensive and is ideal background music for getting a party started. (To sustain that party mood, something a little meatier will ultimately be required.) Nevertheless this is formula feel-good music, and "Form One Planet" is guaranteed to put a smile on the face of the most world-weary soul – even if it is for just a moment. 6/10 ■



## INXS Welcome To Wherever You Are (Warner)

After delivering "X" where they attempted to duplicate the multi-million selling Kick, and failed (though world-wide it still sold a few million), it would seem that INXS have decided to adhere to the KISS (Keep It Simple Stupid) formula for their latest offering, "Welcome To Wherever You Are". Apart from the odd film-score arty pieces that open and close the CD, and the appearance of the Sydney Symphony Orchestra on two tracks, "Welcome..." is a return to basics. Guitars are in a abundance, and there are plenty of power chords and lots of catchy hooks, but despite these factors, it doesn't really work. The power chords sound more like wallpaper than a wall of sound, and the tunes, while instantly memorable, fail to endure: after four or five listens, you'll still be hard pressed to remember how any of them go – until you whack it on again.

Songs like "Heaven Sent", "Wishing Well" and "Not Enough Time" are practically perfect three minute pop songs, but they won't be a juke box faves in years to come, just forgotten. These songs are for the moment. The whole album has a very '80's stadium rock feel about it. It's pretty sterile and passionless and occasionally borders on the pompous. And while it has its moments, it is largely inconsequential. 4/10 ■

## B-52'S Good Stuff (Warner)

The B-52's are one of those rare bands that consistently release LPs packed with delicious goodies. With their last, "Cosmic Thing", they outdid even themselves, creating an album that could only be described



as classic. "Good Stuff" isn't as brilliant as that golden long player, but it is indeed, "good stuff". It's as good as their self-titled debut and its follow up, "Wild Planet", and contains at least two classic pop tunes, probably more. And in fact, it took me ages to get passed the first four tracks on Good Stuff; not because they are tedious, but because they are so moreish, I couldn't resist playing them over and over again. And after the good vibes of those tunes, the fifth ("Dreamland") is a bit of a downer, and borders on the annoying. But this is the only low-point in an otherwise intoxicating brew. The next track, "Is That You Mo-Dean?", is its perfect antidote: up, vibey, and silly.

The band are now minus two original members (guitarist Ricky died from AIDS a few years ago, and his sister Cindy has left the group temporarily), but they still remain one of the most innovative, exciting and fun bands of today. 8/10 ■



## DEEE-LITE Infinity Within (Warner)

Those dudes whose grooves come from the heart are back with another fine deee-groovy disc. Nobody does wacky political disco quite like Deee-Lite. Come to think of it, nobody else does wacky political disco, but never mind. What you have on "Infinity Within" is a batch of tunes that range from deee-licious to disappointing. Some are gorgeous and passionate, others are barely memorable.

But whether they are romping into home base on brilliant dance cuts like "Runaway" or "Love Is Everything" and silky soul numbers like "I Had A Dream I Was Falling Through A Hole In The Ozone Layer", or failing to cut it on tunes so ordinary their names elude me, Deee-Lite have got their thinking caps on. And what they are thinking about is the state of the planet, and yo! they want y'all to do something about it!

From the cute serious "Rubber Lover", which urges you to "Put your brain before your ding-a-ling - don't make love without wearing a rubber" to "Vote Baby Vote" which is along the lines of "Vote baby vote baby vote baby vote - are you registered baby?", Deee-Lite, with their good time grooves are urging all their fans to do a little global house cleaning.

Their hearts are in the right place, they wear wonderfully wacky outfits, and they do know how to make a great dance tune. They just don't do it as often as they should, on "Infinity Within". 7/10 ■



## HOODOO GURUS

Electric Soup/Gorilla Biscuit (BMG)

Together, these two LPs (which can be bought separately) contain every tune ever to appear on a Hoodoo Gurus single: "Electric Soup" contains the 'a sides' (i.e. the hits); "Gorilla Biscuit", the b-sides, many of which never appeared on their LPs.

The Hoodoo Gurus are purveyors of fine pop, as is evident from the string of hits (and should have beens) that make up the track listing of "Electric Soup". Just cast your eye over it and you'll see what I mean: there's the wacked out go-go of "Like Wow - Wipeout"; the darkly romantic "Bittersweet"; the passionate "What's My Scene?"; the rockin' "In The Wild" and the crazy disco of last year's "Miss Free Love '69" (just to mention a few). If you

haven't had a good time to at least one of these songs in your life, you must make a habit of wearing cement boots!

"Gorilla Biscuit" also contains many gems, including previously unreleased material, which shows a darker side of the band, both lyrically and musically. These tunes often have a tougher edge (though they vary in musical style) and wackier lyrics (check out "Turkey Dinner"). This LP also contains the best song ever written for throwing yourself around to, "Be My Guru". Both CDs are worthwhile investments, though the true fan will be more appreciative of "Gorilla Biscuit" than the casual radio listener. If you wedge these LPs either side of "Good Stuff" in your CD player, the party will rage all night long! 9/10 and 8/10 ■

## TLC Oooooohhhh... On The TLC Tip (BMG)

This record is not as dumb as its title and cover suggest. TLC are a kind of a junior Salt 'N' Pepa - after all, they're all mums now, so here come the kids to step into their shoes! TLC sing and rap; they look cute in boxer shorts - and they're funky. They're also a little more tuneful than their older rapping sisters, thanks to production by LA Reid and Babyface (producers of Bobby and Whitney 'Brown' and Pebbles, among others).

This is their debut LP, and it's brimming with sweet, swingbeat and feel-good sounds, but that's not all. Like many teenaged girls, and some of their older peers like Deee-Lite, TLC are sending out messages in their music; rapping and singing about wearing condoms, standing up for yourself; and prejudice. It's all skilfully woven together, and although it seems as if everyone involved was on automatic pilot at times, there's enough meat on the bones to provide much more than slim pickin's. 7/10 ■





# VIDEO

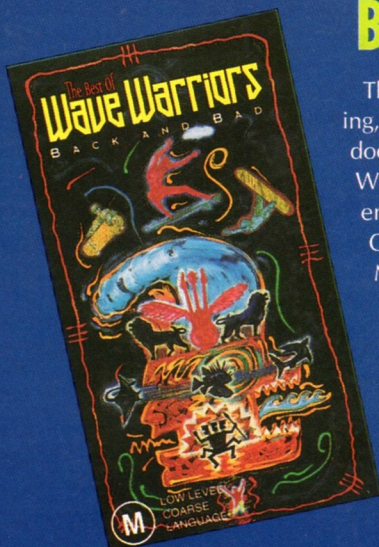
## REVIEW

### STOP OR MY MOM WILL SHOOT

Mom did the laundry, washed the windows and scrubbed the floors. Now she's gonna clean up the streets. Mom is New Jersey based Tutti Bomowski (Estelle Getty from "Golden Girls"), a loving and feisty woman who knows what's best for her only son – both personally and professionally. Her son is Los Angeles Police Sergeant Joe Bomowski (Sylvester Stallone), a bachelor who has found comfort in his independent and somewhat sloppy lifestyle 3,000 miles from his mother. When Tutti, in town for an unwelcome visit, becomes the key witness in a drive-by murder, she finds herself embroiled in a dangerous police investigation and Joe unwillingly ends up with a new 'partner'.



### THE BEST OF WAVE WARRIORS: BACK AND BAD



This red-hot video sees some of the best high energy surfing, skating and snowboarding you're ever likely to see. It doesn't stop from beginning to end as the infamous Wave Warriors try for the perfect ride. It features the best boarders from right around the world, with stars like Tom Curren, Martin Potter, Christian Fletcher, Danekealoha, Matt Archbold, Damien Saunders, Craig Kelly, Christian Hosoi and Eddie Reatequi doing their stuff.

The action pumps along with butt-kicking music by Faith No More, Jimi Hendrix, Ice-T, Jane's Addiction, Slayer, Goo Goo Dolls, Stress and Armoured Saint amongst others.

If you're into riding any sort of board, this 60 minute look at the best in the world is a must.

R.R.P \$30. Distributed by Warner Music Vision.

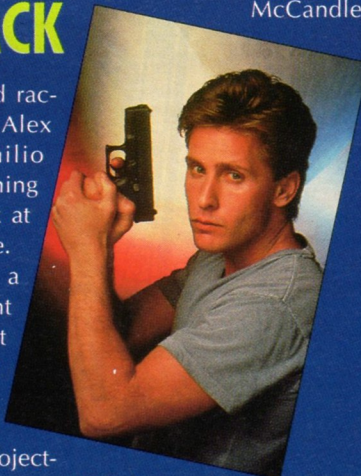
### FREEJACK

It's 1991 and racing car driver Alex Furlong (Emilio Estevez) is burning round the track at near record time.

Suddenly a horrific accident occurs, but just seconds before impact, Alex is snatched from

death and project-

ed into the year 2009, into a world where money can buy anything, even life itself. Disoriented and terrified, Alex find himself running through the streets with bounty hunters on his tail. Unknown to him, Alex has become a 'Freejack' – a body with a price on his head – a body wanted by Corporate Chairman



McCandless (Anthony Hopkins), a body that will be hunted relentlessly by ruthless Vacendak (Mick Jagger). And when Alex is finally caught he'll be used .... then terminated.

### STAR TREK VI – THE UNDISCOVERED COUNTRY



The enterprise leads a battle for peace in the most spectacular Star Trek adventure ever! After years at war, the Federation and the Klingon Empire prepare for a peace Summit. But the prospect of Intergalactic Glasnost with sworn enemies is an alarming one to Captain Kirk (William Shatner). "They're animals!" he warns. When a Klingon Ship is attacked and the Enterprise is held accountable, the Dogs of War are unleashed again, as both Worlds brace for what may be their final, deadly encounter.

### CAPE FEAR



Master film-maker Martin Scorsese brings heart-pounding suspense to one of the most acclaimed thrillers of all time. Fourteen years after being imprisoned vicious psychopath Max Cady (Robert De Niro) emerges with a singled minded mission to seek revenge on his attorney Sam Bowden (Nick Nolte). Cady becomes a terrifying presence as he menacingly circles Bowden's increasingly unstable family.

Realising he is legally powerless to protect his beautiful wife Leigh (Jessica Lange) and his troubled teenage daughter Danielle (Juliette Lewis), Sam resorts to unorthodox measures which lead to an unforgettable showdown on Cape Fear. Visually stunning images and brilliant performances form a talented cast highlight this roller-coaster ride through relentless psychological torment.

REVIEWS COMPILED BY  
STUART SLATER

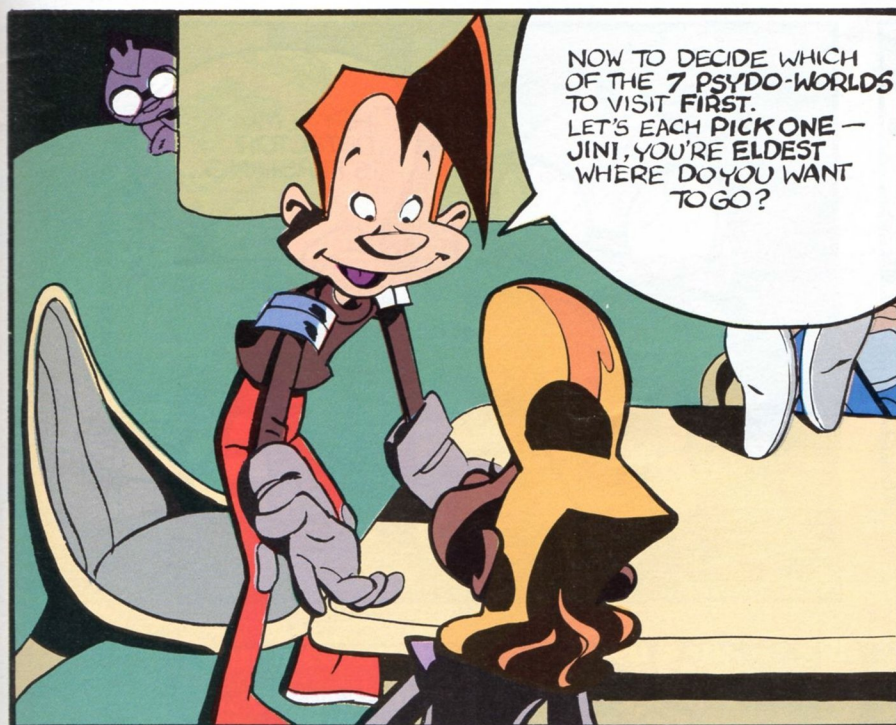
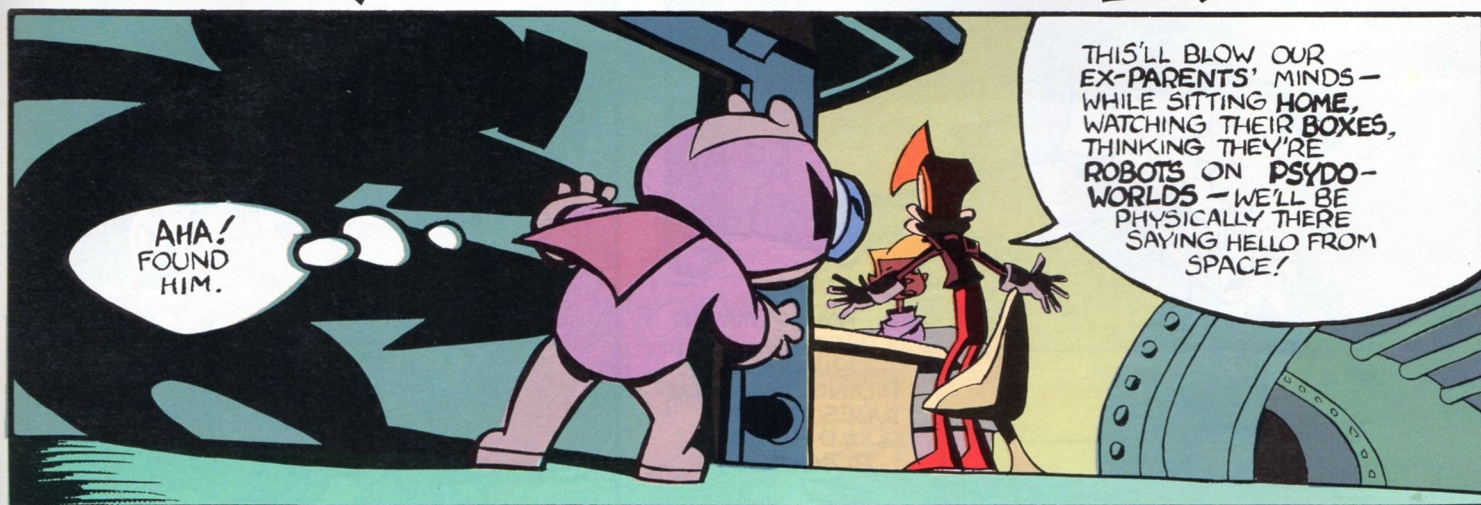




# REX VECTOR

BY FIL  
BARLOW

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LET'S SEE... I'VE ALWAYS LOVED FANTAXIA - THE WORLD OF MYTHS. I'D DREAM OF RIDING THROUGH THE CLOUDS ON THE BACK OF A PEGASUS!



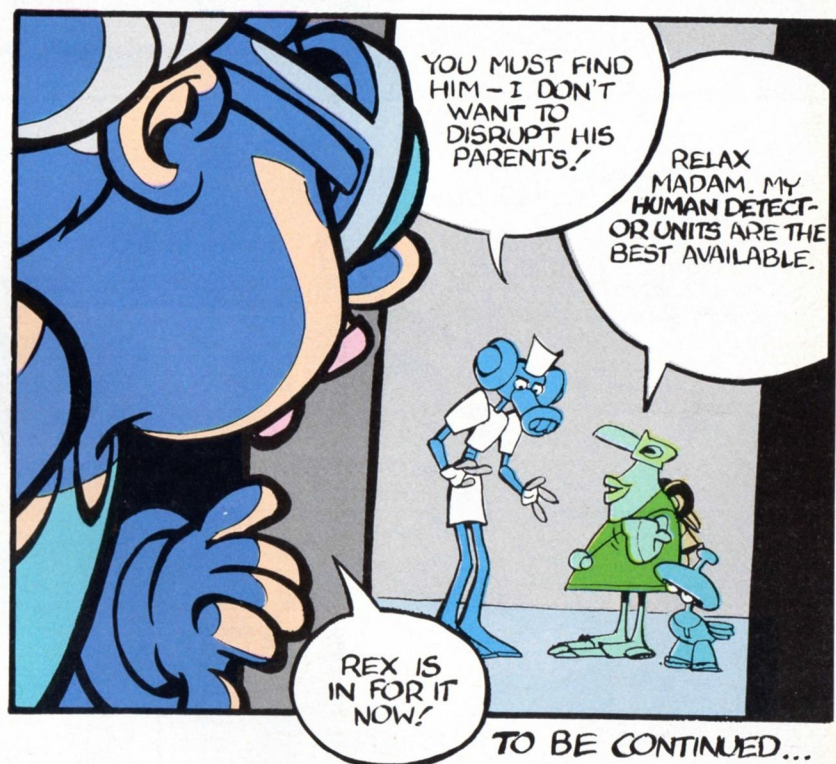
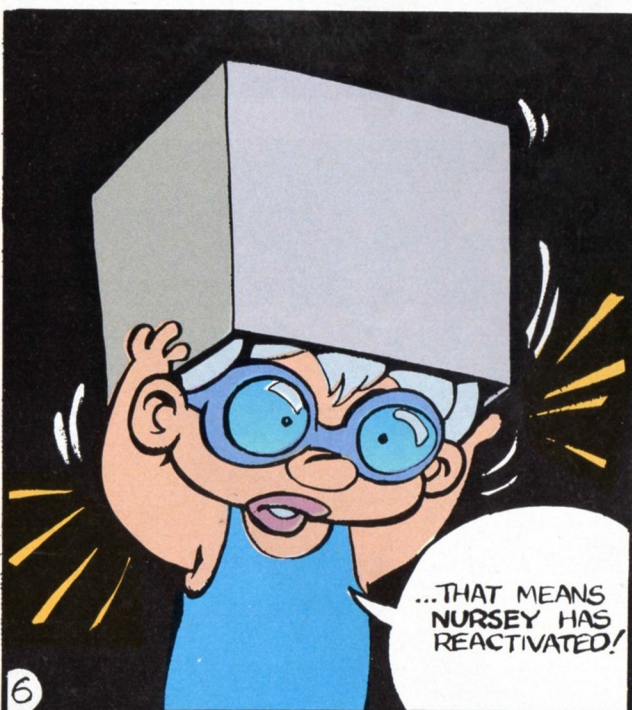
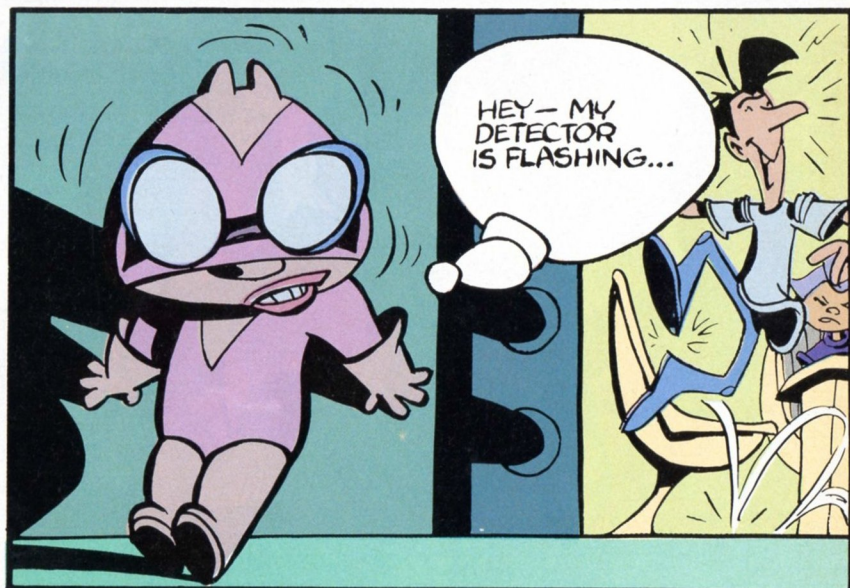
I'M NEXT IN AGE, AND I WANT TO GO TO LEARNIUS - THE WORLD OF MIND. IMAGINE WALKING THROUGH AN ENLARGED VENTRICLE OF A MICROBE! OKAY ZART....



YEH - I'M NEXT OLDEST AN' I WANT TO GO TO VIOLANTIS - THE WORLD OF WAR, AN' HACK IT OUT WITH THOSE BATTLELORDS!

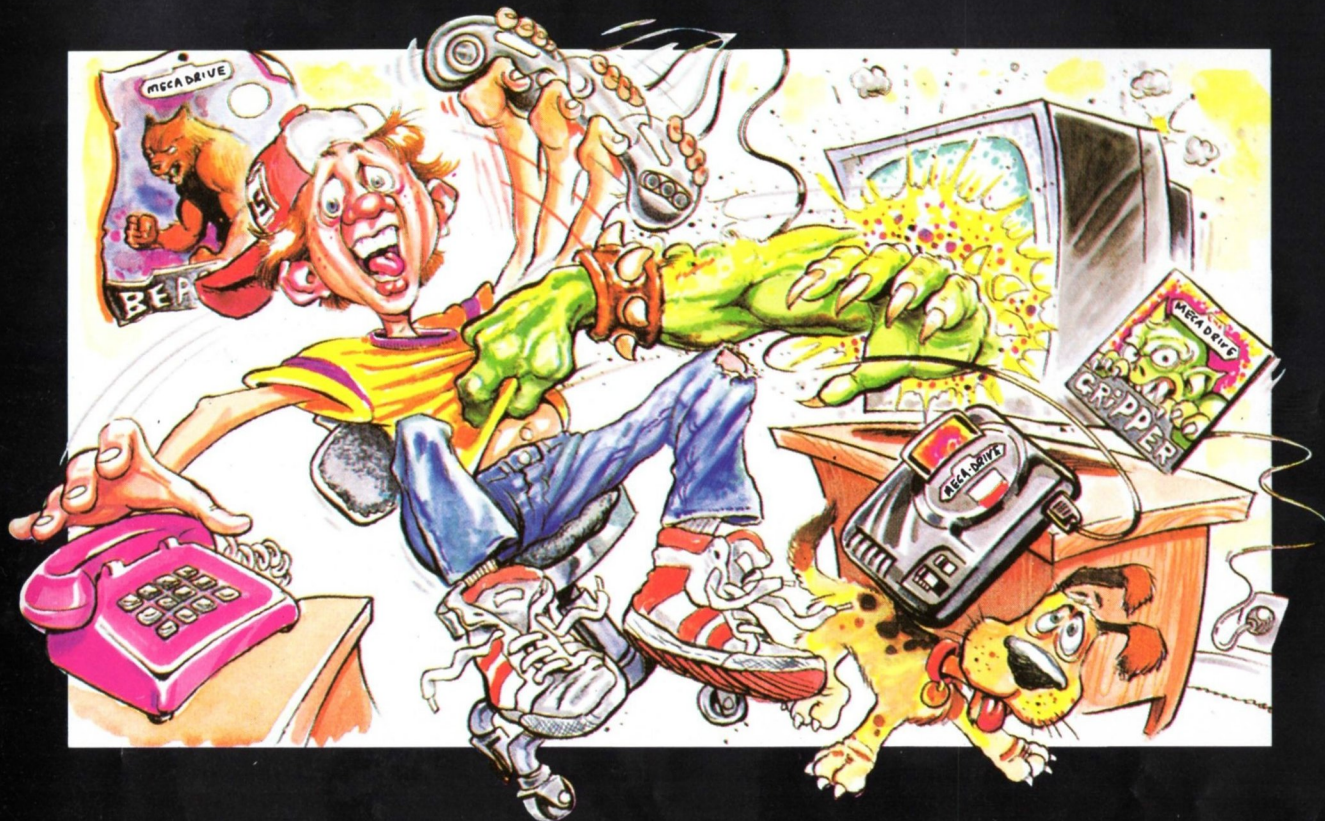








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