There are still some places you can serve the public without going behind a counter.

Patrolling the sea is vital if we're to make the planet a less dangerous place to live. It's a job that makes a difference. Every second of every day. After all, you're working for your country, not for an invisible boss or a soulless corporation. With that comes things some employers can't pretend to offer. A sense of maturity. Self-confidence. Responsibility. You'll find that although you're serving others, you're also helping yourself.
REGULARS

EDITORIAL 6
The Staff Writer’s nightmares life before being rescued by MEAN MACHINES is revealed. Yet more people degrade themselves for dirty cash. Hahahaaa!

NEWS 8
So much news, so few pages. Our Saturn coverage is second to none, and there’s amazing ZXA stuff there too. And freaky vids to win, win, win.

PAUL’S TIPS 42
The Seabies may have gone (maybe) but the buffoonery is running hot. We’ve ditched a million tips, don’t work don’t blame me’ disclaimer at the end. Oh yeah? Maybe some ‘staff training’ with the editorial carpet slipper might beat a red raw lesson into the young scamps.

YOB 90
YOB is back to his proper size, after being squashed by these horrid ad types. He, and special guest Matthew Simmons, give their opinion on life, love, and injuries sustained from studded boots.

Q&A 94
In answer to last month’s contents bit: Lucky Charms is best. But you’re only going to get the whole cereal story by reading Q&A each and every month. The background’s nice, too.

MEGAMART 96
Due to a technical hitch, our daring system hasn’t started yet. Basically, our continent’s kept all the entries. Ah well, you could always try to sell your Master System instead. Yet chance....

NEXT MONTH 98
If you chuck up when you go to the fair, don’t look at this page. It’s THAT scary.

MEGADRIVE

MegaDrive

TRUE LIES 54
In the honorable tradition of movie licenses, True Lies arrives some six months late. The good news is that loads of people died in Acclaim’s conversion — including innocent pensioners.

ASTERIX: POWER OF THE GODS 58
A bit of a surprise, a sleeper hit, and a new platformer that we decided we had to cover.

NBA JAM TOURNAMENT EDITION 66
The first NBA Jam was so polished, what could the sequel possibly offer. Read and judge for yourself...

SKELETON KREW 70
ATP TENNIS 72
NFL QUARTERBACK CLUB 76

COVER STORY 18

JUDGE DREDD

The story. The film. The game. The man. The Law. Fleetway’s phenomenon which grew out of 2000 AD comic is ripped apart in this fantastic feature anticipating the Dredd mania set to hit the UK with Guild’s movie and Acclaim’s new game. We’re not talking one or two shots here, we’re talking inside knowledge of the rough code — and loads of screenshots. Oh yes.
MEGA-CD

LINKS 82
How much are these links worth? Not a sausage.

EXCLUSIVE

SONIC DRIFT 2  74
Trust Sonic to turn up and deliver the goods. Him and his pals hotwire the best wheels on Mobius and go for a spin. Joyous.

GAME GEAR

EXCLUSIVE

STAR GATE 86
A curious tiling puzzle game. No grout required.

SATURN

VICTORY GOAL 62
Not the great soccer extravaganza we were expecting. It's an early bath for you Sega, me ladde.

FATAL FURY 86

SUPER COLUMNS 88
Whereby Sega introduce a novel idea of linking together similarly-coloured globes. Oh.

EXCLUSIVE

FEATURES

CHAOTIX 24
Imagine being joined to someone with no hope of escape FOREVER! Steve's contem- plating the horror—it's called marriage. However, Chao- tex uses a similar concept for its gameplay. We explore the intrigue of this new 'Sonic' game.

STELLAR ASSAULT 28
This 32X title is going to be big in our estimation. It wraps space debris all over Star Wars Arcade even at this early stage of development. It's like Star Trek Generations and Battlestar Galactica in one. But without those ever-polished Cybermen, the Cylons, and without Kirk's wig.

IZZY'S QUEST FOR THE OLYMPIC RINGS 32
Let's make it clear that IZZY, the little blue mas- cot for the 1996 Olympics in Atlanta is NOT a potato. Even if someone suggests otherwise in this feature on US Gold's new license. No, he's an aspiring platform star, and good luck to him.

PREVIEWS

THEME PARK 36
First to see the development version and first to see the fin- ished game, MEAN MACHINES brings you a further spoofful of Theme Park before next month's goring feast.

ALIEN SOLDIER 38
FAHRENHEIT 40
SHINING FORCE CD 40
PHOTOS FOR CASH — THE NEW BREED!

Well, the mercenary in you has certainly come to the fore as our ‘Cash For Photos’ plumbs new depths in reader interaction. Quite remarkably, someone went to the trouble of finding a Power Ranger outfit — but dressed up in itself! Doh! Ah well, here’s this month’s bunch of money-grabbing miscreants...

PARENT DRESSED AS A POWER RANGER

Yes! This is the one we wanted to see the most. Sadly, Emley’s very own Andrew Twiggie misread thebrief and got galored up himself instead of getting a parent to do it! Ah well, for looking such a pillock and being a good sport, we’re going to send him £30 — next time, read the mag properly!

BAD HAIRCUT

We don’t know which is the worst. Gareth Walker’s Dad’s hair and ‘the craic arrangement of cards that sparse chrimbo tree. Still, just for the audacity of that hair and visible chest fluff, we’ve upped Gareth’s prize to a tenner. Nice one.

EATING WORM

Danny Grossman is our hero. No, really he is. Shown here in these pics is Dan (Grossman by name, gross man by nature) as he pursues the garden for a large worm. He then puts it in his gob and — gorgosssssssss — bites it. Needless to say, the worm was dead before he ate it (this breath killed it, no doubt) and we await Dan’s return when we ask ‘eating dog crap’ to the list. Until then, £35 is its way to you, me ol’ mucker...
PAUL BUFTON AT SCHOOL

YES! YES! YES! No, it isn't a young Dennis Waterman or the new Little Lord Fauntleroy, it's Paulie B at school. The sender wants to remain anonymous, and we'll grant that! Just look at that spangly T-shirt. Mmmmmm! The tenner's on its way, our good, good pal...

HUMAN PYRAMID

Matthew Gregory and his mates win £45 for their human pyramid. We weren't exactly impressed with the girl on top (who obviously suffers vertigo and wasn't man enough to stand on his mate's shoulders), but the rest of them can do him over later. By the way, the guy in the white T-shirt looks just like Paulie B as a tet. We reckon, anyway.

DEERSTALKER HAT (WITH FLAPS DOWN)

Only a fiver on offer, but this saddo want for it. Somehow, though, we feel he got money for something he wears voluntarily. His name: Colin McCleod. Billy No-Mates, we reckon...

HAIR DYED GREEN, EYES PURPLE

A Davids cast in loads of entries including a very staged 'KICK ME ON TEACHER' and 'BROTHER IN CUPBOARD', neither of which convinced the jury. Still, he made us laugh with this effort, but as it is his hair is yellow as opposed to green, we're deducting a fiver from his £25 prize. Read the brief properly, laddo.

HUMAN PYRAMID

Matthew Gregory and his mates win £45 for their human pyramid. We weren't exactly impressed with the girl on top (who obviously suffers vertigo and wasn't man enough to stand on his mate's shoulders), but the rest of them can do him over later. By the way, the guy in the white T-shirt looks just like Paulie B as a tet. We reckon, anyway.

YOUNGER BROTHER BOUND AND GAGGED IN CUPBOARD

We had loads of entries for this one, but sadly we've lost the name of the guy responsible for this pic. Give us a bell and prove who you are and the tenner's yours...

THE LIST IN FULL...

We've received a few of the older suggestions now as cross-dressing and eating women is a hot pose. However, some sincere members of our readership should be able to order for less of the new...

- Parent dressed up like a Power Ranger - £5
- Human Pyramid featuring six people - £45
- Hanging out of moving car - £40
- Sister on lead - £45
- Dressed up like a TV character - £30
- Putting make-up on a sleeping dad - £30
- False teeth in sad place - £35
- £3 bonus for worn by child
- Pants modestly up flagpole - £25
- £3 bonus if shafts visible
- Completely covered in talcum powder - £30

Big Operation Scars - £30
Dog-wearing or parent - £30
People being sick - £30
£3 bonus for odd-coloured puddle
Covered in mud - £15
Spotless person ever seen - £15
Fred's Underpants - £15
Hair dyed green, eyebrows purple - £15
Famous person falling over - £15
£3 bonus if baseball cap of famous person
Knickers on teet this mate's small - £15
Borrowing relative's trousseau - £15
Fishing relative's toupee down toilet - £15
£10 bonus if already 'engaged'
The biggest pants you can find - £10
Entire arse exposed - £10
Fat bums - £10
£10 bonus if comparing cosset.
Younger brother bound and gagged in cupboard - £30

Cupboard - £40
Gus's arm at uni - £10
£10 bonus if in dodgy student coat
Bog in Indies - £30
Wearing any of the following: 15 per item
Meon boots
Deerstalker hat (with flaps down)
Suited T-shirt
Matching vest and pants
Socks with buttons

New nominations:
Dressed up like non-existent personality
Character - £40
Space popper race - £30
£5 bonus for more than five people
Filthy sports kit - £15
£5 bonus if worn
Tramps - £10

WHERE WERE YOU WHEN...

It's the cultural conundrum of the decade, the JFR of our generation. This month, dear readers, we ask the immortal question: Where were you when you heard that Larry Grayson had died?

Steve

A big fan of fun-for-all-the-family camp comedy in all its forms, Steve was naturally the first member of the team to hear the heart-breaking news. "I was in bed early that fateful morning, watching the TV. Having heard of Mr. Grayson's premature illness I was obviously extending my rough diamond East End sympathy to him. Upon hearing the worst had happened, Steve broke down. Sorry, we mean Steve broke wind. And went back to sleep.

Gus

The tragic event had more poignant repercussion for Gus. "It's uncanny," quoth he, "I was just sitting there doing nothing. I was busy getting together what a guy day it was, but we should look at the muck in here whilst the dog was trying to stave off a heart attack, as I live and breathe. Ooo had thought it, eh?" At this point, Oz was overcome with emotion and asked to have the rest of the week off to nurse his psychological wounds. Again.

Oz

The shock of the comedy demise of the decade was doubled for Oz. "Where was I? When did I die?" he said. "Larry Grayson! That one with the special? It's not dead is it? Gorr bimmy get some kick come, as I live and breathe. Ooo had thought it, eh?" At this point, Oz was overcome with emotion and asked to have the rest of the week off to nurse his psychological wounds. Again.

Clare

Claire has adopted a more level-headed approach to the tragedy. Her opinion is, "While I'm so very sad to see such a great talent pass from this earth, I have to temper my anguish with fond memories of his hilarious routines. To think I taught his budgey, Budgey, to say 'shut that door' and I know the comedy genius of Larry Grayson lives on in my ivory.

Paul

It was a sad, sad day for poor old Paulie Paul when the Graysmester popped his stack-heeled dogs. "I was standing on the bus reading some chap's paper over his shoulder when I read the news" he sobed, still obviously in pain "Thinking immediately of the siblings I left behind I thought I feel to sorry for your sister. At this point the owner of the paper, an aggressive football hooligan, turned around and beat me to a pulp. Boo hoo.

Rad

Having an astral link to the planes of high comedy, Rad suspected the truth even before the story broke. "I was watching Les Dennis on the telly, and I suddenly felt rather depressed. At first I thought it just the effects of suffering half an hour of a babbling fornicaire ingrate hugging various members of non-plussed families, but now I sing the truth - Larry himself wanted me to alert the world to his death." Yeess.
NEW GAME
BY SEGA
32X

If you're the owner of a Megadrive 32X, you're probably a bit peeved at the moment. Sure, Star Wars, Doom and Virtua Deluxe were cool, but nothing else has really been worth a look. The shots on these pages should hopefully convince you that 32X has a very rosy future and can finally stand proud amongst the other 32-bit platforms.

The Scavenger teams, Zyrinx (Sub-Terrania, Red Zone) and newcomers Lemon, are taking the 32X into the future with a range of games that look frankly incredible. And if you think that the graphics here are astounding, you ought to see them move. Fast, smooth and incredibly impressive, we couldn't believe that these were just early demos. That's right - demos - the coders were keen to point out that the finished games will be even better than the visuals seen here. The obvious question must be: what do these teams know that every other 32X programmer doesn't?

Obviously it's something quite special and unique to the 32X hardware because the programmers also told MEAN MACHINES that if their routines were ported over to the Saturn, they wouldn't run as fast! Unbelievable stuff.

The first announced title from the Scavenger teams is Batman Forever for Acclaim — which we couldn't take pictures of, unfortunately, but believe us, it's well up to the standard of the demos seen here and should revolutionise 32X gaming when it's released at the end of the year.

After a good start and a very shaky second wave of software, it looks as though 32X has got a very bright future. Couple games of this quality with top-notch arcade conversions like Virtua Fighter and Wing War, it looks like 1995 (or at least the tail end of it) will be great for 32X owners.

ZYRINX

This distinguished band of Megadrive coders have moved on to the 32X and have created a whole suite of stunning graphics routines - and we've had access to all of them. So, sit back and relax - ready yourself for something...

ZYRINX

1995

DR WHO EFFECTS

These bizarre gas plasma effects zoom around and form some bizarre, very complex patterns. God only knows how Zyrinx will put this into a game (well, Zyrinx probably knows as well). Superb.

LEMON

Like Zyrinx, this talented team of 32X programmers hail from Denmark. Their first demo is a brilliant fractal based landscape which you can fly around at any incredibly swift speed. Some of the detail is frankly brilliant, most of all the military base you fly around.

△ Soam you will be roaming across this.
If you thought that the graphics in Virtua Deluxe and Star Wars were a bit plain, take a look at this incredible journey through a polygon town. The detail, smoothness and speed are frankly astounding...

Without slowing down the action at all, Zyrix have created a smooth colour-graduated desert terrain — that’s gouraud shading for you. The effect is excellent — far superior to any other 3D system.

Any light source in the Zyrix landscape is effectively blurred and distorted, creating a stunning lens flare effect — like on those street lights for example.

There’s just no stopping these Zyrix chaps is there? Whilst the Doom coders had to put a big border around their texture-mapped landscape, this full-screen texture-mapped chasm activity runs at exactly the same speed as the ordinary polygon town. And check out that lens flare when you peer at the sun.

Probably the biggest Saturn story to emerge from Japan this month was the announcement of the conversion of Capcom’s X-Men coin-op. It further reinforces the Saturn’s position as the machine that gets the games people want at home. The highly successful machine is a conventional one-on-one beat ‘em up in the Street Fighter mode, but with some fantastic graphics, including truly massive sprites. Also, it’s an X-Men fan’s dream come true, with all the top characters using their powers to stunning effect as special moves. Still in early stages of development, prepare to join Wolverine, Silver Samurai, Cyclops, Magneto et al in the Autumn.

With Tom Cruise starring in the new movie of the 60s classic series, Ocean have stepped in to secure the rights to a Mission Impossible licence. With the film currently filming in Hungary and the US, Cruise stars as a master spy left to battle his way through a convoluted James Bond-style plot. Details on the film are few and far between at the mo, and Ocean haven’t announced what plans they have for the game, but we do know it will be heading for the Megadrive, 32X and Saturn later this year. This magazine will now self-destruct...

MM SEGA 09
RALLYING CRY

NEW GAME
BY SEGA
ARCADE

Firmly established as the kings of the coin-op, Sega are set to blow the minds of every arcade goer with their latest project Sega Rally Championship. Due to hit the streets around the March/April time, the polygon generated power drive supersedes the already superb Daytona USA by showing the player in front of the wheel of not one, but two cars — the authentic Celica GT-Four WRC and Lancia Delta Integrale '92 WRC dream machines. Add on top of this the three different stages of difficulty covering three different locations — Desert, Forest, and Mountain — and two views comfortably generated at 300,000 polygons per second, and there you have it, the ultimate experience in arcade racing. Although nothing has been confirmed as yet, the usual rumours of a Saturn conversion are doing the rounds. More news on this as soon as we get it.

WHEELS ON FIRE

NEW GAME
BY TIME WARNER
SATURN

It came as a bit of a surprise that Sega were licensing out the Saturn version of Virtua Racing to Time Warner, as their own AM2 team concentrates on Daytona. This is the very latest pic of their progress and the game is beginning to take a familiar Virtua Racing shape. Out for Saturn launch time in September. Starting to look more like the VR we know and love.

CORE RACE AGAIN

NEW GAME
BY CORE
32X

Another Core game undergoing the 32X treatment is BC Racers. The updated version has been given a complete pitstop, with the programmers making use of the extra power to make it faster and smoother, and making the sprites bigger than before. Similarly, the two-player mode has been expanded upon, and Core are using a split-screen feature as opposed to the crap joint character option of before. As soon as it has passed its MOT we'll let you know what we think.

PEBBLE DASH

NEW GAME
BY SEGA
SATURN

A challenger to Core's Scottish Virtual Open on the Saturn is driving in, courtesy of Sega themselves. The perennial Pebble Beach Golf Links is getting the 32BIT tartover, so Sega owners get the chance to see the game that nearly made the Philips CD-i. In any case, the seaside course gets some lovely digitised graphics and is presided over by 'fat bleeck'. Well, we know he's a famous American golfer, but can't for the life of us remember which one.

10 MM SEGA
**STAR X, STAR X NIGHT**

- **NEW GAME**
- **BY CORE**
- **32X**

Here are the first pics of Core’s 32X version of their Mega-CD blaster Soulstar. Now masquerading under the name Soulstar X, the 32X version features the same blasting action of the original, but uses rendered polygon graphics instead of the old bitmapped sprites. Core are aiming to sort out the gameplay faults of the original, too, and Soulstar X should be a faster, more addictive blast with more on screen and a better selection of weapons and power-ups. Having seen what Core can do with the Mega-CD we’re looking forward to this, and a full preview is winging its way to you as we speak. Here it comes now. Oh no, that’s our pizza. Sorry.

**MICRO MICRO MACHINES**

- **NEW GAME**
- **BY CODEMASTERS**
- **GAMEGEAR**

The best racer on the Megadrive is now Game Gear bound as Codemasters unveil the first shots of Micro Machines II for the humble handheld. Featuring most of the 16-bit game’s tracks and characters, Micro II also features the two-player mode of its cousin, with one player using the buttons, and the other the d-pad. The programmers are also hoping for a link-up four-player mode, but this has yet to be confirmed. It’s out in April.

**LOVE IN AN ELEVATOR**

- **NEW GAME**
- **BY ACCLAIM**
- **MEGADRIVE/32X**

"Living it up as I’m going down" shrieks Steven Tyler. That’s the sort of smut we can do without, but more of that bad-ass, unhealthy influence, god-damn rawk music is coming your way with Revolution X. Based on the same arcade game, it’s a 3D shoot ‘em up with you taking on hordes of music-hating fun spoilers by throwing CDs at them, and ‘chillin out’ to the music of Aerosmith. Hmmm, out in the Autumn and a free Brian May wig with every copy we’re told. (Editorial lie).

**VIRTUA FIGHTERS FOR 32X!**

- **NEW GAME**
- **BY SEGA**
- **32X**

With their 32X/Megadrive amalgamation, the Neptune, announced, Sega have thought it appropriate time to announce that Virtua Fighter will be appearing for the machine after all. After much umm-ing and ahm-ing, AM2 have confirmed work on a conversion has started, and the game should debut some time in November. Whilst it is obvious there will be differences between it and the Saturn version, we have been told that AM2 are still aiming to cram all the moves of the original into the plug-in version. As such, we imagine the resultant conversion will lose out in the animation department, but time will tell and so will we. Very soon.

**PICO-BOO!**

- **NEW SYSTEM**
- **BY SEGA**

Not satisfied with the recent launch of the 32X and the imminent UK launch of the Saturn, Sega are preparing to pull the wraps off Pico, an all new system for younger console kids. Aimed at the 3-7 age group, the hardware has been designed for education packages — painting, spelling, counting, music-making — featuring an array of Sega homegrown stars and guest appearances from Disney veterans alike. The carts come in the form of ‘Storyware’ — a book/cart — that changes the skill at the turn of a page on the upright part of the machine. More powerful than a Megadrive, the system has already made its mark in both Japan and the States and is expected to land here in April.
TRIPPY

- **COMPETITION**
  Gate to the Mind's Eye is a new video of state-of-the-art graphics demos from 80 of the world's top computer animation studios. Strung together into 50 minutes of footage, the project is backed with a specially commissioned soundtrack by Thomas Dolby. Mr Dolby was a minor popstar in the early Eighties who once crooned across a climbing frame with a cardboard box on his head. But he's all right now, and some of his tracks are quite good — handbag house, ambient, etc. Sega are even in there with clips from Megalopolice, an arcade simulator ride. We suggest you check it out.

- **BY BMG**

- **VHS VIDEO**

US GOLD ROCK (MAN)

- **NEW GAME**
- **BY US GOLD**
- **GAME GEAR**

Fresh from his escapades on the Megadrive, US Gold are set to unveil a Rockman game for the Game Gear. An amalgamation of the existing Game Boy and NES carts, US Gold are drawing ideas from past games in the series to create a 'best of' cart. Once again, Rockman goes to battle against the usual metal, wood and mud baddies as he picks his way through the heavily-defended flick-screen levels. We reckon the Game Gear will be the perfect home for Rockman, and will be bringing you a full preview as soon as there's something to see.

RHYTHM KING

- **NEW GAME**
- **BY SEGA**
- **32X**

Whigfield fans (and Leffie fans, for that matter) may be thrilled to behold Tempo, a musical little platform game for the 32X. A colourful roulement aimed mainly at kids, players control two betheaded little creatures as they tour the Sonic city, looking for opportunities to dance to disco and kick the baddies. It looks like a laugh, but Sega UK are doubtful of the timing of an official release.

HORROR STRIKES

- **NEW GAME**
- **BY TAITO**
- **SATURN**

We were lightly chilled by the news of a version of Night Strikers for the Saturn. Still in our memory is the horrific 3D flight through some blocky landscapes. God only knows what this conversion will throw up, but chances are it will never make it to the UK.

MOTHER’S PRIDE

- **NEW GAME**
- **BY SEGA**
- **32X**

Hot on the heels of the first batch of 32X titles, Sega are announcing the launch of the second wave. Among the frontrunners of the new carts is Mother Base, an isometric Zaxxon style space shoot ‘em up with a twist. The twist being that you can dock with other ships in your armada to exploit their special abilities. Not expected until June, MEAN MACHINES will keep you posted on all the latest developments.

To win a copy, courtesy of BMG Video, answer this simple hi-fi question:

What are Dolby Laboratories famous for?
A) Stereos  B) Mad scientists  C) Headache remedies

We'll pick ten correct entries for vids. Send to 'Slut that gate' camp at the normal MEAN MACHINES address.
CD RASH

NEW GAME
BY EA
MEGA-CD

With Road Rash III burning up on a MegaDrive near you, EA are planning to bundle all the best bits of the series together for their forthcoming Mega-CD version. Road Rash CD, for it is he, uses the larger sprites of the most recent version, but set against levels lifted from the trilogy. A larger variety of weapons are available, too, with spray cans and long poles added to the inventory, and the whole caboodle is topped off by the specially filmed intro used for the 3DO game. Scheduled for an April release, a review is forthcoming.

BEAN THERE, DONE IT

NEW GAME
BY SUNSOFT
SATURN

One of the best Tetris clones for years, the scarily-named Hebereke Popoan, is being brought to the Saturn by Sunsoft. It's similar in style to Puyo Puyo (Robotnik's Mean Bean Machine) with coloured blobs falling from the ceiling and magical spells being used to foil opponents in the head-to-head game. Graphically smart, and odds on for a UK Saturn launch.

YOU DON'T SAY

I say, ol' bean, have you heard the latest?

Let's start with a tasty licence. The canny buggers at Acclaim have signed up Zytronic (the chaps behind Red Zone and Sub-Terrania) to produce their forthcoming Batman Forever game. The game is said to be looking really good and is running parallel to the movie's development, with Val Kilmer, Tommy Lee Jones and Jim Carrey all shooting special scenes for inclusion. Batman Forever opts for the 'Doom look with the player scouring tunnels in search of the bad guys, but as we're in Zytronic territory here, you can be assured that the Acclaim game will make Doom look as dated as those trousers Bianca wears on Eastenders. We hear that the battle to release Earthworm Jim II is becoming rather hot. After the initial rumours that Virgin would inherit the as-yet-unseen sequel, those ever-present gaming brokers have told us that the race to sign the heroic worm has spread to Acclaim and Interplay. Who will win? The company with the biggest chequebook probably.

Over at Codemasters HQ, their programming chops are buzzing together a sequel to Pete Sampras Tennis. Whilst the final name has yet to be decided, Sampras II's graphics will be better and even more shots will be available. Oh yeah, have we mentioned that Virgin are releasing a game based on Disney's classic cartoon, Pinocchio? Well, we have now.

Hmmm, it doesn't look as if we're going to see a review copy of Acclaim's Itchy And Scratchy. It's a bit of a let-down, you see, and Acclaim are afraid it'll get a bit of a drubbing. A pity, as the licence had real potential. Finally, Acclaim are said to be deep in the bidding for the home versions of Mortal Kombat III. Set in the aftermath of Shao Kahn's reign, Sonya and Kano return, and all the fighters have been massively augmented. Larger sprites are also said to be the order of the day with more colours and detail than before. As such, does this mean a MegaDrive version is out of the question? We'll see... Til next month, Pip pip...

SATURN ROUND UP

NEW GAME
BY VARIOUS
SATURN

Various snippets to keep you up to date with the Japanese scene.

Pictures confirm that Raiden 2, the massively successful coin-op from Seibu is Saturn bound. This really is the first pure blaster for the machine. Rampo is an adventure detection game in the mould of Wanchai Connection. It uses a lot of footage of Japanese actors, and screeches of character text, making it unlikely to see a European release.

Looking much more accessible is an unnamed Doom clone, with some brilliant texture-mapped visuals, despite only being 40% complete. Finally DD is another adventure, but one created from textured polygons in much the same way as Shadow Of Atlantis and Myst. Puzzles are solved through visual clues and simple joystick commands. It's looking very nice.

FLIPPERING 'ECK

NEW GAME
BY SEGA
MEGA-CD

Following the recent release of Ecco: Tides of Time, Ecco is up for more flipper frolics time on the graphically and level enhanced Mega-CD version. Sporting an impressive Silicon Graphics generated intro sequence summarising Ecco's previous confrontation with the Vortex Queen, the game also boasts extra levels and CD quality sound. What’s more rumour central has reported in that the entire first Ecco game is included on the disc as a bonus hidden game.

Not bad eh?
Two months ago, as you'll recall, we asked you to design a pinball table inspired by *Mean Machines* and Codemasters' *Psycho Pinball*. Well, it's time to put on our best Blue Peter clichés and say 'the response was overwhelming'. We had entries of all shapes and sizes. Some were brilliant, some were crap. But we all sat down and argued out our choices for the winners (using some unlucky ones to mop up a beer spillage at the time). And here are the winners for you to salute, and some losers for you to deride. Just to remind you of the prizes:

**ULTIMATE WINNER:** Sega 32X, Psycho Pinball MAT jacket (limited edition), Psycho Pinball top, Psycho Nation album, Micro Machines 2 despatch bag, Codies pin badge.

**AGE CATEGORY WINNERS:**
Sega 32X, Psycho Pinball top, Psycho Nation album, Micro Machines 2 despatch bag, Codies pin badge.

**RUNNERS UP:** Psycho Pinball top.

Michael Oscar, London. What's with DK?

Philip Brickland, Derby. We are impressed.

Stewart McRane, St. Arvans, Wales. Looks fab.
COMPO WINNERS

AGED 10 AND UNDER

RUNNER-UP
David Easton, Sennybridge. Good all round.

WINNER
Steven Penfold, Wallingford. We liked the colouring.

RUNNER-UP
John Thorne, Warrington. Loads of features.

AGED 11 TO 15

RUNNER-UP
Donald Wokeman, London. Not the best drawn but stacked with ideas.

WINNER
Darren Buckley, Birmingham. Great likenesses of the crowd.

RUNNER-UP
Max Ottignia, Laverton. Check out the queue — very smart.
WIN A HELICOPTER AND TIME WARNER’S FAB RED ZONE!

Sometimes I hate being a comp minion. Like right now. Usually putting together these scummy pages, with their dork questions and flaccid intros is quite relaxing while supping a cup o’ char and selecting the orange Revels from the packet on my desk. And who cares about the ‘employees-of-Lord-Emap-may-not-enter’ spiel when normally the prize is a paper baseball cap and a clear plastic rainmate with ‘Nobbyssoft Presents’ stumped on the side.

But sometimes you get a ruddy marvellous compo with a bloody brilliant prize and I WANT TO ENTER! (but I can’t). And this is one serious compo. The commandeoes and commandeennes at Time Warner Interactive are giving you the chance to win a Concept 30 SR-T powered remote control helicopter worth £700! That’s, like, the annual defence budget of Luxembourg. This is a seriously high-powered piece of kit, designed by a helicopter aerobatics world champion and engineered to the highest standards.

The lucky winner of this fantastic prize will also walk off with a copy of Time Warner’s Red Zone, also engineered to the highest standards, and getting a huge 94% score when reviewed in MEAN MACHINES. Six runners-up will also be helicopter-less, but armed with copies of Red Zones and a massive game poster. Can you really afford not to answer the simple questions given below? Spare a thought for those who are not allowed...

**FIRST PRIZE:**
- CONCEPT 30 RS-T HELICOPTER
- COPY OF RED ZONE
- RED ZONE POSTER

**SECOND PRIZE:**
- COPY OF RED ZONE
- RED ZONE POSTER

**QUESTIONS**

1. Which ‘zone’ group had a Xmas hit with ‘Love me for a reason’?
   A. Girlzone
   B. Boyzone
   C. Granzone

2. Which ‘zone’ is a protective atmospheric layer AND a Sunday morning TV show?
   A. O-Zone
   B. X-Zone
   C. J-Zone

3. What previous Megadrive game did Redzone’s programmers Zyrinx produce?
   A. Subterrania
   B. Nobby’s platform scumville
   C. Captain Cholesterol’s fry-up adventure

Stick your answers on a postcard and send it to MY CHOPPERS IN THE RED ZONE COMP, MEAN MACHINES, SEGAL, PRUDY COURT, 38-32 FARRINGDON LANE, LONDON EC1R 3AU. Make sure it gets here before 1st April.

**COMPETITION RULES**

Normal rules of entry for Emap Images competitions apply. In the event of a tie a winner will be selected by a name out of a hat. The editor’s decision is final and no correspondence will be entered into. Entries under 16 are advised to seek parental consent before entering the competition. Winners will be notified and competition results printed in a future issue of MEAN MACHINES.

MEAN MACHINES SEGAL and Emap Images accept no responsibility or liability for any conditions arising from the use or operation of the Concept 30 RS-T. The prize is awarded in the understanding that it be used in accordance with instructions and procedures for safe use. Proper training and guidance should be sought before use.
1995... THE YEAR OF THE

WORMS!

Team 17’s slithery masterwork skworms onto your Amiga!
Full and exclusive Work in Progress inside!

PLUS! A Team 17 extravaganza!
Alien Breed 3D, Worms,
Pussies Galore, King Pin,
All-Terrain Racing,
AND! Skidmarks 2, Akira,
Skeleton Krew

WIN!
A football weekend for two anywhere in Europe!
Play our SWOS Fancy League and you could be a winner!

ALL THIS AND MORE IN THE MARCH ISSUE OF ONE
In a world where crime has escalated beyond all conceivable boundaries, HE is the law! Judge Dredd is finally on his way to our movie screens and, as expected, heading for the Megadrive too. Steve comes along quietly...

The job of converting Stallone's incarnation of Dredd to the home machines has fallen to licence veterans, Probe, who have recently completed the coding duties on The Papamaster and Stargate. Work began on the conversion just over a year ago, shortly after Acclaim snapped the licence up, with fourteen people working on converting the game to virtually every home format imaginable — with a Game Gear version set to follow the July release of this Megadrive cart.

The Megadrive game is set to weigh in at a hefty 16MEG, and is made up of fourteen stages each of which is split into a further three sub-stages. Pulling on the heavy boots of Mega City One's number one Judge, the player is left to blast a trail through seven stages based on the events in the film, whilst the final seven feature appearances from characters in Dredd comic book mythology.

As with Stargate and Alien 3, Probe have opted for a platform scenario with the player making Dredd run, crawl, climb and jump across a series of eight-way-scrolling stages. Armed with his trusty Lawgiver gun and whatever weaponry he can find, the game is split into a series of smaller missions with the player following orders to rescue hostages, kill or arrest perps or destroying weapon caches. Initially, the first seven levels lead the player to a confrontation with Rico, Dredd's adversary in the film, but beyond this lie comic anti-heroes such as Judge Death and his Dark Judges and Mean Machine Angel. But as a Judge, Dredd has the jurisdiction to act as Judge, Jury AND Executioner.

The game representations of artwork are looking superb.

---

**PROJECT**

**JUDGE DREDD**

**PUBLISHER**

**ACCLAIM**

**INITIATED**

**FEBRUARY '94**

**RELEASE**

**JULY '95**

**FORMAT**

**MEGADRIVE**

**DEVELOPERS**

**PROBE SOFTWARE**

---

The sprites of Mega City 1 bod-
dies.

---

**THE COMICS**

Judge Joe Dredd was created by comic veterans John Wagner and artist, Carlos Ezquerra, in 1977 for inclusion in the second issue of the fledgling 'adult' comic 2000AD. Running alongside the strip adventures of Mach 3 and Slaine, Dredd's brand of straight-down-the-line law and order won him instant acclaim and saw his strip adventures become the focal point of the comic. Dredd came from an idea Wagner had for a man who would be judge, jury and executioner rolled into one person. His vision saw a man trained from birth to uphold the law to the word and who was utterly incorruptible. From Wagner's initial script it fell to Ezquerra to take the ideas and flesh them out, designing the look and outfits Dredd and the Mega City One Judges have...
FREEZE, PERP!

A Mega City One Judge is armed with the most advanced gun available. The Lawgiver is a weapon which responds to the genetic code of the Judge it belongs to, and is capable of firing one of a number of special rounds — and detonating instantly should the weapon fall into enemy hands. Both the film and game remain true to this, with Dredd's Magadive arsenal including rebounding bullets, double-whammy spread-fire, and grenades, all of which are easily interchanged. Similarly, our hero's task is also made easier by collecting goodies dropped by arrested felons, including extra energy and less orthodox weaponry.

In his seventeen years in active magazine service, life has not been kind to Dredd. He has seen countless Judges die as the city's crime wave has escalated, watched millions die at the hands of Judge Death and his unearthly Dark Judges, and found out that he is in fact a clone created by the city's scientific department. Similarly, it was during this particular investigation that he also found out he had a clone brother, Rico, who he was forced to kill. He has also been banished to the wastelands around the city — the infamous Cursed Earth — been sentenced to the prison world Titan, and been hideously disfigured and undergone more plastic surgery than Michael Jackson (hey, Judge Wacko — bags the copyright!). During those turbulent times, though, one thing has remained constant: Dredd's respect for the law. He is the fiercest of all the Judges, and his word is law...
**THE FILM**

After years of expectant waiting, 1993 finally saw the Judge Dredd movie given the green light. Written by Steven De Souza (the guy behind the new Street Fighter movie), and starring Sylvester Stallone as Mega City One’s greatest lawman, Judge Dredd began shooting in March this year with Shepperton Studios playing host to the impossibly high skyscrapers of Mega City One, with additional sets at Pinewood home to the ‘Council Of Five’ and some of the grimmer tower blocks.

Rumours regarding the film have been rife since the idea was proposed over ten years ago, but we can reveal that the film remains fairly true to the comics, with the exception of Stallone removing his helmet midway through the film (stunning comic owners who insist Joe would never do such a thing).

**SOUNDING OFF**

The in-game sound has yet to be completed, but the programmers were initially hoping to scatter a few movie samples to spice up the action. Sadly, their plans for digitised ‘Freeze, Perps’ had to be forgotten as the game’s sprawling levels started to eat up the available memory, but Probe are still planning some original incidental music and a series of grunts and blast effects to complement the action.

**MOTORBIKIN’**

Just as The Lone Ranger had Silver, his trusty steed, Dredd’s transport comes in the form of his Lawmaster bike. With built-in armaments and remote control capabilities, these massive bikes are a Judge’s best friend. In fact, so impressed were Probe with their capabilities, that they added a few more! Midway through the game, Dredd’s bike takes to the air to pick off a group of perps terrorising Mega City One’s skyline.

**DREDD FACTS**

During his seventeen year evolutionary process, readers of Dredd’s adventures have gradually learned more and more about Mega City One’s finest. However, Dredd is one small part of an entire world created by 2000AD’s creative teams, and the Judge mythos covers every aspect of the 21st Century they have created.

- Follow the Atomic Wars
- Dredd was the largest city until Dredd ordered its destruction via nuclear warfare. Mega City One is now the largest.
- The Mega Cities are the only safe havens, as the wastelands surrounding them are ridden with radiation and rife with Muties and assorted lawbreakers — most famous of which is the Cursed Earth which surrounds Mega City One. When respected Judges end their careers they are given the chance to opt for ‘The Long Walk’ where they are given full military honours and banished to the outside.
- The long arm of the law stretches across the world. Cal-Hab (which used to be Scotland but is now a dumping ground for radioactive waste) boasts killer-wearing Judges, whilst the...
thing), and the sad omission of Psi-Division's Cassandra Anderson. Still, up on the big screen will be Dredd, Hershey, Mcgruder, the Cursed Earth, and a superb recreation of Mega-City One, and that should keep fans of his comic exploits more than happy.

Thrilling action with the backdrop of the symbol of liberty and justice.

Japanese Hondo City Judges wear uniforms based on Samurai armour. As mankind once again strives to populate other planets, their progress is overseen by Circuit Judges, whilst alien attacks fall under the jurisdiction of the Space Judge Militia.
THE FILM

The film’s plot is, of course, shrouded in secrecy, but we can reveal that Dredd’s clone brother, Rico, plays a major part in the proceedings and his involvement frames Dredd and nearly splits the ‘Council Of Five’, leaving Mega-City One open to his plans for domination. With Hershey as his ally, Dredd’s attempts to get even make for an explosive finale...

DEATH BECOMES YOU

Dredd’s journey to battle Rico and beyond takes place in a series of backdrops instantly recognisable to Dredd fans. Starting his crime-busting in Mega-City One (with the now-depraved Statue Of Liberty acting as a backdrop), Dredd then proceeds into the sewers beneath the city, into the Cursed Earth where Muties gather and lurk, and even into the barren domain of the Dark Judges. Each of these stages is made up of three stages, with Dredd given a preliminary task which grants him access to the next world, and with a boss creature awaiting at the end of the third. At the time of writing, though, the bosses hadn’t been implemented, but are likely to include Judge Death and Warbots (huge psychotic droids).

DREDD FACTS

* Mega City One stretches from Maine in the north down to South Carolina, and is next to the heavily-polluted Black Atlantic. 50% of the inhabitants are housed within the towering citi-blocs which can hold 60,000 people. Alternatively, a family can live in a vehicle on the Skewway which never stops moving. Unemployment is high at 87% as the city is virtually automated, so time-wasting is a major part of every citizen’s day.

* Crimes range from the obvious murder and mugging charges down to ‘incitement to mug’, should the Judges deem a victim an easy target. Crimes are met with a period in the Iso-Cubes, small cells where people are held for a predetermined amount of time. However, resisting arrest is punishable by death. Similarly, if a known felon is critically wounded when brought in, they are kept in cryogenic stasis until they are well enough to serve their time.

AND ANTI-POPULATION

[Map showing various locations and populating statistics]

22 MM SEGA
Prepare yourself for the chain gang with Sega’s Chaotix. Two characters, one player and the potential for Summer blockbuster status. Gus goes to Schloss Hedgehog for details.

When the idea of the 32X hardware was first mooted people automatically assumed a Sonic game would be there to complement it. Some even suggested the Sonic arcade game. But the 32X arrived without even a sniff of hedgehog. That shouldn’t be seen as surprising, as the original Sonic appeared some two years after the Megadrive’s launch.

Now Sega are presenting the early versions of Chaotix, which twists expectations even further. It's the first ‘Sonic’ game not to feature Sonic. The graphics, the styling and in many ways the gameplay are unmistakably Sonic, but Sega’s brightest star has been omitted to make way for a new generation of game characters — the heroes of Chaotix.

Leading the cast, and lending some Sonic continuity is Knuckles, co-star of both Sonic 3 and the Sonic and Knuckles plug-thru.

Now firmly on the side of the goodies, he takes an assortment of other speed-crazed animals through an island setting whose styling makes Chaotix the most bizarre and outrageous flight of fancy yet.

Stunning new programming techniques, effects and new gameplay are evidence of programmers beginning to get to grips with the 32X hardware in a way that some earlier, and disappointing releases didn’t suggest.

The impressive stills here belie the fact that Chaotix is entering its crucial beta-testing phase, where the meat of the gameplay comes under close scrutiny. Sonic adventures have always provided the best technical achievement with a high-standard of gameplay, and it is this that will occupy the Sega team from now until the scheduled release in June or July. Until then, look at what’s on offer, and maybe see if it changes your mind on the 32X after all.
Part of the reason Sega held back on announcing Chaotix for so long was their hesitancy over the bold innovations of its gameplay. It features a dual-character control method, even in single player mode. Making this accessible and rewarding to play has been one of the main challenges of the project.

Chaotixrestyles platforming by joining two of the game characters together by a spongy chain. Each takes a separate role, one being the ‘lead’ character, the other playing as the ‘anchor’ character. The lead is under direct control in the single player game. Controlling them from the joystick is much the same as any other platform game. However the game’s dynamics are affected by the connected anchor character. The gravity and inertia of this second sprite affects the first. You can be slowed down or dragged along by them depending on the layout.

The second character is not just there to create control problems. Along with it comes a whole new set of special moves. Unlike the simple spin attack of previous games pulling these off requires practice and patience. The result gives the game a completely new feel, and a great deal more depth.

This is the first in the series to feature a real dual-player cooperative mode. After the ‘cod’ two-player mode of Sonic and Tails, and the partial split-screen adventures of Sonic 3, Chaotix gives each player control of one of the two linked characters. As you’d expect, early play using this system is pandemonium as the pair have really got to agree to make any progress. The two-player game is one of the later functions to receive attention, but it looks like creating whole new demands of gaming etiquette — and potential for bust-ups!
DOES AS I DO

The extensive demo mode found in the game probably stems from concerns about the ambitious control method. Rather than throw you in at the deep end, players who start an unsaved game are taken through some rudimentary actions. In a series of simple corridors, the basic moves are shown with written instructions, joypad diagrams and then opportunities to practice. Seasoned players will naturally bypass this and the first enemy-free level, but it’s an impressive sign of consideration for the less advantaged.

STRETCH

By anchoring the second character, the pair can set up a tension in the link by pulling it apart like a rubber band.

BOING!

When released, the pair can use the tension in one of two ways. Simply letting go gives the leader a speed boost to drag the anchor with him. A more complex move sets up a two way catapult that provides the ultimate leap forward.

YOU’RE CHUCKED

Baddie busting is made simpler by picking up your mate and throwing him at the opposition.

OTHER ATTRACTIONS

Incorporating special stages into Sonic games has become a tradition, and Chaotix is destined to impress with its bonus levels. Three are planned, with two accessible at the moment. Both would be impossible to program on the Megadrive. The first is a bottomless pit with psychedelic colour cycling sides. The player character is in free-fall, bouncing off bonus blocks which zoom out of the screen in extremely fast 3-D. The simple aim is to avoid the exits and collect as much loot as possible.

Game two is a bit more mysterious. The character runs through a series of hexagonal polygon-generated tunnels and plains, grabbing rings and avoiding mines. It’s like a souped-up version of the tunnel sub-game in Sonic 2 remixed with the ball collecting subgame of Sonic 3. The visuals are looking stunning for this section, as you can jump onto any one of the tunnel’s six faces, flipping the screen in all manner of confounding directions. This level has come on a lot from the previous version of Chaotix we saw, where the scrolling layouts were jerky and confusing. Just how this fabulous zone is entered remains to be seen.

LIKE, ‘dollic man, psychedelicious.

TAKE ME, BIG BOY.
ANTEROOM

Chaoix features a between level sequence that brings an element of chance to level progression. After successfully completing a stage, the character stops a moving panel of lights to discover the next stage. Skill and timing allows you to pick the area you want — giving you the choice of levels found in games like Gunstar Heroes. On the way to the level select is the combi-snatcher. This optional diversion lets you pick a new partner, should you be unhappy with your current chain mate. However, the possibility of picking a sluggish badnik partner by accident is a consideration.

VISION ON

Graphics is one area where Chaoix is being allowed to let rip. You'll appreciate the traditional Sonic flavour of many of the backdrops and meanies, but they are far more intricate in design than any previous title, including Sonic CD. The range of colour is far greater, with the maximum number of onscreen colours almost multiplied by four.

Colour is treated boldly with some truly wacky palettes on screens like the Techna tower, and the scrolling surpasses the speediest excesses of Sonic 3. One intriguing feature on the options screen allows you to set the game to different periods of the day. Played at 'morning', 'day', 'sunset' or 'night' alters all the colouring combinations and gives the same levels a contrasting look.

Of course, the programmers have been using scaling techniques that the 32X offers. One of the best examples is when the lead character summons the anchor character, which spins out of the screen before returning. The use of depth through scaling is employed more subtly, with hazards like spike balls coming out of the screen. Certain powers allow the characters to expand or shrink as they play.
When reports of an impending alien invasion filtered through to the office, eyes turned to one man only. That man was Paul — well he is the only one with a custom-built X-Wing Mk II and formal qualification in space navigation, so it made sense really...

Until now Star Wars Arcade has held the monopoly on 32X space-related polygon blasting action. One of the first batch of the new breed of 32-Bit games, it alone had the tough task of demonstrating at least some of the plug-through's potential to an unconvinced gamesplaying public. And despite its limitations associated with an early development on a new system, the game shone through with some jaw-dropping visuals, the best polygon graphics to be found on Sega. That was until MEAN MACHINES caught an exclusive glimpse of the latest polygon-fest to hit the 32X — Stellar Assault.

Based around a feast of missions to search and destroy enemy starships and hardware, Stellar Assault is set in an 360 degree space environment. Pushing back the linear limitations of Star Wars Arcade, the player has the choice to roam exactly where they please within each mission — a possibility due solely to the twin Hitachi processors shifting the tidy amount of 50,000 polygons per second.

Cowards may choose to place their faith in technology by using the auto-pilot option. From all accounts Stellar Assault looks like it might just be the game to really establish the 32X among hardcore gaming circles. As ever MEAN MACHINES will bring you this in-depth review just as soon as we get our grubby paws on the finished version.
BERTH CONTROL
In their break from the linearity of Star Wars Arcade the program­mers have had to com­pensate by giving the player more in-game guidance. Even before the ships leave orbit, the mission objectives appear on-screen detailing the exact location of all enemy ships and other obstacles. Once at loggerheads with the enemy forces, the small green radar screen keeps you informed of where to look when hunting out the remaining rogue fighters. In a far more significant technolog­i­cal leap, the programmers have made full use of the all-new sound chips to produce a form of running commentary for the player. As the game gets under way a voice, triggered by the Artificial Intelligence, breaks through from headquarters to advise you on new objectives or how to deal with a particular problem.

FEATHER LITE
In the polygon-generated battle against the evil enemy forces, the player has a choice of two ships. On opposite ends of the tactical attack fighters scala, Feathers 1 and 2 offer two contrasting methods of assault. Feather 1, the smaller of the two, is geared towards the experienced pilot as its manoeuvrability and acceleration offer the greatest freedom within the game environment. It does, however, suffer from a severe lack of defence shields. Far stronger, but less powerful, Feather 2 is more suited to the novice star fighter. Due to its strength and size, Feather 2 is also suitable for a crew of two space buccaneers in the Pilot and Gunner option.
STELLAR ASSAULT

MATES
Again building on the fine tradition of Star Wars Arcade, a two player option has been included to allow one player to pilot the ship, and the other to take charge of the weapons systems. But unlike the previous 32X space fighter title, Stellar Assault requires more concentration on the part of both players thanks to the 360 degree environment. While flying the Feather 2 isn’t in itself a tricky task, placing the gunner in the correct position to let off a few rounds of plasma proves to easier said than done.

MISSIONS IMPOSSIBLE
Thankfully the early missions all take place in open space — just to make sure you don’t crumple any of those newly painted wings. But as the game progresses, the locations will start to become as hazardous as the enemy ships themselves. Other locations not featured in this very early version include the surface of a small planet, an asteroid belt, an enemy military base, inside of an enemy military base(!), and on an orbiting satellite.

ACTION REPLAY
Even though Stellar Assault doesn’t have a multiple view option, it does have a very nifty replay option called Trace Play. After you've been knocked out of the running for the interplanetary baddie blasting prize, you can watch your previous attempt in a glorious, multiple camera views taken straight from Hollywood special FX wizards. The trace can be stored for as long as you want on a handy 5-RAM chip in the cart along with the usual hi-scores and auto-pilot info.
FOR MEGA PLEASURE
SLAP THIS IN YOUR SLOT
FOR £169.99*

SEGA
MEGA DRIVE 32X
KEEP POUNDING YOUR PAD

AVAILABLE FROM YOUR LOCAL DEALER
£50 CASH BACK OFFER ON SEGA ORIGINAL 32X SOFTWARE

*Price is hardware only
When Steve muttered something Atlanta '96, Gus had visions of underwater civilisations. In fact, things turned out even better — a glimpse of US Gold's Olympic tie-in platformer...

US Gold is developing a cemented relationship with the Olympic games. When the games of the 23rd Olympiad (Olympiad refers to the four-year gap between, not the event itself; pedantic fans) are held in Atlanta, Georgia, in 1996, US Gold will have long since published the official platform game of the Games. Looking back, US Gold has accompanied the 1992 Barcelona games and 1994 Lillehammer Winter Olympics with sport compilations across a raft of formats. Whether a similar Olympic Gold style project emerges remains to be seen. At the moment, IZZY's Quest for the Olympic Rings is a departure from event-mimicking gameplay.

IZZY is the official Atlanta '96 mascot. One thing you learn quickly in publishing is that you don't mess with official Olympic mascots. They are the Royalty that lawsuits are made of. Everywhere they go a line of copyright text follows. You always put their name in block-capitals, and you don't fart in their presence. Unless it's a complete emergency.

IZZY joins a hallowed list of mascots which we all know, love and couldn't recall even under hypnosis. There was COBI — the dancing Russian bear from 1980; THINGI — the cute little man from Barcelona (who worked summers in Fawlty Towers); and DOO-DAA — the funny little Asian cat from Seoul '88, who had a streamer coming out his head (cats are revered and also considered very tasty in Korea), which brings us to IZZY.

Defying all animal connections, he looks suspiciously like the first vegetable mascot: A smirking blue potato. Well, he's not actually a potato, but one can't help but think that, and he has an entourage of other unsettling fruits in drag. And they caper joyously in Quest for the Rings as IZZY sets to restore the five rings from the rotten vegs who have purloined them.

Don't worry IZZY, you can get creamed for them.
CRACKING UP
The designers are absolutely stuffing IZZY’S quest with hidden bonuses. Hidden areas reside in the backgrounds, taking IZZY out of view for egg-hunts. The spotted sphericals also nestle in the eaves under platforms, sometimes several in the same place. Fast reflexes are needed to avoid the occasional rotten eggs which give no warning of their foul-smelling innards until opened.

THE ELDER CHALLENGE
The mysteriously titled ‘Elder Challenges’ occur intermittently. It has still to be decided if entry to these between level bonus games is awarded on a points or time basis. They are a complete departure from the main game, including interstellar rocket trips and space walks.

BREAKING THE TAPE
One of the most interesting features of IZZY is best described as the sub-level feat. At various points throughout the levels IZZY is required to perform an athletic move or a trying sequence of obstacles (two early examples are the flying sequence in Ancient Greece and the Long Jump). If you rise to these challenges with enough panache, some of IZZY’S mates pop on from the sides of the screen and offer an enthusiastic veggie thumbs up. On the other hand, dismal failure suffers the humiliation of a derisive thumbs down from the allotment crowd.
**WORK IN PROGRESS**

**CHARACTER ACTOR**
The programmers want IZZY to hold your attention—even if he's not doing anything—so a whole range of animations are being incorporated with which to entertain you when IZZY is left for more than a few seconds. One of the nicest sequences shows IZZY playing with the rings that hang on his tail. A tail that also clinches the fact that he's not a potato, but a relative of Jimmy Somerville.

![Image of IZZY playing]

**HEX M ORPH, ARE YOU COMING OUT TO PLAY?**
The function of shape-changing is second-nature to our plucky Pomme de Terre. It's enabled by the many starry morph points positioned throughout the levels, and disengaged by the accompanying flags. There are around eight animated morph states to turn IZZY into. Not all are strictly related to Olympian pursuits, but they do show off IZZY as a kind of energetic, outdoor kind of spud. He takes to the air on a hanglider contraption, goes en garde with a fencing epee and takes a firm grip of a baseball bat at various points.

**OLYMPIC GAMES COLLECTION**

![Image of Olympic Games logo]

**LET'S GET BIZZY**
A demo mode is tagged onto the front of the game to make sure you are familiar with the controls and features that occupy the game. A brief introduction of the Ring stealing bod- dies is included, who you will meet in the form of stage bosses during the quest.

![Image of IZZY and stage bosses]

---

**34 MM SEGA**
POUND YOUR PAD

DYNAMITE BLOWS YOUR HEADDY

GOING DOWN AT A STORE NEAR YOU

MEGA DRIVE

£44.99

GAME GEAR™

£29.99

SEGA
1995 sees a new ‘synergy’ between one of the world’s largest software publishers (EA) and a globally respected developer (Bullfrog). The first fruit of this new phase of labour will be Theme Park, which MEAN MACHINES first saw in late 1994.

At that time, with coding at its early stages, Bullfrog were promising a full-blooded version of the award-winning simulation which was a massive hit on the floppy computer formats. Despite a clutch of technical difficulties, they pretty much seem to have done it. From our latest investigations, your getting a version of Theme Park for your £80 Megadrive comparable to the game performing on a £800 PC.

The game concept is both simple and complex, depending on how you approach it. Your role is proprietor of a brand new Theme Park. So new it is yet to be built. Bullfrog present you with a logo-driven interface and a large plot of turf (probably somewhere outside Blackburn) and the rest is up to you. You can eventually build MegaWorld in sunny California, indeed that is part of your aim, but you have to make a success of Scummland in the drizzly UK first. For although building ghost trains and spreading gaiety is all part of the fun, making bucks is a constant consideration.

Like all Bullfrog games, you are only part of the cast. Just as important are the little people. Theme Park has a cast of thousands, individuals who come to your park and expect to be entertained. Once they’ve past the gates, you may monitor their moods and actions to see if they are as enthusiastic about your park as you are. Too many unprofitable years and its time to dive off a yacht in the Caribbean (sorry, the park staff don’t have a pension fund).

Theme Park is near complete and we’re virtually assured of taking a revivable ride around it next issue. Fasten your seatbelts and join us!
SUPPLY SIDE ECONOMICS

A few of the features of the floppy version of Theme Park have been missed out, but their passing will not be mourned that greatly. Previously, you were required to maintain the stock of the food and shopping outlets in your park, by referring to a separate screen. The problem with this feature was the rate at which supplies would run out. Reordering didn't require that much insight and was distinctly laborious. This has been dumbed and stocks now replenish themselves automatically. You are still free to tinker with the profit margin on retail goods, and even doctored to reduce costs (the old ice-in-the-coke-trick). Another of the trickier features of the game was setting up patrol routes for the park's cleaners. Without them, the rubbish would pile up, even with vast numbers of staff. Now the park's employees show a more intelligent attitude and actively search out garbage. Another bane was exploding rides. Some of the early attractions would break down extremely quickly, explode and ruin the park layout. In the tweaked Megadrive game the breakdown cycle is much more sensible, and only the most negligent or sadistic park owner would allow a catastrophe to occur.

NOVELTY RIDES

The new Theme Park has more rides than its predecessor, 27 in all. Many of the favourites are retained, including the rollercoaster and tubing, with some great new additions — the bizarre underground worm ride and sub ride amongst them. Each has its own theme tune, which plays when it is featured on screen. When the music starts to go wonky, it's a signal that the ride needs renovating.

Hey kids, come and see wacky and dacky, our fun-loving dolphins, who we keep in tiny pools and feed dead fish!
Without a doubt one of the highlights of last year was the stupendously fantastic Gunstar Heroes. Never has quite so much good-natured blasting fun been in one place at the same time. That was until the same programming team, coders supreme Treasure, resumed work on the project sidelined to make way for Dynamite Headdy. A project which is to take the words ‘platform’ and ‘blaster’ and redefine their meaning.

As expected, Alien Soldier maintains the fine tradition of a side-on scrolling blasterama at the expense of ugly-looking aliens, but these aren’t your everyday sort of aliens. Be prepared to confront some of the biggest, baddest, and bossiest enemies on a very regular basis. Very regular meaning every couple of seconds, as some psychotic game freak of a programmer has seen fit to fill the levels with boss character after boss character. You don’t believe us? Well just feast your eyes on the platform blaster to end all platform blasters.

SHOOTING MATCH

Before you even get into the blasting action, the player has to select four weapons for use within their mission. From a choice of six weapon options, ranging from your standard spread blaster to the spot-on power precision of the homing shot, you can call up a weapon selection screen to pick any weapon at any time. While this may seem advantageous when confronting all of the various critters and bosses, it is also useful to know that there is no such thing as infinite ammo in the gritty world of Alien Soldier. Weapons run out of juice after an alarmingly short time. The useful ‘pick and mix’ ups also make fly-bys to restore the energy levels and re-load tools of the soldiering trade.

\[THE \text{fighting machine no longer answers to the name Orville.}\]
**STREETFIGHTING MAN**

The central character is, in addition to his gun-toting skills, blessed with the ability to perform special moves. In a Streetfighter/ Mortal Kombat style of keypad movements, break-face can zoom across the screen at intense velocity and take a fair chunk out of the enemy forces.

**THE BIG BOYS**

The standard formula of fighting through a level to the end boss has been turned, quite literally, on its head. There's no such thing as battling through the small fry, instead the levels are constructed of confrontations with boss characters. One after another, after another! And these aren't your standard bosses, because from all accounts the design team at Treasure have been working overtime to produce a collection of the most original and explosive sprites to grace the Megadrive.

*A huge pestilent mole enters the fray (not pictured).*
There are two contrasting views of fire-men, fire-women and what they do. In America, thanks to the image set by Backdraft, it's all Kurt Russell lookalikes, derring-do and busty blondes hanging out of skyscraper windows, waiting to grab the emergency services by the overalls. Over here it's long shifts spent in an ugly station in Peckham. 'Sicknote's' cooking, and the only sex interest is what the missus is up to on the long winter nights.

So what do we make of Fahrenheit, Sega's feisty, not to say fiery new interactive movie. Created by Sega's own multimedia studio it plays in much the same way as previous CD-ROMs from Midnight Raiders to Power Rangers. The novelty is the fire-fighting subject matter.

Players are taken through a series of filmed levels, with choices of direction to take at doors, corridors and stairs. The purpose is to locate the trapped occupants of the fires whilst protecting yourself from the conflagrations. Fahrenheit is almost complete and is most likely to be reviewed in the next flaming hot (sorry) issue of this mag.

In Japan the small niche that the Mega-CD has is taken up with RPGs, strategy games, adventures and nutters running around casting magic spells and wielding broadswords. Ironically, adventure games with all their mediaeval paraphernalia are more popular there than they have ever been here. Within that genre, Shining Force is the most successful series that Sega have produced. Part strategy game and part RPG, the two large Megadrive games (the original Shining Force was the biggest game on the Megadrive at one point) worked by injecting pace into games which are usually slow by nature.

Shining Force CD is actually a compilation of the two Shining Force Adventures released for the Game Gear in Japan. Things have been tarted up for the Mega-CD with graphics which closely match the Megadrive games, and an impressive CD soundtrack. Gameplay is much the same as previous games, so Shining Force addicts will be awaiting its release eagerly. A review, we promise, next issue.
**GET TO BLAZES**

We must confess to being a tad disappointed at this stage that hoses don't play a major part in Fahrenheit. Who cares about citizens in peril when you can be squirting gallons all over the shop. Finding these pesky tenants is a matter of looking for clues quickly as the fireman scans the room, and being intuitive about the house layouts.

**BIG IN JAPAN**

The reason the CD game took so long to arrive from Japan is the amount of text contained in the average Shining Force epic. Whole Megabytes of memory are taken up with the comments, hints, clues, storyline and funnies that utter forth from all and sundry. All this has to be translated, which is a mammoth task. Literal translations don't work, as many of the sayings of Japanese mean nothing here. That's why Shining Force sounds slightly quirky sometimes.
CANNON FODDER

Hi there tipsters, and welcome to the regular lowdown on the toppest tips to be found. Once again we have some quite astoundingly good cheats and tips, all thanks to the crack teams of tipmoungers slaving over hot consoles. What's more, we have three toptastic guides to keep you on the straight and narrow — Activision's fab revamp of the classic platformer, Pitfall; the second part to puzzle problem Bubble and Squeak; and a blast from the past with the ultimate collection of Sonic cheats from over the years! Get a load of that! Don't forget to send in those cheats to: HAM, BEANS, AND TIPS, PAUL'S TIPS, MEAN MACHINES SEGA, 30-32, FARRINGDON LANE, LONDON, ECTR 3AU.

NHL HOCKEY '95

REPLAY PLAYOFF
For all of you having problems reaching the heights of the playoffs in EA's ice hockey bonanza, Celm Scott from Dublin could have the answer for you. When losing in a playoff, press RESET in the dying seconds of the game. When you return to the Options screen you will be able to replay the same game. Cool!

LION KING

LEVEL SELECT
Last month we had the level selects for both the Master System and the Game Gear, so now it's time the Megadrive received the same treatment. Andrew Crawley of Rotherham, S. Yorkshire comes up trumps. On the Options screen press RIGHT, A, A, B, and START to select the level of your choice by pushing LEFT and RIGHT.

INVINCIBILITY, WEAPONS, AMMO, AND

KEYS CHEATS
Once again Doom takes its place at the top of the tipping table with some absolutely stonking cheats from Stuart Cameron, Glasgow. As in the PC version you can switch on hidden options allowing you to play in both invincible 'God Mode' and with all of the weapons, ammo, and keys to boot! A word of warning — you do need a six button pad to access the cheats.

GOD MODE
There's no stopping our marine now with his
LEVEL COMPLETE AND CODES
According to Peter Croft from Hatfield, there is an easy way to complete any stage in this excellent blaster. All you have to do is kill all your men until you have only one left. Once he has begun to move, quit the game by pressing the white flag icon, and hey presto, you will have completed the mission and have 15 men or more.

LEVEL CODES
To polish off our trip into Cannon Fodder cheat-dom here are a couple of codes to keep you going.
UVQBG
GSFN8
FBLQG

100% percent invincibility powers activated. To enter the mode simply pause the game and press X, Z, MODE (the button on the top-right edge of the pad), and UP all at the same time. You’ll know the cheat has worked when the marine’s eyes glaze over.

ALL WEAPONS, AMMO, AND KEYS
In a similar way you can instantly stock up on everything you could possibly need to deal with the hordes of hell. Press PAUSE to access the cheat and enter A, C, MODE, and UP at the same time.

KICK OFF
3

INVISIBLE BALL AND SUPER BOUNCE
A wee tip off here for all of you in possession of a Kick Off 3 cart. thanks to Jayne Dean of Derby. When playing a two-player game, press all three buttons and the ball will turn invisible. Once the invisibility has worn off, the ball will have super bounce-ability. Smart.

BOOGERMAN

BONUS LIVES AND LEVEL CODES
The pick ’n’ flick champion of Boogerville is next up for the Paul’s Tips treatment courtesy of Ben Kirkby, Lyme Regis, Dorset. Apparently on the second level of the Nasal Caverns, if you go down the toilet and collect all of the extra lives, you can leave the toilet and kill yourself. Not very useful you might say, but if you return down said toilet, you will find the extra lives are once more ripe for the picking. Repeat as necessary.

LEVEL CODES

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>CODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIRST BOSS (HICKORY)</td>
<td>GHOST, SOLDIER, GHOST, BLOODY</td>
</tr>
<tr>
<td>LEVEL TWO</td>
<td>ALABY, RED THING, GHOST, BOOGERMAN</td>
</tr>
<tr>
<td>SECOND BOSS (REVOLTA)</td>
<td>BOOGERVILLE</td>
</tr>
<tr>
<td>THIRD BOSS (ELOY BOY)</td>
<td>BOOGERVILLE, RED THING, GHOST, WHITE THING, BOOGERMAN</td>
</tr>
<tr>
<td>MUSCULOUS MOUNTAIN</td>
<td>BOOGERMAN, BLOODY, MINER, RED THING</td>
</tr>
<tr>
<td>NASAL CAVERN</td>
<td>SOLDIER, RED THING, GHOST, ORANGE THING</td>
</tr>
<tr>
<td>FOURTH BOSS (REDHORN)</td>
<td>SOLDIER, BLOODY, CAYMAN, RED THING</td>
</tr>
<tr>
<td>PUB PALACE</td>
<td>GHOST, RED THING, ORANGE THING, MINER</td>
</tr>
<tr>
<td>BOOGER MISTEER</td>
<td>ALABY, BOOGERMAN, GHOST, BLOODY</td>
</tr>
<tr>
<td></td>
<td>ALABY, WHITE THING, BOOGERMAN, MINER</td>
</tr>
</tbody>
</table>
SNATCHER

A truly worthy Mega-CD title, Snatcher had everyone in the office glued to the daily plot revelations. Luckily those guys from Konami have been in touch with some top notch tips that you may not have come across. For those of you who have played the game, you may have come across the Jordan Computer Systems at Junker Headquarters. For some bizarre happenings try typing in these names:

MICHAEL
KINDELY
KIJITA
KOJIMA
SASA
TOKO
JEREMY
SAITOU
IHAMARU
ADACHI

KUSHIBUCHINOSE
What's more here are some helpful phone numbers for use on the Metal Gear MK2 Videophone. Repeat the calls several times for the best results.

SASAKI — 79-9641
JEREMY — 41-6766
TOKO — 44-8464
HANAMA — 44-3723
KUSHIBUCHI — 33-3333
ISABELLA — 33-3004
CUPID LOVE LINE — 38-8810

WOLVERINE

For all of you having problems with Marvel's number one adamantium clad super hero, Andy Fordham from Langley, Berks, has the answer with some handy codes.

Level 2 — MARIKO
Level 3 — SILVER FOX
Level 4 — DEPARTMENT H
Level 5 — MADRIPPOOR
Level 6 — AGANA
Level 7 — THE HOOSNS

MICKEY MANIA

HIDDEN BONUSES
Steven Hodges has sent in a top guide to some of the best hidden moments in Mickey's platform adventure.

STEAM BOAT WILLIE
Make your way to the crane and wait until the crane puts trees on each side. Jump on the trees, and when the crane comes across with another crate, quickly jump on and onto the opposite platform for a 1-Up.

MAD DOCTOR
Once you've reached the top of the lift section, walk off the lift and then back on and you will be taken to a secret room full of stars and a Mad Doctor Mickey.

GARDEN LEVEL
In the second part of this level, make your way to the top-right where you will find a switch. Jump on the beetle with its wings open and push the switch. Now go to the bottom left where a platform will have appeared. Jump on the butterflies to reach the platform and you will find a few stars, a 1-Up, and the question mark for the bonus level.

Although every care is taken to make sure the cheats work, please don't blame us if they don't. We don't do it on purpose, honest...
CHEATS • TIPS

New Management, All Lines Updated Weekly

0891 318 400 INFORMATION LINE
0891 318 401 SONIC 3 FULL SOLUTION & CHEATS & TIPS
0891 318 402 GAME GEAR CHEAT LINE
0891 318 403 DESERT STRIKE & TERMINATOR 1 & 2
0891 318 404 GOLDEN OLDIES, CHEATS, TIPS ETC (MEGA DRIVE)
0891 318 405 SONIC II & I CHEATS, TIPS ETC
0891 318 407 NEW RELEASE LINE, CHEATS, TIPS & HELP
0891 318 408 MEGA DRIVE CHEATLINE (LOADS OF GAMES)
0891 318 409 MASTER SYSTEM CHEATLINE (LOADS OF GAMES)
0891 318 410 CHAOS ENGINE (CODES TIPS & HELP)
0891 318 411 SONIC & KNACKLES
0891 318 413 JUNGLE STRIKE, FULL SOLUTION CHEATS & TIPS
0891 318 415 MORTAL KOMBAT II, CHEATS, GORE CODES, TIPS & MOVES
0891 318 416 URBAN STRIKE (CODES HELP & TIPS)

NO MUSIC, CHAT OR WAFFLE, JUST STRAIGHT INTO THE HELP, PLEASE HAVE A PEN & PAPER READY

Saturn & PlayStation
Lowest Prices on the Planet

Sega Saturn £520
Sony PlayStation £530
Virtual Fighter £75
Toshinden £75
Shinobi X £75
Ridge Racer £75

£65 for your first game if bought with hardware.
£60 per game if two games are bought with hardware.

Make cheques/postal orders payable to CPM and send to
CPM, Import Dept, 85 Water Lane, Withern, Preston PR4 2HM
For Enquiries Call 01254 648326
Trade Enquiries Welcome
Postage and Packaging included. Guaranteed delivery within 28 days

All calls charged at 39p min. cheap. 40p peak.

Home Grown Productions Ltd, PO Box 193, Hayes, Middlesex.

Welcome to the next generation.
Through the years of development and change in the Sega games market, one thing has remained constant—Sonic the Hedgehog. And never before has one subject caused so much trouble for tips writers across the land. In anticipation of Chaotix on the 32X, the MEAN MACHINES team have knocked their heads together, taken a stroll down memory lane, to piece together the essential guide to tips and cheats throughout the Sonic years.

Level Select, you must go to the Sound Test. In this option enter numbers 19, followed by 65, 09, and 17. After press A and hold START.

Complete Game and Emeralds in First Level
For all those impatient Sonic players across the land, it is possible to complete the entire game by completing all 50 Chaos Emeralds in the first level. First off you have to go to the OPTIONS and select Tails only. Now start the game on level 1.1 and collect 50 rings to enter the Bonus Stage. You must complete the Bonus Stage and collect the Emerald to make the cheat work. Now, as the points are totting up hit the RESET button and enter the OPTIONS once again. Go to the top box, select Tails and start the game over. As before, collect 50 rings to access the Bonus Stage. If you successfully complete this stage once more, you will find the first Emerald is still counted. Repeat this process until you have all 50 Emeralds and the game is yours.

Sonic 2
Level Select
Enter Tails and the two player option into the Sonic legend, and here you have it, Sonic 2. For...
SUPER TAILS
As with the Level Select, a visit to the Sound Test is necessary. Input 19, 65, 09, and 17. Now press A and START on the Title Screen for the Level Select, but return to the Sound Test. This time enter 04, 01, 02, 06, 01, 09, 09, 02, 01, 01, 02, and 04. Now before you choose a level hold DOWN, A, and START. By using the Debug make 50 rings in the level, after which if you jump into the air, you will become Super Sonic. To make a Super Tails, turn into a Teleport Box and press C — Sonic and Tails will both be Super-doooper!

DANCING SONIC?!
Well this isn’t technically a tip or a cheat, but a strange occurrence nevertheless. Apparently you can make Sonic breakdance by using the Level Select and then resetting your Megadrive and hold A to activate the DEBUG mode. Go to any level and press A, B, and C and watch Sonic freak out!

SONIC SPINBALL
BILLIONS OF POINTS!
Not what you’d call checkers with cheats and tips, Spinball is an extremely fine pinball outing for the blue blur. The only one tip I know of is to hold down A, B, and C after you have completed a level and the points should shoot through the sky.

LEVEL SELECT
One of the hottest tips of last summer, the Sonic 3 Level Select was the cause of many a distressed gamer phoning in because they couldn’t make it work. The tip is correct, but the key to making it work is speed. The following key presses have to be entered at the speed of light when the Sega logo fades to black — UP, UP, DOWN, DOWN, UP, UP, UP, DOWN, and UP. If you press down on the Title Screen Option, another will appear.

DEBUG
Identical to the Level Select, but by holding down the A button you can play to your heart’s content with the sprite variations.

SONIC AND KNuckles
PLAY SONIC 1 WITH THE SONIC AND KNuckles CART
What’s all this ‘No Way’ business? ‘Yes Way’ you can play Sonic 1 with the world’s first backwards compatible cart. Plug Sonic 1 into the slot on top of Sonic and Knuckles, and when the screen with Sonic, Tails, Knuckles, and Egg Face appears, all saying ‘No Way’, press A, B, and C simultaneously on pad one. The screen will now say ‘Get Blue Spheres’ with the options START, LEVEL, and CODE. You can now play as either Sonic or Knuckles by changing the colour of the stars on the icons from blue to red (press A, B, or C to change colours). You can change the codes to access different levels of the Special Stage by altering the numbers and pressing START.

<table>
<thead>
<tr>
<th>Level</th>
<th>Level 1</th>
<th>Level 2</th>
<th>Level 3</th>
<th>Level 4</th>
<th>Level 5</th>
<th>Level 6</th>
<th>Level 7</th>
<th>Level 8</th>
<th>Level 9</th>
<th>Level 10</th>
<th>Level 11</th>
<th>Level 12</th>
<th>Level 13</th>
<th>Level 14</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3659</td>
<td>2965</td>
<td>3670</td>
<td>2921</td>
<td>3737</td>
<td>3053</td>
<td>3698</td>
<td>3009</td>
<td>3482</td>
<td>2809</td>
<td>3454</td>
<td>2765</td>
<td>3582</td>
<td>12898</td>
</tr>
<tr>
<td></td>
<td>8960</td>
<td>3192</td>
<td>2354</td>
<td>0274</td>
<td>7423</td>
<td>9029</td>
<td>8191</td>
<td>6111</td>
<td>7286</td>
<td>6267</td>
<td>5429</td>
<td>3348</td>
<td>0497</td>
<td>2104</td>
</tr>
<tr>
<td></td>
<td>3263</td>
<td>9023</td>
<td>7327</td>
<td>3999</td>
<td>1487</td>
<td>9071</td>
<td>7375</td>
<td>4047</td>
<td>3167</td>
<td>2575</td>
<td>0879</td>
<td>7551</td>
<td>5039</td>
<td>2623</td>
</tr>
</tbody>
</table>

SONIC CD
LEVEL SELECT
Once again it’s a Title Screen input situation. Quite simply tap in UP, DOWN, DOWN, LEFT, RIGHT, E, and START.

ACTION REPLAY CODES
Now it’s not often that I print Action Replay codes, but in the case of Sonic and Knuckles and the absence of any other cheats here are the codes.

- FFFFE00001
- FFFFE90001
- FFFEF00009
- FFF120009
- FFF180099
- FFFFE24000F
- LEVEL SELECT
- DEBUG MODE
- INFINITE LIVES
- INFINITE CONTINUES
- INFINITE TIME
Always out on a limb, Pitfall Harry Jr has been swinging out on the Megadrive and Mega-CD for a couple of months now. Out to free his dad, the hero of the original Atari 2600 game, Harry has some work to do if he wants to succeed. As ever Paul has scouted ahead through the jungle to clear a path for you to follow. Whips to the ready as we enter the ancient civilisation of the Mayans.

LOLTUN SECRET VAULT

Like the good old days of Simon Says, you have to follow the sequence of presses to be rewarded with an extra life. Pointers that lead to these vaults are found throughout the levels, but can you beat the system?

CEIBA JUNGLE

The first leg of Harry Jr’s voyage into the depths of the Mayan jungle leads him through the rain forest. Although nothing particularly nasty is waiting to catch him unawares, in theory this is your chance to test out your new found talents. Perfect the control system before you venture into the heights of the trees.
**JUMP TO THE BEAT**

Spy those objects temptingly dangling from the bushes and trees? What do you mean you can't reach them? All that's necessary is to jump, lash out with the whip, and watch them fall to the floor. Simpler than something very simple indeed.

**TAZAMUL MINES**

The biggest level in the entire game can be completed quickly thanks to the two mine carts. But a top tip for all of you real explorers is to forget the carts and seek out goodies on foot.

**XIBALBA FALLS**

The raging falls offer no mercy to explorers foolish enough to slip from the path. Don't take too many risks when attempting to uncover hidden routes, and keep an eye out for the pesky giant-sized mosquitoes who will try to knock you to your doom. They don't give up easily, so nip their advances in the bud.

**FINE CART**

From the very start a top bonus is available by pushing the cart to the right. After you've pushed it past the scaffolding, use it as a platform to jump up and to the left. In the secret room a boomerang is for the taking. Now push the cart further to the right to leap onto the rope dangling above the precipice.

**RUBBER SPRINGS**

The bungee vine, indigenous to the Mayan lands, provides a handy route to the right of the area. But it's also a good idea to investigate on foot in search of goodies, especially above the first bungee where an extra life is up for grabs.

**WEBBED DOOR**

It's pretty obvious that the web-covered door is a dead-end. Try as you may to walk through it, the only way to remove the offending web is to sling shot the devil. It takes a while, but goes in the end.

**LIFE STYLE**

By looking behind the scenes, Harry will find hidden ropes to the seemingly out of reach bonuses. An extra life is waiting to be found by climbing the rope after the first massive bat ambush. At the top jump to the right and along the platform that backs onto the webbed door.

**BONUS WARP**

You've probably discovered that the barrels explode when smashed, costing energy. Harry Jr. can ill-afford to lose. At this point in the mines section, fire a sling shot at the barrel to create an explosion and open the path to the Loltun secret vault.

**WARP OUT.**

Mysterious forces are at work within the Mayan realm. In centuries gone by, the
OUGH THAT CARTS
Before you even encounter the cart mania at the end of the level, a switch must be flicked to open the trap door. This is found over to the left of the obscured area. Now prepare yourself for one of the toughest challenges in the game — the runaway carts. Timing is essential, but above all you must keep jumping to avoid a head-on collision. At the end of the level, leap onto the platform and head through the door.

CRAWLER
By holding DOWN and B, Harry can get on his hands and knees and crawl through small gaps. At the top of the level, before you head over to the right, check out the gap in the masonry for a heart and some gems.

SPIKES AHoy
You've pretty much reached the end of your tether by this point quite literally! On face value it appears that there is no way forward, but if you climb the rope and avoid the spikes, a switch is visible. Hit the switch and prepare to meet the terror of the stone jaguars.

LOST CITY OF COPAN
A maze of platforms and locked doors, the Lost City should be tackled at a steady pace. Beware of the repeated skeleton attacks, and remember they are only vulnerable when reduced to skulls.

TONGUE ACTION
Your first encounter with the wall-mounted tongues, always remember you can stay bouncing on one for as long as you want. Always check out all of the possibilities before heading on high via the tongues, though, as it's a long way down.

SWITCHED ON
For the first time in the game Harry faces locked doors, which can only be opened by triggering a switch. Keep your eyes peeled for odd lumps of blocks in the walls. To activate the switch, give it a shove or shoot it with your slingshot.

STRAIGHT FOR THE JAGUAR
Defeating Zakel's two stone jaguars is no mean feat and will require persistence and timing. When fighting the first jaguar use your boomerang to cause loads of damage, and use sling stones when the other rises from his slumber. The confrontation with both of the concrete critters is purely a question of avoiding their attacks by jumping out of trouble. Eventually one of the jaguars will take a rest, and from this point, finishing both of them off should be a piece of cake.

COPAN TEMPLE
Like something off the set of an Indiana Jones movie, the temple is filled to the brim with bizarre obstacles and creepy-crawlies. A lot of ducking and swiping is required to clear the way of tarantulas and plague-infested rats, not to mention the temple spirits that lurk in the deepest shadows.
TRAMPOLINE TRAUMA
There's nothing complicated about the two spider's webs at the top of the first section. The trick really is to bounce off the first and avoid ricocheting from the second. When you are successfully over the other side, simply walk behind the wall to hit the switch to open the bonus door previously locked.

GREAT BALLS OF FIRE
Yikes, check out those pendulous fireballs! A keen sense of judgment is necessary for the crossing for the bonus heart, but more importantly you should look to the left-hand side mid-way down the rope for the secret room hiding the switch to open the door.

WINDS AND LADDERS
Not the first time Harry Jr.'s encountered the snake ropes, but this time round the idea is to swing them from a distance before attempting clamberage. Don't dawdle on the way up, as once the snakes wakes, you will tumble into the pit 'o' doom.

LOOK LIVELY
The steps and flames section has to be covered at a rapid pace to maintain the necessary momentum to carry you across the gaps. Before you reach the final stretch to the exit, look for a lonely canister, and whip it for an extra life.

CALENDAR WHEEL
All it takes is one touch from the

CANNON
The most unlikely firearms, these tree stumps will fire our boy high into the relative safety of the branches if he happens to fail to the ground.

HOME RUN
The exit from the rainforest is in the top right corner of the area. To exit you must jump to the left slightly so you can get onto the death slide for a sharp retreat.

LAKAMUL RAINFOREST
Through the dank and humid depths of the rainforest Harry will have to have his wits about him. Although not one of the largest levels in the game, the choice is yours as to whether you take the high road through the tree tops, or the beaten track along the wild boar highways on the ground. Whatever you do, watch out for the tar pits as one falsemove spells disaster.

YAXCHILAN LAGOON
Quite possibly the trickiest level in the game, the Lagoon needs patience at a slow pace. The easiest way to complete the first section of the level is to head left as soon as you've reached the water.
RUNAWAY MINECART

Again Harry has to brave the dark recesses of the mines, but this time on an abandoned mine cart moving at about 70 mph.

RED LIGHT STOP, GREEN LIGHT GO

You can chop and change as much as you want on the three tracks, but the best play is to stick to one track. As soon as the light turns red you’re going to have to jump. Don’t delay or it’s curtains for Harry.

SNAP HAPPY

Although they may appear vicious, the ‘gators are in fact a source of help in these dire times. Never jump on a yawning croc — unless you want to end up as lunch, that is. But while you are on the beat’s head, you can remain there for as long as you like. Unfortunately this doesn’t apply to the moving variety.

TIKAL RUINS

Finally you’re getting closer to your journey’s end. This level contains more of the usual skeletons and challenges, but with a cool head nothing can stop you. In particular watch out for the attack of the killer eagles and their swooping formations.

SINK OR SWIM

A new kind of obstacle, the quick sand pit is not as deadly as its far cousin. If you fall in, keep tapping jump as quickly as possible to stay above water. Make sure you deal with the eagles before entering the pit, as there’s no shooting when caught up.

VAPOUR GHOSTS

These minions of hell are simple enough to dodge, but when combined with the carts, they prove to be troublesome. Don’t forget about the pause button, if things get too much — take some time out.

NO WAY OUT

It may look as if there’s no way out, but if you return to the rope that lead you down here, you’ll notice about halfway down a small door switch is hanging about. Position yourself carefully and fire away to release the lock.

52 MM SEGA
TONGUES OUT
The tongues and coins section, at first tough, is simple enough when you learn to follow the lines of coins. Each line leads to another tongue spring, so by following the path you can make your way across to safety.

SMART START
Before you can even get under way, Harry must solve the puzzle of the trap door. To get upstairs hide behind the pillar in the centre of the room and jump, this will launch you high into the sky to face the rotating spike balls. Hit the switch on the left first and then to the right for the switch to open the door below.

JAGUAR MAN
Hopefully you’ve benefited from all of the power-ups in the course of the level, because you’re going to need them to face the Jaguar Man. His attacks are swift and powerful, but if you maintain the rhythm of firing off a couple of attacks, jumping over his morphing swipe, and then turning round to hit him again, it shouldn’t be too difficult to wave farewell to him.

Not for the faint-hearted, the temple is the only domain that stands between you and the final battle with the warrior spirit Zakelua. A combination of all the trickiest sections of previous levels, you should already be familiar with most of the challenges. The quickest route through the level is to follow the route pointed by the save points.

WHEELIE, WHEELIE HARD
The return of the Mayan calendar wheel, the only option is to run as fast as your legs will carry you, but watch out for the gap at the end of the platform.

WARRIOR SPIRIT
This is what you’ve travelled all the way for — to face the warrior spirit. You will be here for quite some time, so be prepared for quite a fight. The best form of attack is a couple of good shots to the head, and to keep your distance to shake off his tractor beam. When he jumps into the air, run under his feet, but only grab the heart if really necessary.

Repeat the process until his falls to his doom and free dad from his clutches. Hooray! You’re home free! C’mon daddy let’s go home...

A2600 PITFALL
Yes the original version does exist in the latest version. To access the game enter DOWN, A 26 times, and DOWN on the Pitfall title screen. Enjoy one of weirdest in-game time warps back through gaming history.
Arnold Schwarzenegger has had two lives. The first was spent under a bench press, pulling funny faces and popping veins out of his neck. Then he decided to get another. This second, more enjoyable life involved champagne, limos, big movies. But there have been downs and ups.

Take Terminator as his first big break. This was solidly backed up by Predator a sweaty jungle affair, taking him into the big budget league. Red Heat, where he cleverly plays a Russian (by not saying anything and having a cab on) also reinforced his appeal. Then he makes Kindergarten Cop (hum...), Twins (Grrnnt!) and The Last Action Hero. Stop!

It looked like someone had led Arnie off the golden path. His appeal is not based on him being big and cuddly — just big. He doesn’t pack in the punters for being some gentle giant — just for being a giant. And thankfully this was worked out in time for True Lies, last year’s hit that reversed the trend. A stupendous effects movie, in many ways a ridiculous movie, it didn’t do Arnie any harm, and the tie-in won’t do Acclaim any damage either, despite the game trailing the film just a tad.

Steve the morning after a heavy curry sesh.

So what happens? Special Agent Harry Tasker is on the trail of Middle Eastern terrorist Azziz and his cohorts, and is sent around the world to gain information on their activities. Each level works into the film storyline with a digitised still from the film, and an instruction from Harry’s Secret Service handler. The twist in the story comes with Harry’s job being a secret from his wife and family.
LIES

LAMBS TO THE SLAUGHTER
One novel aspect of True Lies is that not all the characters milling around the levels should be shot. Each stage is crammed with innocent civilians who often get in the line of fire. Naturally, killing them is a sackable offence! But you are allowed to make two genuine mistakes before the CEO decided your aim is more trouble than you are worth. The animated civilians are quite amusing in certain situations — some of them will cower under newspapers at the sound of gunfire, other keen photographers will try to get snaps. As the game progresses, it's often hard to tell the innocents and terrorists apart.

BLOOD AND GORE
True Lies enhances Acclaim's gore reputation, with blood graphically spilt. Every time you kill an enemy they collapse in a pool of their own plasma before doing the customary sprite shuffle off this mortal coil.
True Lies

YOB CULTURE
A variety of Aziz's thugs populate the overhead-viewed play areas. As you progress their weaponry increases in power, and their intelligence improves too. The besuited monkeys of the first level who walk into your line of fire give way in time to snipers who hide in bushes and mad machine-gunners.

MAD ABOUT HARRY
We give you a technicolour selection of the scenes from the film converted into cunning plan view levels. The area the game covers is really quite large.

IT'S MY PARTY AND I'LL CRY IF I WANT TO
Harry gate-crashes the chateau in order to download vital information from a computer housed upstairs. After locating the data, there's little time to evade the attention of security.

SKI SUNDAE
On the slopes surrounding the chateau, Harry takes to his heels as measures to prevent his escape go into full swing. It's a catch-22 scenario: tree-thick areas protect him from the attention of skiers and ski-mobiles, but slow him down, allowing the helicopter a better aim.

SHOP 'TIL YOU DROP
A surveillance operation reveals Aziz to be hiding out in a shopping mall (Rumbelows, perchance?). Here the presence of old biddies doing their Saturday shopping makes armed exchanges very risky.

FLUSHING OPERATION
A toilet scene set to become infamous in video game lore. First, take out the guys taking aim at the urinals, then gasp in amazement as an endless stream of terrorists arrive from the same cubicles, eager to do battle.

E = MC²
You'll be expected to solve a few not-too-taxing puzzles as you go, to allow progress. Commonly, areas of the level need gate keys or passwords to allow access to further areas, so an element of back-tracking exists.
**Comment**

**Paul:** Games like the Chaos Engine and Smash TV have proved that blasters are also compatible with the overhead format. So it is refreshing to see a film license as big as True Lies has been given the same treatment. If at first the graphics appear a bit on the drab side, the gameplay does eventually shine through after a couple of minutes. What's more, the artificial intelligence of the enemy characters proves to be more sophisticated than its predecessors. There's nothing hugely mind-blowing about True Lies as a game (unlike the excessive FX of the film), but it is a nice break from the usual crop of platform shoot 'em ups.

**Gus:** The overhead blaster is not a design used often for Megadrive games, despite usually working well, so True Lies is welcome in that respect. It should also get the thumbs up from sickos and gun fanatics who can see the blood spurting out of their unfortunate victims. All this pussy-footing over violence has been thrown out with True Lies where the body-count is truly extraordinary. But despite being challenging and generally fun to play, the game's main failing is its lack of spectacle and excitement when compared to the movie. Okay, the film had James Cameron, $55m, and the best effects possible, but even so, Beam Software have chosen to skip some unforgettable sequences like the horse ride, which would have made great gameplay. Coupled with the bland graphics, it's easy to miss the humour of the animated civilians, and the novelty of keeping them out of the line of fire. True Lies is nowhere near the top of my shopping list...but I'm still playing it.

**Graphics**

- The animations of the innocent characters is quite funny.
- The levels are flat and the graphics generally uninspiring.

**Sound**

- Gruesome sounds of doom and 'sound FX'.
- The imposing voice of Annie is conspicuously absent.

**Playability**

- Plays better than it looks. Nice feet to the weapons and same tricky enemy tactics.
- Pretty much the same throughout and slightly too slow.

**Lastability**

- Large levels, and the password system is geared to lengthening the game challenge.
- Lack of variety is the major threat.

**VFM**

- So much of the film is missing, it often seems a transposed link to True Lies.

**Overall**

- Plenty of murder and carnage, with a real sense of tension. But as a representation of True Lies on the Megadrive it's less successful.
Picture a once great Empire in decay. At one time rich, now its capital's streets are filled with beggars and the impoverished. At one time proud of its order and efficiency, now its roads crumble and collapse. Once stern and feared, its northern peoples are in open revolt. And its government — oh woe! The slap of firm government has been replaced by limp wristed appeals for popularity and cheap publicity stunts.

But enough of the current situation in Britain. Let's look back to the quirky classical world of Asterix and his imperial nemesis Caesar. Rome has had its fill of Caesar, and in desperation he organises a festival to celebrate his past victories over the continents unfortunate tribes ('Victory in Europe Day', perhaps?). Except, one vital trophy has been lost — the shield of Gallic warlord Vercingetorix. The relic found its way back to Gaul, and ended up in Asterix's village. Roman legionnaires were dispatched to bring it back to Rome, which they did under cover of darkness. Outraged, Asterix and best mate Obelix set out to restore Gaul's dignity and humiliate Caesar.

AN UNLIKELY STORY

Asterix books have always been a delight for their off-the-wall ideas and non-conformist approach, as well as genuine humour. The short introductory strip for Power of the Gods is excellent in capturing the spirit and the quality of artwork found in the printed form.

Vercingetorix, defeated at the siege of Alesia, throws his arms at Caesar's feet... and officially.

The Obelix curry-powered cannonball attack.
THE ESSENTIAL CLASSICS

In choosing music for the game, the programmers have plundered the repertoire of Classical music. It’s quite an unusual path to take, but isn’t as much of a turn off as it sounds. The 20-odd tunes come from the likes of Rimsky Korsakov, Prokofiev and Boccherini. Eh? But, worry ye not, most are well-known classics you’ll recognise instantly from TV ads.

GUS

This could so easily have been overlooked considering its snooze-worthy predecessor, but this second Asterix game is really a little gem. Hiding behind some drawn out early levels is a feast of puzzle platforming, hundreds of lovely locations to seek out and more than enough action provided by the duo’s Latin bashing antics. The graphics are fab throughout, crucially capturing the essence of the cartoon, as does the short cartoon demo. But Power of the Gods is more than cosmetically attractive. It’s well thought out, it’s challenging and it’s clever. Puzzles in one place affect the outcome in other locations, and cunning little arrangements like the blocks in the Rajah’s palace test the mind as well as the fingers, unlike so many platform games. Resist the impulse to pass over Power of the Gods for something flashier, as it is one to really get into.

'My mate Flink visited here,' said Obelix...

...and in an imperative mood, who confisicates the shield in return for his silence...

Hey, you there! Gus, lad is ladde?
TRIBE OF CANTONA

Nobody needs to be told that the French enjoy a bit of a rumble — eh, Eric? And Asterix gets stuck into those posta-scoffing Roman soldiers before you can say 'it's an early bath for you, Cantona me laddo'. Asterix and Obelix have special fighting moves, though both share a technique of grabbing their opponents and performing acts of extreme comic violence.

LEVER BROTHERS

Ropes, levers, pulleys — the state of the art in hi-tech for the year 40BC — play a recurrent part in the puzzle-based gameplay. The effects of switch-pulling are manifold; from opening doors to dropping balls! Pulleys operate restart points and ropes do all sorts of other things. The puzzles link the stages together, releasing a flaming boulder in the Gaulish forest has a devastating effect in the Roman encampments miles away. Just how is for you to discover.
ROMAN ROADS

Asterix's world is connected by a series of linking roads. The characters have freedom to an extent to explore areas as they wish. Leaving a level by the marked exits brings them to the main map. The map is split into sections, meaning some areas are blocked until much later in the game. In the earliest example, the heroes are trapped in France until a Fakir offers to fly them to find tea in India.

GRAPHICS

90

Classic renderings of the cartoon. All manner of varied palettes, objects and funny animations. Visually engaging at every point.

SOUND

81

The idea of classical music is a novel one. Some tunes suit their locations well. Many of the arrangements use convincing instrument sounds.

PLAYABILITY

91

One of the best linear you will encounter. Plenty of fights. Maybe a little slow compared Sonic-style racers.

LASTABILITY

88

One continue, no passwords, tons of levels, unforgiving gameplay. This is the one to return. Plenty of longevity.

VFM

89

You feel the 1MB of memory has been spent on gameplay, and Asterix weighs in as a substantial game at a reasonable price.

OVERALL

90

Meaty as a roasted wild boar, gorge yourself on the platform decadence that is Asterix: Power of the Gods: Ave Cerep Ave Sega!

COMMENT

Asterix fans can finally breath a huge sigh of relief, that finally justice has been served in his latest console escapade. Whereas before the previous offerings were nothing to write home about, Power of the Gods proves to be a highly successful mixture of game styles and technical know-how. The character sprites are faithful to the original comic strips, being both bright, bold, and colourful. But above all, the combination of carefully constructed levels full of platform action and RPG search to succeed investigation, sets this title apart from all others. A word of warning though, Power of the Gods is only for those tough enough to face a real challenge. Are you ready?

- We predict he will have a meeting with the word 'Pfff!'
VICTORY GOAL

Victory Goal marks the first footy game to land in the Saturn's CD drive and, as can be expected of a machine with its processing power, features all manner of zoom modes, rotational effects and digitised interludes.

Using the current J-League teams in its line-up, the Japanese equivalents to Cantona (i.e. someone who acts like Bruce Lee to opposing fans), Giggs and... er, Gary Lineker are all revealed in their digitised glory, as one or two players step up to control Grampus Eight or one of the other premiere teams. Pretty much all the usual footy rules apply, and Victory Goal's off-screen ref oversees fouls, off-sides and red and yellow cards. What we want to know, though, is what's the Japanese for 'the referee is of illegitimate stock...'

A double-pilau from Streatham.

WHO'S ZOOMING WHO?

With the Saturn boasting stunning graphical processing power, it was always likely Victory Goal would boast rotational effects and clever panning similar to that of 3DO FIFA. During play the action is viewed from a camera located above and behind the southern-most goal. Using the two left and right buttons on the top of the joystick, the action can be viewed from one of three zoom modes. With the exception of an isometric perspective, though, these are the only views on offer and an opportunity to emulate the 3DO game's 'Ball Cam' and 'Shoulder Cam' are sadly lacking. Still, goal-scoring heroes will no doubt be chuffed to learn their moments of glory are replayed from three views just to make victory that much sweeter!
ONE-NIL TO THE GRAMPUS EIGHT...

Japanese soccer differs from the rest of the world in that if a match ends in a draw, they decide the outcome in a rather unusual way. Whereas the European teams play twenty minutes of extra time to settle it, or a rematch followed by more extra time and a decisive penalty shoot-out, the Japanese opt for a 'sudden death' play-off. This means that extra time is played until a goal is scored. Thus, if two teams are of equal skill, a match could very well go on for hours!

BALL CONTROL

The Saturn's A, B, and C buttons affect a number of kicks and headers, with the A button tonking the ball, B used to pass to the nearest player and C changing control to the player nearest the ball. However, as with FIFA on the 3DO, these moves change depending on the height of the ball and the proximity of the player. For instance, if the A button is depressed when the ball is in the air, the player currently under control will try for a header or bicycle kick, depending on the height of the ball when the button is pressed. The goalkeepers, though, are a different kettle of fish. Whilst the computer-controlled option is advised for newcomers, full control is also on offer with the player switching control to the 'keeper whenever the Z button is pressed. Be warned, though, timing is essential or you'll just assume control in time to see the ball sail into the net.

COMMENT

I love foxy games, me. Having graduated from J-League to Sensi, FIFA and Konami's brilliant International Superstar Soccer, I was eagerly awaiting this first Saturn effort. After all, FIFA on the 3DO added superb camera tricks to the original game, so surely the Saturn game would be even better? Not. Victory Goal is soccer at its most basic. Passing and kicking are about the only moves on offer with everything else under the computer's jurisdiction, and this makes for a tedious game of weaving and passing until you get to the corner of the opposition's box where a diagonal shot goes in virtually every time. Control over the 'keepers is minimal and poorly advised, and very little skill is needed when effecting a tackle — simply hammer the B button until you gain possession! Whilst these are all faults levied at the 3DO game, at least EA's programmers tried to divert the player with the addition of the said camera angles. Victory Goal offers a very stilted zoom mode which only confuses play, and the only other option is to view it from an isometric point. This has all the hallmarks of another rushed Saturn effort, and footy fans are well advised to wait for Konami's Superstar Soccer. It won't appear for a year, but it's better than this pap.
OHHH, AHHH, LINEKAAAAAAH!

The import version of Victory Goal is endorsed by the Japanese J-League, and offers the player control over any one of the twelve teams within it. Anyone familiar with the MegaDrive import version of J-League Soccer (an old office fave) will already be familiar with the likes of Grampus, Jef United and Sanfrecce, but Victory Goal takes its attention to detail a step further with the addition of digitised info on each teams' players. This includes assorted stats regarding their control and shooting skills, and allows the player to add a very slight managerial bent by substituting and rearranging the teams.

COMMENT

This is a bit of a nightmare. Rumours that Victory Goal was a bit crud had circulated since the New Year, but I hardly thought it would be this inept. The scrolling and scaling are good, but there are no exciting camera angles to enjoy. Play is ultra basic—you cannot even manipulate the Goalie around the box. The CPU plays appallingly, but even human opposition doesn't create any excitement. There are 16 (count 'em!) teams, which makes me wonder just how insular the Japanese are. No, no, no.

64 MM SEGA
UNBEATABLE OFFER.

DON'T BE A MORTAL WEAKLING!

- Get the Official Mortal Kombat 2 Players Guide and never be beaten again!

For a meagre £4.00 (inc P&P), you can gain possession of this hand-crafted tome, carved from solid paper, colourised by the purest mountain ink, revealing to YOU the ancient fighting secrets of Mortal Kombat II!

The definitive Official Mortal Kombat 2 Player's Guide: 156 pages covering Mega Drive, SNES, Game Gear, and Game Boy formats.

Please send me a copy of Mortal Kombat 2 players guide. I enclose a cheque/postal order for the value of £_______ made payable to EmAP Images Ltd.

Source Code: BK1A

NAME:........................................
ADDRESS:...................................
................................................
................................................
................................................
POSTCODE:.................................
TEL NO ....................................

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF
The eternal problem for big companies is how to make their best products even better. Sometimes, bright ideas like calling them ‘Power’, ‘Future’ or just ‘new and improved’ don’t wash (so to speak). Suddenly you’ve got the nation’s housewives posting their ripped-up Y-fronts to you in protest, and a major PR headache.

So Acclaim must have been extra cautious when putting together the Tournament Edition of NBA Jam. The previous game was one of their big successes of last year, doing the running away back in cold February when other video games were selling like Magnums in Finland. The basis for the update is Midway’s late 1994 arcade Tournament Edition, which added some features to, whilst retaining the choice action of the original NBA Jam. An extra BMEGs have been apportioned to include all these for the MegaDrive conversion.

**RIMMING**

Basketball is a game with a simple objective, and NBA Jam TE is basketball executed simply. Just get the ball through the hoop in one of three ways.

**Lay-Up**

A simple and sure method of scoring. Player shoots after entering the rectangular scoring zone, by jumping and bouncing ball off backboard, for two points.

**Three Point**

Ambitious and accurate scorers may attempt a basket from beyond the three point-line which forms a semi-circle around the basket area, by throwing from a standing position. The reward is three point.

**Slam Dunk**

Or simply ‘dunk’. Scoring the same as a lay-up, dunks are performed by shooting with the turbo button when in position. A spectacular aerobatic scoring move follows.
MAN FROM DEL MONTE
The first NBA Jam had a hidden 'Juice' Mode which enabled you to play at 'Pro-Plus-snorted-through-a-twenty-quid-note' speed. The follow-up now supports this popular cheat as a fully fledged game option. There are four different levels of Juice Mode, from fast to mental.

STRIKE IT LUCKY
Newly featured in this Edition are the hot spots. Toggled on/off from the special features menu, they offer a chance to score some unbelievable dunks with the minimum of effort. Numbered hot spots appear at random on the court, lasting a short time. Shooting from on top of one accesses one of several highly theatrical scoring sequences.

PARKHURST 33
Oh what fun we had, last year, finding the ten faces secreted within NBA Jam. Acclaim logically think that sticking a massive 33 in this time will make for even more amusement, but there you are. Get to work locating this little lot, and we'll show you how next issue.

COMMENT
Great, but let's not get carried away. There's some talk of this being leagues beyond NBA Jam. Tournament Edition is better, but not so much better. What Acclaim have done, quite sensibly, is make more of the 'bonus' parts of NBA Jam that everyone liked, like the Juice Mode, and convert the coin-op as faithfully as possible. The result is a sure-footed, fast and slick basketball game that cements its position as No.1 in that field. But it is hard to detect 8MEG's worth of improvement in here — almost half the original game. I'd be cheated off just to pay for a large amount of cheesy 'hidden characters', which is not really the point of the whole game. I was sometimes a bit perturbed with the ease with which the CPU pulled out three-pointers (strangely whenever it was under pressure) which confirms that NBA Jam TE is best played with human opponents. Sure to rekindle a bit of Jam mania, and deserves to.
SINK THAT SLUB

Teams have been augmented from the couplings of NBA Jam to feature three, four or more of the members of each conference side. The upshot of this is the ability to shuffle your team members should their performance disappoint. Also, the games now incorporate an element of fatigue. The longer an individual is played for, especially on turbo, the higher their injury rating goes. This makes them progressively less able on court. Sensible subbing is the best way around it.

COACH COLLISION

At points between game quarters, you’ll find an array of colourful coaching tips (well, the text does change shade). These run from bloody obvious basic controls to genuinely useful ideas of strategy and play. Even more instructive is the player breakdown, showing who is doing what in any particular playoff.

ORGY OF FUN

As before, NBA Jam allows up to four players to take part in any combination of two-on-two, with the computer-filling in any unplayed positions. Playing solo, you can toggle between computer assistance and total control.

COMMENT

You can’t help but love this game. The original was a fine example of totally tab gameplay, but the sequel really pushes the boat when it comes down to all of the options, special moves, and hidden characters. What’s more the graphics have been vastly improved to provide hooping fun at a furious pace. But as Gus rightly points out, nothing has radically changed from the original. Basically if you are already the proud owner of the first NBA Jam, I’d think twice about forsaking it. If not, Tournament Edition is a must buy!

PAUL

The sequel still excites, but doesn’t offer that many surprising new features. Tournament Edition is the best yet, though.
12 ISSUES FOR THE PRICE OF 10!

Yep, why bother buying other tawdry Sega magazines when Britain’s best-selling one offers such fantastic value for money. Not content with bringing you all the best exclusives on all the biggest games first, unrivalled Saturn coverage, and the odd Master System review we’re now offering the mag at a price others can only dream of. Gor blimey guvnor, we’re cuttin’ our own bleedin’ throats I tells yer. However, not only do you get a years’ worth of mags delivered to your door by your smiling/miserable git (delete where applicable) postman, but you also get it before it hits the shops, meaning you can keep your mates informed whilst they queue up at Smiths for the latest issue! So don’t delay, order today (puke, gag...).

To order your subscription to Mean Machines Sega fill in the form below (or if you want to pay by credit card call our subscriptions hotline on 0858 456868 quoting source and offer codes)

Priority subscription order form

UK(Offer Code: G01): £22.50  Overseas surface: £33.40  Air Europe: £36.70  Air Zone 1: £52.00  Air Zone 2: £57.50  Eire: £33.40

Source Code: IG13
NAME: ............................................................
ADDRESS: ............................................................
POSTCODE: ............................................................

SIGNED
(If you are under 16 your parent/guardian must sign)

I enclose a cheque made payable to Emap Images Ltd for £..........................

Subscriptions are processed as quickly as possible and should arrive within 28 days of receipt. If, however, you are not completely satisfied with your service, you can cancel at any time and we will refund you fully for any unsold issues.

Tick here if you do not wish to receive any direct mail that Emap Images Ltd feels may be of interest to you.
Fate can be cruel. When given the name Shirley Crabtree, young Shirl had no choice but to stuff his face with pies until he became a big wobblly wrestler and adopted the name Big Daddy. Conversely, when Damien Icoulavereyeras was revealed to be a quiet chap, he duly changed his name to Russell Grant. What I'm saying is, basically, a dodgy name can determine a person's fate.

Take the bad guy in Core's newie, Skeleton Krew. With a name like Moribund Kadaver, he was bound to turn into an evil genetic scientist prone to engineering hideous mutants for his own use. I mean, what were his parents thinking of? Needless to say, Kadaver's plans for mutant domination have got to be nipped in the bud, but rather than changing his name legally, Core are sending in the three gun-toting members of the titular Skeleton Krew to flush him out of his six-level domain.

Skeleton crew is best described as a mixture of Gauntlet, Battlecorps and Viewpoint. It takes place over six scrolling isometric stages, with the player and their optional mate guiding one of three cyborgs through squads of enemy droids and gadgets. Starting the game, three characters are proffered, offering the player a choice of fast but weak hero, an armoured but slow one, and a 'pretty average actually' one. The six stages re spread across four worlds, and begins within an Earth city before moving on to the sewers, and on to Mars and its mines, the dumping ground on Venus, and Kadaver's mutant base. Each area is crawling with a mixture of mutant targets and bosses, and the basic aims to blast a way through them whilst simultaneously collecting coins and extra lives along the way. Simple, really.

The first few plays of this seduced me into thinking I was in the presence of a classic in the making. Sadly, Skeleton Krew ends up being merely above average because of a few basic faults. It looks great, and the fast-moving isometric layouts are something entirely new. But the repetitive levels really need some variety or depth to give you a boost once in a while. Instead, it's more frenetic, nothing significantly new comes along. However, the engine itself has distinct possibilities.
MONEY FOR NOTHING

Money makes the world go around, the world go around, the world go around as they say, and it certainly enriches the Skeleton Krew's lives. Dotted around the play area are numerous piles of coins and notes which come in three colours. The lowest denomination are blue which aren't worth the paper they're printed on, but the red and white piles are far more valuable. 10,000 NuBucks (as they're known) garner and extra life, but 1-UP icons can also be found around the place.

COMMENT

Skeleton Krew tries a new slant on the blasting theme by incorporating a novel control system and the rarely used isometric perspective. In terms of initial appeal this work perfectly, with the three control buttons used to superb effect as the player wanders around busy and intricately-drawn backdrops. However, the robots themselves are a little cumbersome even the fastest. The number of aliens are often excessive making successful manoeuvring and accurate firing almost impossible, and life of seeming inevitable. If it wasn't for this overhand difficulty setting I wouldn't hesitate to recommend this. The rotational control method allows for complete control, and all praise to the programmers for achieving this, but even the most adept player is going to find the continual barrage of alien fire a little trying. A real pity, as the basic idea and game is sound enough. It's a little like painting the Mona Lisa and adding a beard to her.

GRAFICS

83

- Incredibly detailed backdrops and loads of attractive aliens — perhaps a little too many at times!
- The sacrifice of colour for detail is painfully apparent.

SOUND

91

- Nice introductory music and the game effects are everything a trip up the game and so on.
- Typical Coro polish.

PLAYABILITY

84

- Controls is a delight to use, and the levels are large and stacked with hidden stages.
- Too intense at times making it impossible to avoid death.

LASTABILITY

80

- Six larger levels, and Coro has certainly made sure it's tough.
- Whilst we appreciate games shouldn't be a walkover, this takes it too far.

VFM

83

- An average price for a very tough block. It does offer a challenge, but only recommended if you are extremely tolerant of no-win situations.

OVERALL

83

- Superb in every aspect, but progress is restricted by an overhand difficulty level which makes it hard to progress.
- Frustrating, and only recommended for those with plenty of hair to pull out.
ATP TENNIS

What the good game of tennis really needs to spice it up is a bit of hooliganism. Imagine newspaper reports of tennis thugs noting at Wimbledon. Picture accounts of people in Park stadiums fighting running battles with private security guards whilst ripping up rows of wooden seats, all because Jeremy Bates loses a set.

It’s a chilling possibility, because people only riot in this country when they’re losing. With tennis we’d be in a perpetual state of law-breaking. However, the situation is not like that at all. Tennis spectators sit and clap politely, as they do in Sega’s new ATP Tennis Tour. Neither the fortifying sounds as the ball bounces, nor the devil-voiced umpire can raise them to a frothy, lawless fury. Composed, genteel, bums-firmly-on-seats and fingers-on-lips. God, isn’t tennis boring?

SPIT AND POLISH

At its heart, ATP is Wimbledon Tennis — not the freshest tennis simulation around, it debuted on the Megadrive some two years ago. The game engine is basically sound, with small player sprites and the action displayed in a no-nonsense 2-D format.

SHOT IN THE ARM

There are no complaints about the range of shots. Serving is easy, and comes in three levels of speed (shown by a serve speedometer). Lobs, topspin and dropshots are achievable. Lobs are particularly fascinating as the ball sort of bloats as it rises to give a sense of extreme height. Cool!

COMMENT

Revamping their old Wimbledon game may have seen like a smart move if Sega had their eye on EA. But Wimbledon was no Madden’s and doesn’t benefit from being ‘put down’ for a few years. No this is no chauvinist that matures into a glorious vintage. It’s a wonky old Hiromichi that’s been stuck in a fancy new bottle. The graphics are unimpressive and all the extended options are merely icing on the cake. With Sampras on the scene, there was really no need.

VE KNOW ABOUT YOU

ATP deals comprehensively with its players. The 40 standard characters have biographical details of age, nationality and playing characteristics. A digitised pic of each is provided. The ability roster is the most important part of player information. Skills in aspects of power, accuracy and speed are allocated points. There are four blank spaces in the field for your own players, which you have freedom to customise.

“YOUR HANDY PEPPER SPRAYER PROVES ITS WORTH ON CLAY.”

Your handy pepper sprayer proves its worth on clay.

THE SCREEN IS PRONE TO EXUBERANT OUTBURSTS LIKE THE ABOVE.

The screen is prone to exuberant outbursts like the above.

“72 MM SEGA”

72 MM SEGA
SPEAK AND SPELL
Extra memory has gone towards the umpire's contribution. This is the first tennis game we can remember when the umpire pronounces the player’s surnames rather than just ‘player one’ or ‘player two’. Sadly, this proves such an effort for the poor man that all his utterings sound like a Dalek getting an enema.

THE DAILY GLOBE
Two tournaments are offered. The ‘Global’ one seems to spend a lot of time in America. But then they are the world (they are the children). The US events have sponsors and loads of prize-money. The Senior event, on the other hand, is for a selection of celebrity fogeys. Play Rod Laver and Rod Newcombe and watch our for coronaries.

COMMENT
A dull and unremarkable release for an equally dull part of the calendar. Anyone who releases a tennis game in miserable March hasn’t a great deal of enthusiasm for the sport. Just to look at, ATP is depressingly like its ancient progenitor Wimbledon. The sprites are pretty weedy and the backdrops dull as dishwater but it’s okay to play, especially at the higher lunatic speed settings. With all the stats malarky, I do think this serves a section of the gaming population, but Sampras is infinitely more fun.

GRAPHICS
65
- Crisp, clearly defined courts and players, with adequate animation.
- A distinct lack of variety or visual tricks and spills.

SOUND
67
- An impressive range of sampled sound. A good ’knife’ noise.
- The bouncing sounds flatulent and the umpire has a problem.

PLAYABILITY
78
- Easy to work out the controls, the sprites are responsive, there’s enough player options.

LASTABILITY
73
- The backing to the game is as comprehensive as it gets.
- Not as challenging as some other Megadrive tennis titles.

VFM
70
- It’s not really an charge for an old game washed down with peripheral attractions.

OVERALL
76
ATP Tour sits firmly in the second rank of tennis games, but we’re not talking about a total waste of time.
SONIC DRIFT

If you lived in the same street as the Sonics and the Marios, it would probably drive you barmy. First the Marios get a satellite dish in, then the Sonics appear with one. Then Tails arranges for Chez Sonic to be stone-clad, and what do you know, Luigi does the same next door. Then the Marios star in a go-karting game, and inevitably so do the Sonics. But to go one better they have two. Except, instead of the Megadrive being graced by them, the pleasure is solely that of the Game Gear.

You won’t have seen Sonic Drift. Sega UK passed over it, though it did quite well in Japan. The reason Sega UK ignored it? It was a bit crud. The sequel, however, does get their seal of approval. So for the first time in recent memory, there’s a good reason to exercise your game-link cable and snuggle up to your Game Gear owning friends.

CATCH MY DRIFT?

There are seven different Sonic characters to choose when playing Sonic Drift 2, each with variable attributes and skills. After you have selected, the computer picks three opponents at random from the remainder, effectively making the race different each time. You have the choice of:

DRIFT AUTOMATIC

There is a choice of manual and automatic transmission. Manual is quite tricky as you have more than just acceleration to worry about during the game. Each of the drivers has a special power with which to spike his opponents: Eggman can throw mines in front of other cars, Sonic has a speed dash, Amy leaves her opponents hopelessly lovestruck, etc. Each usage costs two rings, which are collected from the track. The powers of the other characters also come as power-ups occasionally found on the track.
This year will see a glut of Game Gear stuff, and if it's as good as this I'm going to be permanently connected to my handheld. Sonic Drift 2 is just great with two players, the graphics are fab and the variety of the tracks deals with any problems of repetitiveness. The presentation brings the package together with umpteen combinations of match-offs between the seven characters. Even in solo mode, the playability is superb, with great response and white-knuckle finished almost every time. Simply the most desirable purchase of 1995 for Game Gear so far.

I haven't enjoyed a Game Gear game as much as this for ages. Sonic Drift achieves the virtually impossible by emulating Mario Kart on the relatively humble handheld. As a one-player game, Sonic Drift is excellent thanks to its variety of courses, hazards and the intelligent computer racers, but it is in the two-player mode it starts to shine. Racing another player is great fun, and every icon and obstacle must be used to your advantage, giving the game a real addictive edge. This is a brilliant game, and the perfect reason for buying a link cable.

The courses of the three separate cup competitions are pretty varied. Some are circuits, while others come as linear races split into stages. Some, like the Desert tracks have high banked corners, others have no track barriers, allowing the cars to fall into the abyss. The Savannah track has the neat effect of a thunderstorm in the background, blowing your view frequently with lightning flashes.

Storm clouds gathered as the demons awake (not pictured).
The Americans don't have a Royal Family. They don't need one, they have American Footballers. Amidst the roll call of sporting royalty, one position is King: the Quarterback. His is a pivotal role, the link between the Forwards and the Receiver, whose abilities in finding space and accurate throwing are crucial for the success of the whole side. Having a A-grade Quarterback doesn't ensure glory, but having a crap one pretty much puts the lid on the Superbowl.

Sometimes Quarterbacks can really fumble it — just look at OJ Simpson, currently undergoing ‘difficulties’ at the moment. Or anyone who has watched Cheers or seen Tennessee William’s ‘Cat on a hot tin roof’ will have some appreciation of the problem of ex-footballers. But—NFL Quarterback Club is a celebration of present players, including current doyenns Troy Aikmen.

**TRIAL OF CHAMPIONS**

The QB challenge is an aside from the full grid-iron action. In essence, it's a mini-sports compilation testing the skills required of a quarterback in four different events. Points are awarded for each as the nineteen team quarterbacks fight for the crown. It also functions as a practice arena for the full game.

**ACCURACY**

This event tests the throwing skills of the quarterback with points awarded for striking either of two moving targets as they move across the field.

**AGILITY**

A two-part event set against the clock. First manoeuvre a mini-assault course then hit a target. Time is added for colliding with obstacles, and deducted for good aim.

**POWER**

A button-basher which gauges the throwing length of the quarterback. Two attempts are given to extend the reach (shown by a cursor) within five seconds.

**RECOGNITION**

A mole of targets cross the field in this event, but the quarterback has to discern the active targets marked with a flag. Other targets will deduct points if hit.

**COMMENT**

Without a doubt Madden is the business when it comes down to American footie sims. I was however very impressed by NFL and its attempt to break from the standard game mould with the additional games and styles. In terms of graphics, the matches themselves are a bit on the dull side. But at the end of the day it's all about how the game plays, and I've no complaints in this department. A winner for non-Madden owners.
Far From the Madden Crowd

The grid-iron game is styled in a similar fashion to EA’s John Madden’s. Two teams face each other on a vertical pitch and select their offensive/defensive plays from a triple diagrammatic window. Selections are made by entering sub-menus; first picking a short, medium or long play, then picking a formation and finally tactics for that formation. The permutations lead to hundreds of different team plays. After the play is called, you may control any of the team characters you wish.

Four And One In The Fourth

The third novel option of QB Club is Simulation mode. Using the same engine and controls as the game proper, the option selects key scenarios from great matches of the past and challenges to replicate the winning teams feats. Often this means scoring late on in the match with some audacious plays.
"Aw-right my sahn! You’ve made yow mum right proud ya know. That woz summink special out there. The way ya laid into ‘im, it brought a tear to me eye. Honest I forwot you woz gunna kill ‘im back there. All those left ‘oks and uppercuts, you mashed ‘im and went back few more. A truly gratui-
tious victory. So wots this little chat abaat then? Well I’ll tell yuz sahn, me and yaw fatha ‘ave been ‘avin a bit of a chat abaat puttin’ ya up for the Toughman Contest. Wat ya mean, ya don’t wanna fight? You’re made for it, and you’ll make uz millionaires!
Right, all you’ve gotta do is get on a plane to America and fight 23 utha meat ‘eds from around the world. It’s so easy sahn, free rounds of a minute a piece, and all you’ve gotta do is make mincemeat of the light-
weight. Nuffink easier! And you’ll neva guess wot — those weirdo Yanks only go an’ give yuz three special moves wiv which you can beat ‘em to a pulp. Now go on owt there and make yow mum rich beyond her wildest dreams. That’s a
good lad!

FLOAT LIKE A BUTTERFLY

The Toughman Contest is no piece of cake so selecting the perfect candidate is of paramount importance. To help you make the right decision, each boxer has been broken down by a team of statisticians. Scored out of 100, the vital statistics cover power of punches; how light your fighter is on his feet; the amount to damage he can withstand; and speed at which he can get back on his feet after hitting the mat.

STING LIKE A BEE

Along with the usual selection of uppercuts, jabs, and hooks, the boxers have all been genetically engineered to release special move attacks. In a semi-MK/
Streetfighter sort of way, a combination of D-Pad presses and button pushes let rip killer moves such as the Super Uppercut, the Windmill Wind-up (a cartoon caper in which the boxer winds up his arm like an elastic band to unleashes an almighty blow), and the Popeye Punch (pretty much self-explanatory). But instead of assigning different special moves to individual boxers, the player has the choice in the pre-fight screen to pick any three spe-
cial moves for their prize fighter.
COMMENT

It looks like EA are out to take on Nintendo's Super Punch Out head on. Whilst I prefer Toughman to the Super NES game, though, both suffer from a lack of staying power. Ever since the likes of Frank Bruno's Boxing for the Spectrum, the art of pugilism have failed to recreate the action of the ring. Boxing is a sport of skill and agility and whilst Toughman comes close to recreating that, it never seems to gel as a game and is sluggish and uninvolved.

STEVE

TOWEL DOWN
Defeat comes to even the best. And there comes a point in every boxer's life where he must face up to a posting from some of the younger and faster boxers. So to save face, and maintain a hint of dignity, the option to throw in the towel is available. A word of caution though — only ever throw in the towel if you are certain that even a draw is beyond all hope, as it's not something you want to be remembered for in the long term.

PAUL

The greatest shame about Toughman Contest is that it could have been a contender. The prospect of a 32 MEG boxing game had all the promise of huge sprites, plentiful animation, and great playability. But even though it has the first ingredient, the latter two are sorely missing. The sprites are big and chunky, but they move in slow-mo, and even come to a sporadic halt after any special move is performed. Talking of special moves, they may be selectable from the menu and varied, but you never feel as if you're in control and they happen almost by accident. With a bit of patience not all hope is lost, as it is possible to compensate for the lack of responsiveness, but in all truth Toughman Contest doesn't have the form to be a belt challenger.

GRAPHICS 73

Huge character sprites and nicely designed animated backgrounds. But the boxer animation is severely lacking, and slows down frequently.

SOUND 75

The thwacks and crashes are good and meaty, adding some weight to the punches. But the digitalised speech is a little weak.

PLAYABILITY 64

Toughman's biggest downfall is that it doesn't feel as if you're in control of the character and the action slows after a special move.

LASTABILITY 65

A tough challenge to beat the other opponents and master the special moves. But this is mainly due to the clumsy and insensitive control system.

VFM 67

£49.99 for 22 MEG is not bad value. If only the game was champion enough to justify the money.

OVERALL 64

EA's biggest game to date, but one that misses the mark through lack of playability. Not a heavy weight contender.

MM SEGA 79
When I were but a young lad, kids didn't have mini motorbikes to burn around on. We had to make do with BMXs - you know, little push-bikes with tiny wheels and seats that made your bum hurt a lot. The best thing about a BMX was the tricks you could do to impress the girls. Bunny hops, Endos and Aerials were all part of my daily repertoire and if nothing else, I was happy that you couldn't pull off these kinds of tricks on some spawny rich kid's motorbike.

But alas, the halcyon days of BMX-ing are over. It's all mountain bike-this, mountain bike-that now. And junior Motocross too, if your parents have a few thousand quid to spare. Or a couple of hundred to kit you out with a 32X and a silicon version of the sport. Sega's Motocross 32X takes most of its meat from the Road Rash series, using the same 3-D perspective. There's three bikes, 12 tracks and a split-screen two player mode thrown in for good measure. And you can duff up the other competitors too.

VISIT THE PYRAMIDS

Actually, that headline is a complete lie. You can't visit the Pyramids at all. In fact you don't get to visit anywhere remotely interesting, simply because the tracks aren't set anywhere. But why not make up a pretend location for yourself? Barbados, Morocco, Australia, the choice is yours!
**TWICE THE FUN!**

On Motocross you and a friend (if you have one) can team up for some bonding-type Competitive fun. You can even fight each other if you want! But obviously, the aim is to win the race, which incidentally is fairly easy if your partner falls off their bike a couple of times. You see, it takes them so long to get back on the thing, that you'll be miles ahead, racing on to glorious victory.

**Lesson one: DON'T, UNDER ANY CIRCUMSTANCES, FALL OFF YOUR BIKE**

**GUS**

Motocross either started out as a nice 3D texture mapping routine, or a company directive to 'get a freakin' racing game out for our machine'. Either way, the end result has not been worth the interim effort. The scaling hardly makes for a smoother or more believable sense of movement than conventional Megadrive racing games. There's also a distinct lack of options or variety surrounding the unimpressive engine. Nothing can save this from looking like a hasty piece of work worth avoiding.

**PAUL**

I was really looking forward to playing this, as from early videos of the game, it looked as though 32X owners would be in for a treat. Unfortunately, the gameplay doesn't seem to have progressed much since then, and as a result, Motocross has a very unfinished feel about it. The graphics are absolutely dire - the racers are quite blurry and badly drawn, and all the tracks look the same. The races go on for too long, and at the beginning of each one, it's very difficult to see where you're going. The two player mode is pretty poor too, and almost half of each player's screen is obscured with useless information. Not the best release we've seen on the 32X, by any means.

**GRAPHICS**

- Not much to crow about here. I'm afraid, Nice, or 'mud?
- Blurry graphics and square-looking bike.

**SOUND**

- Hey! Rockin' music! Should go down well with any kid or fan of that sort.
- That is.

**PLAYABILITY**

- Easy to get into, and even provides some entertainment for a while.
- Overall, it's too shallow, with little incentive to keep playing.

**LASTABILITY**

- I'd like to say that it will appeal to fans of the genre, but it won't. Has very little lastability.

**VFM**

- With little lastability and very poor graphics, there's certainly not much value for money here.

**OVERALL**

- Look, I know there's not many games out for the 32X, but don't let that fool you into shelving out for this. Very poor.

**OOH! HE'S THE LEADER OF THE PACK!**

Unlike most biker's sims where there's loads of bikes to choose from, but you have to earn money to buy them, Motocross allows you to choose any bike from the beginning. There's only three bikes in all though so I don't expect this process will take you very long. Anyway, for those of a nervous disposition, there's the 50cc moped. More experienced players can go for the blisteringly fast 125cc, and the reckless types amongst you will go for the Superbike - a delicious hybrid of speed and reliability. Lesson two? We-all: ALWAYS CHOOSE THE SUPERBIKE. THE OTHERS ARE A LOAD OF SH...
LINKS: The Challenge of Golf

The biggest problem that software houses find when preparing a new golf sim for the Megadrive-owning public is not centred on coding, or any esoteric programming matter. They find it hard to locate a golfer who hasn’t endorsed a previous golf game. Jack Nicklaus, Nick Faldo etc. They’ve all done it. Someone had suggested that Elsie Miggins, who likes to do a few holes around Hartlepool’s municipal links might be interested in putting her name to this game, but it seems she’s already agreed to appear in a packshot for Nobybooth’s ‘Labotany Golf: The Longest Trap’.

Obviously, Virgin were unable to find an endorser for Links. Or perhaps they just called it that for the hell of it. Let the game stand on its own, they may have thought — there’s no need for fancy celebs to shift it. Au contraire....

AERIAL ULTRA

The Torrey Pines course has been filmed from the air and the footage turned into digital video for Links. There is an option to view each hole with a brief commentary, before you play it. The lush green graphics seen in the flypast are not those of the game itself, but the layout of the holes is accurate.

Screenshot taken just after huge gun battle between players.
MEGA-CD REVIEW

NO GREAT SURPRISE

The control format is much the same as other golf games. Clubs are selected from a menu. Shot type is changeable and shots are taken with a timeted swingometer. The big change is aim. Instead of moving in an aiming cursor, you alter the view by degrees to the left and right, then wait for the screen to redraw. And wait, and wait...

COMMENT

Oh dearie, deary me. How did this pile of rubbish get past the first stages of playtesting? The voiceover and the FMV are nice touches, but nothing more than cosmetic cover-ups. Once you start to play the holes, the true painful sluggishness of the access time, the appalling resolution, and pathetic graphics, will drive you up the wall. Avoid this sorry excuse for a golf sim at all costs, and play safe with the PGA quality titles.

PLAYABILITY

28

GUS

“So realistic you can almost smell the greens” geeks the packaging. “That’s a good thing”, it adds inane. Well I can smell something from Links, but it isn’t green. Playing Links is a mind-numbing experience for two principal reasons. Firstly, the screen updates everytime you change your aim, and it has to read from the CD to do it, meaning long periods of waiting time. Secondly, the in-game graphics and the holes themselves are tedious. The fancy froth of flying footage and commentator’s tuppence-worth (and it is only worth tuppence) don’t add anything to a game consisting of a single course. Avoid this crummy rubbish and get PGA 3.

LASTABILITY

22

The wait for CD access is totally unacceptable. The holes themselves aren’t any great shakes.

VFM

15

Has no value added features beyond the gimmicky filmed bits.

OVERALL

20

Links? The Missing Links, more like. This is backwards evolution in a sport that's been done to death, frankly.
Poor old Julian Sands. There he is pitched as the ‘greatest English actor ever’ after his appearance in A Room With A View, and before he knows it his career hits Cropville with appearances in turds like Arachnophobia, Boxing Helena, and Warlock. Let’s hope Hugh Grant takes note.

Still, in this strange topsy-turvy world of video games where sure-fire hits are turned into binary dogs like Pink Goes To Hollywood, Mr Sand’s appearance as the titular Warlock a few years back (and in the straight-to-video sequel) obviously won him a fan at Acclaim, as the film has been the inspiration for their latest arcade/adventure.

**RUNE FOR ONE MORE ON TOP**

Warlock’s plot tells of the coming of evil (ie Julian Sands) and how the only way to stop him placing the Earth in eternal darkness and all that usual Black Magic malarky is to collect six runestones and use them against him. However, as the runes are spread across the world and the Warlock is using his powers to turn everyday pets and people to evil, gathering them is going to be no walk in the park. The game is spread across twelve stages, which scroll across the usual eight directions and contain a wealth of the Warlock’s evil sidekicks. Cast as the unlikely raincoat-wearing hero, you have been given a magic sprite and an unlimited supply of energy bolts which are used to collect objects and fend off enemy attacks respectively.

**COMMENT**

Warlock doesn’t do itself any favours with the appearance of its first few levels. It looks like the video game equivalent of a hangover — rough. But unlike many more unfortunate titles, the initial disappointment and confusion lifts somewhat with the prospect of a tough challenge and gameplay that mixes platform blasting with puzzle genres. As you get deeper, the tasks get more complex and the gameplay more rewarding. Okay, it’s never going to win a beauty contest, but it’s far better company than many of those Pamela Anderson platformers.
The runes are located at the end of every second stage. Each world is inhabited by a weird assortment of spiders, controlled humans and others such dangerous critters, and later levels complicate things further with the addition of natural hazards such as dripping acid. A trio of energy bolts sees off most of the energy-sapping baddies, but the Warlock himself also appears every now and then and is a lot more resilient. Similarly, he is also better equipped than his minions and can attack using animated statues whilst hiding behind a fortress or can send bolts of fire across the floor to KO the player.
And, lo, the great alien deity Ra looked down upon his slaves and saw strangers among them. He who lives with Goldie Hawn and that bloke out of that crap Jack Nicholson Werewolf film had managed to amass the skinny locals into some sort of army which were threatening to overthrow the alien leader’s power.

Worst of all, though, a fatal flaw in Ra’s plan for domination over this distant sandbowl had been exposed — he was in fact not exactly hard bloke out of The Crying Game. Only one thing remained to do: send the attackers a series of puzzles and hope they’ll become so confused.

TILE BE THERE
The Game Gear version of Stargate takes a... well, more overall view of the movie's plot than the platform-based Megadrive game. Ra is after control of a series of Stargates and, assuming the role of Daniel, you must defeat a series of his contraptions in a tile-based puzzle game. Basically, a selection of illustrated tiles are shown at the top of the play area, and duplicates are dropped into a circular play area. When stacked in piles of three or more similar tiles, the relevant icon disappears. This is then repeated until all the tiles are removed — although you are occasionally asked to do so twice. The winner then secures a Stargate on the game's Othello-like galactic map, with the owner of the most squares saving or destroying the galaxy.

Imagine being a multi-millionaire who doesn’t have to worry about anything cash-related. If you wanted a yacht, you could just go out and get one. If you saw the latest in TVs, you could get one delivered instantly. But imagine that, after getting used to such a lifestyle, it was taken away. All of a sudden, after years of blowing thousands on food, you couldn’t afford a cheese sarnie. Well that’s what this Fatal Fury conversion is like.

Andy Bogarde and his cronies started life as 100MEG superstars using massive sprites, intricate backdrops and stunning-looking moves. In Fatal Fury and its sequels there was nothing they couldn’t do. They fought on moving trains, used the largest sprites ever seen in a beat ‘em up, and astounded both Neo Geo owners with stunning special moves. Now, however, they’ve landed with a bump in this 4MEG handheld bout. With their numbers and size reduced, Andy and co have gone from being the largest handheld heroes on par with MKII.

The world warriors head for Barnsley. Da do da da!

86 MM Sega
GAME GEAR REVIEW

**Comment**

**Steve**

Well, that elusive element is sadly missing from this handheld interpretation of Stargate. Whilst the basic tile-pilling idea is solid enough, the game never seems to pick up speed or throw anything troublesome at the player. Ra's men don't really pose much of a problem, and without the addition of particularly tough opponents, the whole thing soon gets dreary. Still, whilst Game gear Stargate doesn't follow the plot of the film particularly closely, they do have one thing in common; they're both dull in the extreme.

**Paul**

Contrary to Steve, I found StarGate to be quite a tidy little puzzler. Once you've adjusted to the overhead perspective, and got up to full speed, the puzzles and the Battle Mode option prove to be reasonably entertaining. Nothing to match Columns, but not a bad effort nonetheless.

**Comment**

**Steve**

The Megadrive version of Fatal Fury rates as one of the worst beat 'em ups I've played. In the conversion from the massive Neo Geo game ended up resembling a very second-rate Street Fighter clone. Sadly, the downward conversion spiral seems to continue as Game Gear Fatal Fury Special is even worse. MKII for the handheld proves such conversions can be skillfully done, but Fatal is a very scrappy conversion. The sprites are weak and zip around with very little realism, and the moves are limited. Granted, there are special moves to be had, but as the game requires very little skill to progress they become rather redundant. I'd stick to MKII if I were you.

**Comment**

**Steve**

You know how Tetris and Columns have a strange addictive quality which keeps the basic idea fresh?

**Paul**

Baa-ba-baa bird's eye chicken's the word.

**Comment**

**Steve**

Easy to pick up, but never gets taxing.

**Paul**

The opponents could be tougher — and should.

**Comment**

**Steve**

There are much better puzzlers on the rounds.

**Paul**

A brave idea, but ultimately let down by its dull computer-controlled players.
SUPER COLUMNS

It was a night like any other night, but for one particular Game Gear cartridge, it was a night he would never forget. Mike Columns was an ordinary handheld puzzle game, driving home from another hard day in the city, when one of the tyres on his station-wagon blew out. Call it luck, call it divine intervention, but somehow, Mike managed to steer the uncontrollable car safely off the road and down a cliff, turning it into a raging fireball. Stumbling unharmed from the wreckage, he spotted a tower in the distance and, believing it might have a phone, he headed for the building. It was only when he was metres away, that Mike realised — this was no tower, it was a huge atomic bomb. It was a nuclear test site and Mike Columns was standing at Ground Zero! The explosion ripped through his puny body like a fork through noodles, yet somehow Mike Columns lived. However, he was no longer an ordinary puzzle game. Bathed in the radioactive energy of a thousand suns he had become... Super Columns!

Join us now as we follow the thrilling adventures of the Protector of Puzzle Games. Marvel to his incredible shape-dropping abilities. And cheer as he thwartst yet another insidious plot hatched by his arch-nemesis, the Soviet super-scientist Dr Tetris! For this is no ordinary game! Where once there stood just Columns — a puzzle game in which coloured gems fall down the screen — there now stands Super...
Once again, an insult-free zone (almost, anyway: one pair of turds got through the net), as the meanest Yob this side of French footy gets to grips with your letters. This month laugh with us as a fan of some herb magazine writes in, and as an Australian gets to grips with the differences between Q&A and these pages. Honestly, it's funnier than an episode of The Upper Hand around here. Sometimes.

If you want to write to Yob, send your letters to:

INFLATABLE LAURA INGLES
PUNCH BAGS, MEAN YOB,
MEAN MACHINES SEGA,
Priory Court, 30-32 Farringdon Lane,
London, EC1R 3AU

Dear Yob,

Congratulations on binning the totally bonal insulting letters usually printed on your page. I'm sure the intellectually challenged gits who usually write in to it will be most disappointed — I won't. This issue of the magazine was much better, for it seemed more informative — something older readers have been crying out for. Most mags drivel on like they've been written by half-witted dribbling loonies. I hope that MEAN MACHINES will continue to improve itself and rise above the other crappy magazines. I do like SEGA Magazine, but its reviews have to be questioned as it is an official magazine.

Chris May, Dobwalls, Cornwall

Yob: We were getting a bit tossed off with all the drivel, too. I mean, I know I'm the meanest sod this side of Eric 'Flying feet' Cantona, but it's nice to have a break from the 'you wind-inducing... blah... bogey-eating... etc, etc', which got to epidemic proportions. Still, whenever a real git gets up my nose, needless to say he or she will know about it...

Dear Yob,

I have wrote [sic] a poem about you, hope you like it.

Yob is a HOG.

Who smells like a DOG,

He swims in a BOG,

Like a big FROG.

Hope you liked it. Can you please kill the person who gave Yogi Bear

PETER PURVES

PETRA

Dear Yob,

I am writing to you about the 32X. I think it is a good idea to bring out a machine which could beat the pants off Nintendo's Ultra 64, even though the Saturn is for superior to the 32X. I mean the Ultra 64 will be out in 1996 and will be as big a failure as the CD32. Long live Sega.

Sam

Dear Yob,

I've seen Gus' head on a pole before... Cheers, Dan Stroud.
Holdaway, Bognor Regis, West Sussex
YOB: Bognor Regis, eh? Or the last resort as it is known to the locals (Chichester-born Steve, anyway). As for your claim that the 32X is a better machine than the Ultra 64, isn’t that a little unfair since the latter isn’t out yet? You haven’t been swimming in Bognor beach’s brown water with your gob open have you? I think you’re going down with something, that’s all...

BLEEP AND BOOSTER

Dear YOB
First of all congratulations on the best mag going. I read it every month and think it’s top. When you want to look at a review or info on a game, MEAN MACHINES is probably the most reliable in the shop, unlike the other crap magazines — especially the ones at Digitiser. One day when I came home from school, I had nothing to do but switch the TV on. I decided to watch Digitiser to see what they’d got, and was shocked to see such sad rubbish. It takes up too much space for what decent things could have been there. Anyway, keep up the good work.

Michael Hilton, Manchester
YOB: Of course, you realise by mocking Digitiser, they’ll cop a moneys and send Steve a snotty fax calling him something food-related. Honestly, considering they keep sending faxes with such an obvious sense of wit, you’d think they’d be able to take a joke or knock or two...

because

I think Sage Power is the saddest mag ever next to MEAN MACHINES SAGE. I mean at least MEAN MACHINES SAGE does Master System reviews. I don’t believe Sage Power even had the nerve to put the name on the cover. I mean they’re total scum bags, they can’t even get decent reviews.

Richard Palmer, Cockermouth, Cumbria

LESLEY JUDD

Dear YOB
I think you should go and pesc Sage [sic] Powers employees caps entirely around flavouring herbs. As for peeing in anyone’s cap, what is it with you and the gardening terms? I mean, your name is Richard Palmer, not Percy Thrower. Actually, Dick Palmer sort of suits you. And it sounds like your hobby.

YOB: Sage Power?
No, sorry, that’s a new one on me! I take it that’s a magazine based

An urgent message to Etham Soy: Go and see a shrink! Now!
**MEAN YOB**

**YOB:** There was a thinking such banalities were long gone, when the Pillock Twins return to annoy. I swear you two were flies in a former life, as you seem the sort of people seen on the receiving end of a swat from a cow's tail. As for slaughtering the team with a chainsaw, I seriously doubt you'd know which end to you. When God was handing out brains, you thought he said trains and asked for a slow, stopping one. And one that was steam-powered.

**VALERIE SINGLETON**

Dear YOB
How dare you slag the Equalizer down. He's a lot more powerful and stronger than you could ever be sunshine. You're about as hard as a sheep in leather. Anyway, I phoned up my old buddy Edward Wood and told him to come round to kick your head in.

Adam Enave, Redditch

**YOB:** Yeah, and when we met him at the door, he was so shagged out after climbing two flights of stairs, he had to have a lie down and a piece of apple pie. Needless to say, Farrington has since been overrun by the thugs and hoodlums he is now powerless to fight.

**SIMON GROOM**

Dear YOB
I think that taking all the letters containing mindless insults, and er, not printing them in Issue 29 was a good idea. I think you should give a cash prize for the best letter each month (hint, hint).

Will a Micro Machines 3 game be coming out, and if so when? Don't you think those Sooty puppets are top, you know the ones that come free with Coco Pops. Time to go I hear the sirens.

Joseph Farrell, Anytown

**YOB:** We're working on a letter of the month thing, and dino-s who want to insult us will be pleased to see the imminent return of Mystic Yob. Micro Machines is on the cards, but the format has yet to be decided — Saturn, probably. As for those Sooty puppets that come with Coco Pops: we wouldn't know. We've got better ways of turning the milk brown.

**CHRIS TRACE**

Dear YOB
I am really annoyed because I have been looking everywhere for Shining Force. I have Shining Force 2 and want the first one, but I can't find it anywhere. I'm not going to bother threatening to kill you, but please can I have a copy of Shining Force. Geoff Phillips, Sudbury, Suffolk

**YOB:** No. What do you think this is? Yob'll Fix It? Try calling Sega.

**JOHN NOAKES**

Dear YOB
You may remember us. In your November issue we wrote demanding 5 billion pounds each. We still have not received the money. This is your last warning. If we don't get the money tomorrow we will come to the office and slaughter your entire team with a chainsaw. We also got some great ideas from Mortal Kombat 2. We will tear off your arms and legs. Ha, ha!

Peter M and Alan G. Paisley, Scotland

**DAYTONA USA**

Pam sent in this picture of a Daytona car killing a jay-walker.
YVETTE FIELDING

Dear Yob
I'll cut the crap about how good your mag is and get to the questions.
1. What should I buy: Earthworm Jim, Super Street Fighter II, or Mortal Kombat 2?
2. What is your favourite game and how much is it?
3. What do you think is better: Super NES or Mega Drive?
4. What machine do you have and what games do you own?

Matthew Hoey, Perth, W Australia

Dear Matthew, here are some questions for your Aussie noggin:
1. Is the phrase 'Q&A' a little too high-brow for you?

PETER DUNCAN

Dear Yob
Your magazine is the best mag ever for a start, but the real reason I'm writing to you is about re-hashing games and how easy they are. Look at EA, FIFA, FIFA '95, John Madden '94, John Madden '95, Road Rash, and Road Rash 2.1

mean what next, Madden '98, FIFA '99? Why can't they bring out something original. I personally can't think of anything, but then again it's not my job. So please EA stop re-hashing games. On the subject of easy games, when was the last time it took you more than a week to complete a game? So why don't they make the games harder?

David Miller, Sunderland

Dear, but you forget Davey-boy, if games were too hard they wouldn't be updated every year! The simple answer to your question is, the EA games series will continue all the time people buy them. Somewhere out there is someone with every NHLPA, Madden and Road Rash title available. What a horrible, sad thought.

Sam Holdaway from Bognas sent this pic of Dynamite Headdy.

I like this sensible letter policy. It makes these pages so much more rewarding. If there's something you want to get off your chest, drop me a line at the address at the start of these pages, and I'll do the rest. Right, thyme to find a copy of MEAN MACHINES SAGE that berk was on about.... Ho ho.
I've noticed a trend in some of your letters. Before you get into the nitty-gritty of the numerically-ordered questions, there's a little opening line which bears no relevance whatsoever. I mean, in between the Earthworm Jim questions and MKII posers, we get stuff like 'A big fan of open chips could you... and 'I own a small dog, and was-wondering... Strange. Still, not as strange as your constant need to know more about the same eight games and your bizarre wishes to have endless lists of games put in order of best to worst! Ah well, here's another month's worth, and send future entries to the hallowed Q&A pages at SATSUMA AND STOCKINGS SPECIAL, SIR? Q&A, MEAN MACHINES SEGA, Priory Court, 30-32 Parringdon Lane, London, E1R 3AU

Q&A

INCH HIGH PRIVATE EYE

Dear Steve,
Please answer my questions or I'll kick your head in.
1. In February's issue of MMS, I noticed a cheat for FIFA '95. It took me about an hour to get it to work, but now I can't turn it off! Please help.
2. Do you think Sonic And Knuckles is crap?
3. Is Jimmy White's Whirlwind Snooker worth buying?
4. Will there be a FIFA '96 — if so, when?
5. I have got a Super NES and a MegaDrive. Which is the best? Bomberman on the Super NES or MegaDrive?

Andy Mercer, St Helens

STEVE: 1. You can't y'hear!

Hahahaha! Alternatively, try putting the cheat in again to switch it off. 2. No, just hideously overrated. 3. Yup. 4. As sure as I'm sitting here. Next year, I reckon. 5. They're both good, but Mega Bomberman has the edge.

CHUGABOOM

Dear Steve,
I saw you on GamesMaster, do you actually enjoy appearing on that show? Anyway, please answer my questions.
1. Which is your favourite MegaDrive RPG?
2. Will Virtua Racing Deluxe be released for the MegaDrive?
3. Failing this, will another SVP chip game ever be released?
4. I have a MegaDrive and 28 games (including VR, SFII, FIFA and MKII), is it worth me buying a 32X if I have the cash?
5. Which is the best game: SFII, Rise Of The Robots, Fatal Fury II, Streets Of Rage III?
6. How good is Theme Park looking?

Davie Hay, Portnockie

STEVE: 1. Story of Thor. 2. Nope. 3. Probably not now the 32X is out. 4. Depends how much you want a Saturn really. 5. SFII. 6. Very. As far as I enjoy doing GamesMaster, yeah but you'd never believe it to look at me on the telly, Perhaps I should wear a hankie on my head and act like a tosser more.

WAIT 'TIL YOUR FATHER GETS HOME

Dear Steve,
I borrowed Mortal Kombat II off my mate Chris. I already knew the test mode cheats, but I wondered if you could tell me how to get Sonya, Kano and Goro. I have also heard that there are hidden characters called Pong and Ermac. Please can you tell me if they exist and how to get to them?

Adam Stevenson, Stourport-on-Severn

STEVE: Bloody bloody bloody bloody bloody bloody bloody bloody! Look, you CANNOT be Sonya OR Kano OR Goro. Pong is a sub-game which appears if you play 50 games consecutively in two-player mode. Ermac doesn't exist. Now just go away, sad-lad. And before you ask, you can't be Kintaro either.

HONG KONG PHOOEY

Dear Steve,
Would you be so kind as to answer these questions for me?
1. Is there an official release date for the Saturn?
2. Will the V-Saturn be available in Europe?
3. Are Daytona USA and Virtua Racing coming out for the Saturn?
4. How much are we going to pay for the Saturn?
5. I bought MKII and SFII, and I think MKII absolutely sucks and SFII is kilometres better. Do you?
Also, I think you guys should review Sonic and Knuckles again because when you reviewed it you didn't play it with Sonic 2 and Sonic 3 plugged in. It is so much better when you play it with Sonic 3. I even think it is the best platformer ever!

Erik Kuijpers, Gemert, The Netherlands

STEVE: 1. No. 2. Probably not. 3. Yep. 4. It hasn't been confirmed. 5. Nope, I reckon you're completely wrong. As for Sonic and Knuckles, having played it with all the varieties of Sonic we still reckon it isn't different enough and stand by what we said. And we like Dynamite Headdy.

HAIR BEAR BUNCH

Dear Steve,
I know you answer questions so well, so would you please answer mine?
1. Will these games be coming out for the Megadrive: Sensible World Of Soccer, Kevin Keegan Player Manager, Star Wars?
2. Will Mortal Kombat III be out for the Megadrive and Game Gear before 1995?
3. Do you think I would be wise to buy SFII if I don't have Champion Edition?
4. Is the 32X as good as people make out?
5. Why are some Super NES games faster than Megadrive ones?
6. My friend says that Rise Of The Robots is excellent, is he talking crap?
7. Why are the Power Rangers a waste of time?

E. McKerrol, Belfast

STEVE: 1. Sensi will, but not for ages, the other two probably won't happen now. 2. Nope, probably not. 3. Yeah, it's only worth buying if you don't have the other. 4. It's by no means a next generation machine, but it's not a bad stop-gap. 5. Because Super NES graphics take up more memory and the MEGaSize has to increase. 6. Yep, it is the biggest turd this side of a fat bloke's...
backside. 7. You don’t need me to answer that.

CAPTAIN CAVE MAN

Dear Steve,
Could you please answer these questions for me.
1. What is the best footy game for the Game Gear?
2. Is Micro Machines 2 coming out for the Game Gear?
3. Will Cannon Fodder be converted onto Game Gear?
4. Will you put the following
Game Gear games in order of best to worst: NBA Jam, MKII, Lion King, Rise Of The Robots, Robo Cop Vs Terminator?
5. Which of the Sonic games
on the Game Gear is the best?
6. Which is your favourite Game Gear game?

David Thomas, Bridgend

STEVE: 1. Sensi. 2. Yup, in about three months time. 3. Nope. 4. MKII, Lion King, Robo Vs Term, NBA, Rise. 5. The first one. 6. MKII.

UNDERCOVER ELEPHANT

Dear Steve,
I own a Megadrive, a Master System, and a crap Spectrum. Please answer my questions.
1. When is the next decent Master System game going to come out because most of them now are rubbish?
2. Why does Master System MKII only have six fighters when the Megadrive has twelve?
3. When will there be a decent footy game for the Master System, as both Kick Off and Champions Of Europe are old and boring?
4. Is Rise Of The Robots worth getting on the Megadrive?
5. I am a Snooker fan and I am thinking of buying Jimmy White Snooker for the Megadrive. Does it play good and feel real?
6. Do you think Spectrums are good?

Hugh Dakers, Dunoon

STEVE: 1. Never. The sooner the Master System finally kicks it better if you ask me. 2. The same reason other Master System conversions do less, I expect.

Perhaps it’s something to do with the fact it’s only half as powerful. 3. There won’t be. 4. No, it is one of the worst games I have ever seen. 5. It plays good, but doesn’t feel real as my fingers kept bumping off the screen when I tried to wipe a speck off the white ball. Who taught you English? Sega Power? 6. Yes, they’re ace and I’ve still got mine. Somewhere.

CD?
4. Will Space Harrier and Afterburner be packaged with the 32X?
5. Is there anything to see of MKIII yet?

COOL McCOL

Dear Steve,
Here are a few questions I’d like you to answer for me before I go completely mad.
1. When is Demolition Man coming out for the Megadrive?
2. Could you please put these games in order of best to worst: Lion King, Busby 2, Red Zone?
3. Have you played Cliffthanger on the Megadrive? What do you think of it?

Ross, Borsdorff, Leamington Spa

STEVE: 1. It hasn’t been confirmed. 2. Marubeni have just only signed up a deal to release Capcom’s games and it hasn’t been confirmed if Punisher is one of them. 3. Oh, sod off. 4. Rise Of The Robots. 5. MKII, Earthworm Jim, Dynamite Headdy, SSFII, Zero Tolerance, Art Of Fighting.

Richard Hol, Halifax

ARABIAN NIGHTS

Dear Steve,
Could you please answer the following questions as I am desperate to know the answers.
1. Do you think Earthworm Jim 1 or 2 will appear for the 32X?
2. Is it true that the SP movie is being made into a game?
3. Could Virtua Fighter and Daytona be released for the 32X?
MEGAMART

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published.
It will be ignored, your cheque will not be cashed and no correspondence will be carried into! due to deadlines,
allow six weeks for your advert to appear in the magazine.

FOR SALE

MEGADRIVE GAMES for sale: FIFA, NBA Jam, Pete Sampras Tennis, Chaos Engine £25 each. PGA Tour Golf £15. Phone Michael 0706 813286 after 6pm.
WILL SWAP John Madden 93 for Streetfighter II (any), MKII or Street of Rage (will sell). Contact Chris on 0223 863500.
I WILL SWAP Golden Axe or Streets of Rage or Ecco for FIFA 95, World Cup Rugby, Jimmy Whites Snooker, Micro Machines 2. Just call 0922 478543 for Adrian. Must be able to collect (Megadrive).
MEGADRIVE WITH 13 games including Jungle Strike, Gods and Another World all for £100. Atari STFM with 30 games including Lemmings and Flood all for £50 o.n.o. Phone Robin on 0245 358404.
MEGADRIVE 2 BOXED excellent condition, still under guarantee. One 6 button, two 3 button joypads. All games boxed, including Super Street Fighter 2, Mortal Kombat 3. Worth over £260. Sell for only £150. Phone Mahbubur at 0425 215 2577.
12 YEAR OLD BOY who would like girl pen pal above 10yrs. Write to Jason Greaves, 131 Tempigate Ave, Halton, Leeds LS15 0HJ.
I WILL swap Sonic 2, D.Robinson Basketball, Decapattack, Wrestle War for O.K. games, Phone Simon 0944 738424 after 4pm.
GAME GEAR, carry case, MS converter, magnifier, adaptor, Sonic 2, Lemmings, Halley Wars, Golf and Columns. Only £60. Phone 01480 382058.
MEGADRIVE GAMES Jungle Strike £20, Madden '92 £10, Thunderforce II £10. Phone 01795 590487.
MEGA CD with 6 games including Final Fight and Silphedd. Will sell for £150. Phone Mark on 081 983 3894.
MEGADRIVE GAMES: City Strike £30, USA Basketball, Sonic, Merlions, Steel Empire £15, Streets of Rage 1, Micro Machines, Jungle Strike £25. Phone 071 732 7714.
UK MEGADRIVE with Sonic, Mortal Kombat, Megalomania, joypad, leads, etc. All in great condition £80 o.n.o. Buyer collects or arranges delivery. Also tons of mags, Sega Power, etc, at cheap prices. Ring Ben on 0737 245687 (Surrey area).
MEGA CD PLUS 12 GAMES for sale, includes 5 games rating 90% or over: Thunderhawk, Sliphertext, Monkey Island, Batman Returns, Final Fight, CDX universal adaptor. Still under warranty, boxed. Ideal present, worth £480, will accept £230 o.n.o. Ring Paul 0223 565404.
SWAP J LEAGUE, FIFA CD, Final Fight CD plus more for SSSF2, Bomberman, NHL '95, Soleil or any decent RGP’s or newgames. Also disk drive with 80 top games to swap for any of the above. For more details phone 081 983 3788.
MASTER SYSTEM II with Sonic, The New Zealand Story and Global Gladiators, two joypads, Sega joystick. Ideal present - £60 o.n.o. Phone Suzanne or Keith on 0274 861304 evenings only.
WANTED PHANTASY Star 3 for the Megadrive, will pay up to £35 for copy in good condition, boxed with instructions. Phone 081 906 2667 ask for Matt.
SEGAGAMEGAR for sale £40 with mains adaptor, games Fantasy Zone £10 Coolspout and Streets of Rage II each £15. Also Master System games, Terminator and Speedball each £15. Spiderman £10. Also SNES system and games for sale. Tel 021 765 7725.
MEGA CD with 10 games including Sonic and Jaguar XJ220, also free game sampler CD. Can Deliver nationwide. Offers 0793 7857865.
SWAP MY Arch Rivals for your Terminators or Abrams Battle Tank. First come, first served. Phone Mark on 0947 810425.
MEGA DRIVE: 11 games, 3 joypads, Manecr & games, VG, boxes, worth £600+, sell for £200 o.n.o. 0342 824397 evenings or weekends.
QUACKSHOT for Megadrive to swap for any other game or sell for £10. With box and manual. 0967 431696.
WANTED PENPAL aged 11-13. I am called Andrew and enjoy drawing and playing computer games. If interested write to Andrew Carr, Claphaw Lodge, Burton, Camforth, Lancs LA6 1NX. Include photo is possible.
MEGADRIVE 2 plus Adladin, mint condition £70 o.n.o. Mega CD (Softface, Coca Command plus Arcade Classics) £165 o.n.o. Adaladin mint condition.
SNES BOXED with joystick, Super Mario Kart, Super Mario World, Wing Commander and SFII. All for £130. Call Chris 0233 732020.
MEGA DRIVE + Aladdin, Streetfighter 2.
MEGADELUXE MEGADOR plus six game cart for Megaden, Flashback, Micro Machines, F1, Aladdin, Batman Returns. Worth £200 sell £125 phone 0686 626752.
Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary)... £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
MEAN MACHINES MEGAMART,

MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! - However, if you are interested in placing a lineage trade ad, please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE [ ] SWAP [ ] WANTED [ ]

PEN PALS [ ] MISCELLANEOUS [ ] MESSAGES [ ]

FILL IN THE TOP BOX FOR A (20 WORDS), OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD.

THEN FILL IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME

ADDRESS

POSTCODE

TEL NO:
NEXT MONTH

THE RIDE OF A LIFETIME?

ROLL UP, ROLL UP, FOR THE FIRST FULL REVIEW OF BULLFROG’S THEME PARK — ONLY IN MEAN MACHINES SEGA...

OTHER ATTRACTIONS INCLUDE: PRIMAL RAGE, STREET RACER, AND THE X-MEN!

SO, GRAB SOME POPCORN AND A HOT-DOG, THE MAY ISSUE OF MEAN MACHINES IS OUT MARCH 28TH.

MEAN MACHINES SEGA: IT MAKES OTHER MAGS LOOK LIKE SOMETHING VERY DATED AND DULL INDEED...

98 MM SEGA
These have made us one of the largest suppliers of computer & video games in the country today!
Wanna pack a BIG GUN with enough ammo to level a city? You get it!
Wanna massacre seriously psychotic Psykogenic mutants and get paid? You get it...
Wanna blast your way through the savage secret zones, deadly krewtraps, mad'n'bad buildings and hideous end-of-level Psykos comprising 6 HUMUNGROUS levels of 3D isometric carnage - and wear a spectacularly sexy, hyper-hi-tok, Big Ordinance Neutralising Exo Skeleton to boot?

Well you got it all - but only if you join Spine, Joint and Rib, otherwise known as the SKELETON KREW, in their first outRAGEous blastfest!

Up to two players.

Available on:
Mega Drive,
Amiga 1200
& CD 32

Skeleton Krew © Core Design Limited.
All Rights Reserved.
Skeleton Krew is a trademark of Core Design Limited.
INSIDE THIS ISSUE:

JUDGE DREDD
Visit Mega-City One in our EXCLUSIVE feature.

VICTORY GOAL
Super soccer for your Saturn.

ALIEN SOLDIER
Treasure’s explosive new blaster.

STARGATE
The first real review of Acclaim’s blockbuster conversion.

ASTERIX 2
Oh la la! EXCLUSIVE review of Sega’s new platformer.

FAHRENHEIT
Feel the heat in the latest interactive movie.

SCAVENGER TEAM
Jaw-dropping pics of what the 32X can really do.

WIN A HELICOPTER!
Get your hands on a real chopper.