Sonic 2 FULL REVIEW!
We go the whole hog on page 36

NICE FACE

SHAME ABOUT THE LEGS?
Has Sonic 2 got what it takes to run rings round the original?

DOES DOMINIK DIAMOND REALLY KNOW WHAT HE'S TALKING ABOUT?
We put the Gamesmaster host to the test
TERMINATOR  MEGADRIVE  MASTER SYSTEM
EURO CLUB SOCCER  MEGADRIVE  -
SPEEDBALL 2  MEGADRIVE  -
CHUCK ROCK  MEGADRIVE  MASTER SYSTEM
CORPORATION  MEGADRIVE  -
The Terminator © 1984 Cinema '84. A Greenberg Brothers Partnership. All rights reserved. The Terminator™ designates a trademark of Cinema '84. A Greenberg Brothers Partnership. All rights reserved. Sublicensed by Bethesda Softworks.
© 1992 Virgin Games Ltd. All rights reserved.
European Club Soccer © 1992 Virgin Games Ltd. and Krisalis. All rights reserved.
Speedball 2 is a trademark of The Bitmap Brothers.
© 1991, 1992 The Bitmap Brothers. All rights reserved. © Virgin Games Ltd.
Sega, Master System and Mega Drive are trademarks of Sega Enterprises Ltd.
Chuck Rock © Virgin Games Ltd. and Core Design Ltd. All rights reserved.
Corporation © 1992 Virgin Games Ltd. and Core Design Ltd. All rights reserved.
Sonic 2 • Road Rash 2 • Future Entertain

This month’s MEGA is so packed that it may well explode from the pressure. Handle it with the utmost care...

6 MEGA CITY
The big news this month is that a Labour MP is campaigning for a drop in the price of £55 (good news), and that the Future Entertainment Show is almost upon us. It’ll be a gamer player’s paradise and what’s more, MEGA will be there (even better news). PLUS! All the latest games news from USA and Japan.

14 THE CHARTS
Once again MEGA takes a look at what’s driving the punters wild this month. Yes, it’s the top 20 official releases and import games.

18 DOES DOMINIK DIAMOND REALLY KNOW WHAT HE’S TALKING ABOUT, OR WHAT?
True games master or fraud? MEGA finds out if the host of Channel 4’s Gamesmaster show, the self-styled “spokesman of videogamers in Britain today” actually knows diddly squat about his subject. Throughout the first series, Mr Diamond (as his bank manager calls him) came in for a lot of stick from mags who accused him of knowing lesser than a particularly laid-back bimbochrome. Neil West decided to find out for himself, as once more MEGA probes the stars (whether they like to be probed or not).

20 INSPECT A GADGET!
(Sorry: great feature, shame about the sad, pathetic pun.) This is where MEGA shows you everything you ever wanted for your Mega Drive but never knew existed, lists every add-on, gadget and gadget-available, then tells you if they’re any good and where to get hold of them.

27 WIN OVER £1,000 WORTH OF HARD STUFF
Take a look at the gadgets feature starting on page 20. Now turn to page 27 for a chance of winning, wait for it, ten SG Pro Pads, ten Competition Pro Series II joysticks, ten Instruder 3 joysticks and ten Nubby cases. That’s over £1,000 worth of well-honed hardware up for grabs, so get on the case (and if you haven’t got one to “get on”, now’s your chance to win one. Sorted)

MEGA

Future Publishing
Pest: Best caricature of the month wins a cart. Entries to Future Entertainment Quick Camp, 30 Monmouth St, Bath, BA1 2BW.
SONIC 2 - REVIEWED!
MEGA puts Sega's spiky speed merchant to the test in the UK's first review starting on page 36

68 MEGA PLAY
Once again, MEGA scatters its moral fibres to the four winds and cheats like hell. Feast your eyes upon a shimmering host of cheats, codes, hints and tips in this month's MEGA PLAY

71 RIP 'N' TIP
Yes, it's time once again to bring you those handy-dandy lists out-out-and-keep gaming guides. This month MEGA tells you everything you need to know about Chuck Rock and Revenge of Shinobi. Scissors at the ready chaps!

76 MEGA MEDIC
Paul Mellerick, the man with the maps, the chap with the cheats, the cod with the codes and the twerp with the tips, once again answers your questions on a whole host of Mega Drive games. He may smell, but trust him, he knows his games

80 ARENA
It comes to us all in the end. At some stage everyone gets tired of playing with their Mega Drives. This is why MEGA brings you ARENA, the page which contains all sorts of game secrets, hidden bonuses and wacky challenges to put new life into those tired old carts

82 TOP 100 AND READER ADS
Each month the MEGA team writes the names of 100 Mega Drive games on pieces of card and throws them into the air to find the order in which they appear. Actually, that's not true. The Top 100 games are carefully selected in order of fabbiness, AND they feature your ads. So if you're after a cut - this is where to start

90 SUBS AND BACK ISSUES
MEGA is selling like hot cakes which have suddenly been given blanket coverage in the media and become an overnight, worldwide success. Don't risk missing out on your copy each month - subscribe! And get a free video in the deal!

96 MEGA MOUTH
Neil West (you know him, he's the Editor) casts a weary eye over your mail and answers your questions in his own unique, individual way (in other words, rather badly)

100 SCALEXTRIC COMPO
To coincide with our exclusive preview of Road Rash 2 and Lotus Turbo Challenge (sort of), EA have donated ten Road Rash carts, and Hornby coughed for over £1,000 worth of Scalextric kit. Yipety-skip and, dare it be said, whoop!

102 MAIL ORDER
Bargains aye! There are savings aplenty to be made in the mail order section. Take a look and do some Sega shopping by post. Grab your credit cards and turn to page 102 right now. Remember: materialism is fun

106 SHUT DOWN
By the time you read this, you'll have realised that MEGA's gone up in pages since last month - great for you, more work for us. Hmm. Anyway, once you've read this spectacularly BIG issue of MEGA, take a look at page 106 to see what's coming up next time around. And don't forget, there's still a chance for you to win yourself a real coin-op cabinet (among other things)
Hello again, and welcome to issue two of MEGA

You want Sonic 2? You got it. You've also got Lemmings, Captain America, Side Pocket, and Predator 2... to name just five. Name us a mag which gives you the big games before MEGA and we'll, well... we'll eat something vaguely unpleasant.

We set out to be the best and that's just what we're doing. Other mags have teased you with enticing front covers starring everyone's favourite spiky speed-merchant, but MEGA is the first mag to bring you the actual review, which starts on page 36. MEGA: all hog, no bull - something our marketing department (er, Andy Dyer) barfed up. What do you reckon?

Anyway, that's more than enough self-congratulation. But we would like to say thanks for all the encouraging letters you've sent in, it's good to know that you like what we do. OK, OK, so some of the jokes have been pretty feeble, but on the whole you seem to think we're doing alright. So enjoy issue two, there's loads in it.

The gadgets round-up on page 20 should point you in the direction of the right joypad, carry case or add-on, and if you want to know whether Dominik Diamond really knows what he's talking about, then read the MEGA interview on page 18. Then there's all the reviews, all the news, previews and 87 (go on, count 'em) tips.

So take time out to enjoy the mag, and don't forget to come along and meet us at the Future Entertainment Show. Anyone who's serious about Sega won't want to miss their opportunity to get first looks at all the new carts from Sega themselves, EA, Flying Edge... actually, why don't you just read all about it on page 12?

See you there!

© Neil, Andy, Paul and Amanda

VAT - £7
John Major takes 17.5% of everything sold in the UK to spend on Trident missiles. It used to be spent on hospitals. This tax is the same for carts as it is for acne cream, XRIs and comedy loothahs, so we can't complain.
ARE CARTS XPENSIVE?

And more to the point, can we expect prices to drop? One politician says that he can make it happen. Meanwhile, we show you where your money goes...

From Neil West, outside Westminster (er, sort of)

SHOP'S PROFIT - £8
All shops aim to make 25%-30% on everything they sell. They have to make a living, so this is also fair comment.

DISTRIBUTOR'S AND IMPORTER'S COSTS - £5
Shipping carts from Japan or USA, storing them in the UK, holding stocks, sending them to shops, running the risk of not selling all that you buy... These guys earn the 15p they charge for handling each cartridge.

MANUFACTURING THE CARTRIDGE - £9
This is an average 4 Mbit price. It's more for 8 Mbit or 16 Mbit flavours. Carts contain chips, and chips cost money. It's an expensive business.

DEVELOPMENT, PROGRAMMING, AND DESIGN COSTS - £11
Programmers, musicians, artists, marketing departments, designers, managing directors, cleaners - they all have to have their wages paid. Programming equipment has to be bought and buildings paid for. Only when a game really hits it big, do the software houses make real money.

November 1992 MEGA 7
**MEGA CITY**

**Excellent NES games!**

Yes, there are a couple of them (see, we’re man enough to admit it) and Micro Machines and Dizzy are currently being expanded, enhanced etc. “enriched”? (that’ll do) for their Mega Drive appearances at around Easter time of next year, courtesy of Codemasters.

---

**MEGA CD UPDATE**

**WING COMMANDER**

(Seans)

A 3D blast-em-up-run-flight-sim. The viewpoint includes the inside of the cockpit, which features serious animation (including animated hand grasping joystick). Detailed graphics from the original PC/Amiga version are likely to be enhanced by Mega CD custom scaling chip. This game’s for the more intellectually-demanding flight freak.

---

**Sonic’s a TV Star!**

Americans are currently the “lucky” viewers of a Sonic The Hedgehog cartoon in which everyone’s favourite hog-of-much-hedginess (sorry, slipped into Jimmy Savile mode just then) can be seen cavorting with his woodland chums. Expect a UK showing soon...

---

**VIRGIN OFFER ANOTHER WORLD**

Check out the shots. Look pretty groovy, huh? Well, firstly you must understand that this is “one of those games” that doesn’t actually demand much in the way of solid action – it’s more a case of just hitting the right sequence of buttons in the right order at different points in time, a bit like Sega’s 3D coin-op really, and a bit like Thunderstorm FX (reviewed on page 42 of this issue of MEGA).

Still, a lot of Mega CD games will work in this way, and Another World has been a big hit on the PC, so it could just turn out to be a great success. Due out in 1993, we’ll review it as soon as we get it.

Are you man enough to tackle this beast to get out

---

**BULL DURHAM’S INCREDIBLE WORLD OF PR AND ADVERTISING**

**DOMARK SAYS...**

**STEEL TALONS**

It’s the only true helicopter simulation ever produced for the megadrive. An unbeatable combination of super fast 3D graphics, accurate flying model and devastating weaponry.

From the official 1992 Domark press pack

---

**MEGA SAYS:**

What’s LHX Attack Chopper then? A beach-ball?

More amazing PR and advertising cobbled from Bull Durham next month, when he casts a weary eye over more “sightly exaggerations” (ahem) slipped past the public in the name of “creative advertising”. So until we break bread, “do” lunch, and have a window in our diary this time next month, ciao amigos!

---

**Lean, green and er... on your Mega Drive**

**Teenage Mutant Ninja Turtles 4 - The Hyperstone Heist on Mega Drive will be the first result of a brand new deal between Konami and the big S. News of further releases (including a coin-op conversion of Sunset Riders and a Tiny Toons game) can be expected in the new year...**
Gods and Outlander: coming from America

Two Mindscape games (that Sega USA loved but for some strange reason Sega Europe didn't fancy) have finally made it to completion and are ready for release.

Gods is a stylish platformer originally designed by the Bitmap Brothers, the team responsible for Speedball 2 (excellent!) and Xenon 2 (not so excellent - see why on page 68) and Outlander is a 3D road-racing Mad Max sort of a game. Gods will be reviewed next month and Outlander, well, we'll review it when we get it.

Gods claims to be the first video game to feature an "Intelligence Monitoring System" that tailors and tweaks the game's difficulty according to how skillfully you play.

IT'S MEGA HOT LINE TIME AGAIN!

After the incredible response to last month's opportunity to chat, gossip, wind up, exchange manly stories of gaming heroics, chat up Amanda (sorry Sean from Bolton, her answer is still a definite and unequivocal NO - and while we're on the subject, you could really do with better "lines" than the pathetic, feeble offerings witnessed last month) and generally have a damn good talk with the MEGA team, we're doing it again.

The date is Thursday 22 October, from 6 to 9 pm and the number is (0225) 442244. So if you have anything to say about the mag, or the Sega scene in general, you know who to call.

Note: We charge 6 pence per minute at peak time and 3 pence at all other times as well. The only money being made out of this little phone-extravaganza is by British Telecom, so take comfort in the fact that even if those poor guys at MEGA are completely skint, at least Maureen Lipman's sorted. Huff.

MIG 29 FULCRUM - CHOCKS AWAY!

Domark are putting the finishing touches to a brand new flight sim that puts you in the cockpit of one of the finest fighters in the world. It's due for release in May '93 and MEGA has already bagged the deal to bring you the first review of Mig 29 Fulcrum - so stay tuned to the mag that truly feels the need.

Last month, we told you about F15 Strike Eagle 2 from Microprose. The bad news: Microprose hasn't finalised a deal with Sega yet, so there's still no definite release date.

The good news: MEGA have again secured the first review of it! And, whenever they appear, these flight sims promise to take involved Mega Drive gaming to a higher plane... Art! (You're tired - Ed.)

MEGA CITY

BUSMAN'S HOLIDAY

The 0.125th of MEGA which shows you some of the jobs people do in the video game business and how they got them. Busman's Holiday could change your life. Kind of spooky isn't it?

NO. 2: GAMES' TESTER

NAME: Danny "Curly" Curley

JOB: "Product Evaluator" for Tiertex (US Gold's programmers)

AGE: 17

JOB DESCRIPTION: I play games. I play all Tiertex's new titles all day and every day for two reasons: Firstly, to discover if there are any bugs and glitches that need sorting out; and secondly, to tell the programmers how I think the game could be improved.

ACADEMIC QUALIFICATIONS: 3 GCSEs - but nothing relevant to the job.

ADDITIONAL QUALIFICATIONS: I'm good at games - I was the Sega European champ.

PREVIOUS JOBS: None. I went straight into the job from school.

FIRST BREAK: From the beginning? I entered the 1991 Sega Championships (on one of their buses) and went on to win the European finals. Through this I got to do some work for Sega Power magazine. I was reporting from Manchester (where Bobby Charlton was at Sega's five-a-side football championships finals) and it just so happened that I was sat next to one of US Gold's bosses, Martin Savage. He asked me if I'd heard of Tiertex, and when I said yes, he asked me if I wanted to test some of their games... and the rest is history.

GOOD THINGS ABOUT JOB: It's dead easy.

All I do is play games all day for dosh!

BAD THINGS: Occasionally I have to play some not so good games, but I'm still playing games for a living! Also, the programmers sometimes don't like my ideas, so it's frustrating when a carefully prepared game-evaluation report gets binned.

ADVICE: Show off your gaming skills - enter a championship or something (turn the page 67 to find out how) and get yourself noticed. Alternatively, write to a programming house or investigate IT'S opportunities - I know a lot of people who got in that way.

MEGA CD UPDATE

LEISURE SUIT LARRY

(Sierra)

Any PC owner can tell you about the woman-hunting, liquor-drinking, lounge-lizarding hero. Saucy animated adventure sees you helping Larry pick up chicks. The Mega CD version features quality music and replaces computer version's on-screen text with actors' voices.

November 1992
VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

Look, it’s not that we enjoy giving “below-average” games a bit of constructive criticism. No. no — perish the thought! It’s just that you can’t truly enjoy the good things in life unless you’ve experienced the bad: “If pleasure persists, does it persist to be pleasure?” Right? Right.

So it is our duty, our regretful obligation, our unfortunate job to each and every month show the flip side of the coin... well... oh... sad it. It gives us the chance to give an abysmally crap game a thoroughly good kicking. Boots on? Let’s go...

HEAVY NOVA - (MEGA CD)

Just look at that action-packed screen... no, not this one - over there on the next page...

Heavy? This is obviously a reference to the fact that the tired, pitiful “robots” (assorted, cobbled together shopping trolleys, somehow forced to hobble limply around the screen) that are “fighting” it out in the quite unfairly crap beat ’em up that move like they’re wearing concrete wellies.

Heavy Nova was the first in a sad, shambling mockery of a Mega CD game to be bared across the, er hang-on, Pacific, and we wish it hadn’t bothered. After waiting about ten seconds for the “game” to get this load, you discover that you have just two (yes two!) whole combat moves at your disposal with which to cut your swathe through the sad array of Comet-rejects that stand between you and victory. It is, unquestionably, complete crap.

The bad guys huddle on one side at about 30-second intervals and the whole sorry, pathetic, excuse for a video game carries on in the same, embarrassed manner until you either finish it or take up extreme violence.

There’s only one good feature: your character wiggles his kinks Elvis-style when he punches. Apart from that, Heavy Nova stinks — big time.

MEGA CD UPDATE

MEGA CD UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEGA UPDATE

MEG
Taz-Mania on telly

We're NOT getting paid for this, so don't accuse us of selling out, OK? But stand by for a teeny-weeny bit of plug...

All of you out there who are lucky enough to be able to spend your Saturday mornings watching telly should not miss ITV's "What's Up Doc?" show. Not only is it quite a hoot (in a hey-kids-yay-yay-wacky-Sonia-hee-hee-hee-lively TV-talking animal-mascot kind of way), but it also features a regular Taz-Mania cartoon starring everyone's favourite 'toon, Taz himself. It's completely fabulous and earns MEGA's united thumbs up. Watch it.

ITV's Motormouth replacement?

Virgin presents Global Gladiators, a classy Sonic-slowed-down-style, eco-friendly platformer sponsored by (get this) McDonalds. Ha!

Ronald "Git" (allegedly) McDonald sends two bored kids (sat in a McDonalds - makes sense) to a threatened rain-forest. No real problem, he probably just got them a seat on one of his bulldozers or diggers heading that way...

52 GAMES ON JUST ONE CART!

It's true! Yeah, but don't hold your breath just yet. Not only is the cart highly illegal (Sega wouldn't like it) but the Nintendo version costs £70 and all the games were: a) crap, and b) the same platform, beat-em-up affair rehashed 52 times. A lot like a year's worth of Eastenders, really.

Unfortunately, it doesn't look as if the MEGA Drive version will be any better. Still, as ever, we'll keep you informed.

MEGA CD UPDATE

KINGS QUEST
(Sierra)

Yet another highly popular RPG from the home computer - not that we're complaining. This tried and trusted fantasy scenario has you battling through the mystical land to give Mordek, the evil wizard, a jolly good ticking off.
ARE YOU THE COUNTRY'S BEST GAMESPLAYER?

If you reckon you are, then you could win £10,000. As reported last month (and as advertised on page 67 of this very magazine) heats and regional finals are currently going on all over the country for the National Computer Games Championships.

It’s still not too late to enter though. All you have to do is turn up at any of the Virgin Games Centres listed on page 67 and play for two minutes on The Aquatic Games’ bouncy castle event.

The highest scoring player at each Games Centre will go on to compete in a regional final, and then the six champions will battle it out for the first prize of £10,000 at the Grand Final, to be held at the Future Entertainment Show on 7 and 8 November.

Try your hand at The Aquatic Games at a Virgin Games Centre near you

We want a MEGA reader to win (obviously) so Paul’s prepared this totally unsporting, ungentlemanly guide to give you an advantage over the others. Read on...

THE MEGA-READER’S GUIDE TO THE AQUATIC GAMES

by Paul “no morals” Mellerick

You need to execute each of the six moves six times to complete the section. These moves are:
1. Double forward somersault
2. Forward and backward somersault
3. Double somersault

The key to success is knowing in which order to tackle the moves. Consider this list, then, as the key...

1. Twists
2. Double somersaults
3. Forward and backward somersault
4. Single twist and somersault

See you at the finals!

PICTURE Credit: London News Agency

THE FUTURE OF VIDEO GAMES ON SHOW!

Ten unfeasibly good reasons why you should be there:

1. PICK UP A BARGAIN
   The video game industry has spawned a remarkable new breed of entrepreneurs affectionately known as “box shifters” - so called, because shifting boxes (usually containing a hot new import or add-on at a reduced price) is exactly what they do. They’ll be at the show, itching to make you an offer you can’t refuse.

2. KYLIE MINOGUE
   100,000 gameplayers are expected to cram into Earls Court from Thursday 5 November (remember, remember etc.) through to Sunday 9. Now, it’s been scientifically proven (sort of) that the last time over 100,000 people were all wrong was in connection with a Kylie Minogue album. The chances of such blindness and appalling error of judgement on masse happening twice in the same millennium is statistically insignificant. In other words, go with the flow.

3. VIRTUAL REALITY
   Take control of a Harrier jump jet, or fight prehistoric monsters in the incredible Dactyl Nightmare. Yes, a Virtual Reality arcade is going to be one of the show’s main attractions.

4. ALL THE LATEST GAMES
   Sega, Electronic Arts, Acclaim and Domark will all be there doing their promotional thing. This means you get the chance to play Road Rash 2, James Bond, Lotus Turbo Challenge, Mega CD games...
   Actually, just take a look at the plan opposite for a brief taster of what the games manufacturers have in store for you.

5. GET YOURSELF ON TV!
   Andy Crane and the Bad Influence TV show will be broadcasting from the show. So, if you ever fancied getting yourself on telly or are interested in watching a TV show being recorded (and it’s only fair at this point to remind you all of our get-a-copy-of-MEGA-on-TV competition on page 106), now’s your chance.

6. £10,000 UP FOR GRABS
   The grand finals of the £10,000 games-playing championships will be taking place on Saturday 8 and Sunday 9 November. If you really are the best gamesplayer in the country, and you had the intelligence to enter the competition, then you’ll have to turn up to take part in the finals. Now there’s a good reason for attending.

7. BROTHERLY LOVE
   It’s so easy to get a ticket, there’s no excuse for not turning up. Calling the ticket hot line now on (051) 356 5085 will buy you a ticket for just £5.95 (it would cost you £7 on the door) and it’s even less for under 14 year olds, so bring your little brother – he’ll love you for ever. Possibly.

8. THERE’S A BAR
   Good one, that.

9. NINTENDOS, AMIGAS, STS...
   ... are just three of the whole range of other formats that the show will cater for. So if you’re interested in any other form of computer leisure or simply fancy checking out Sega’s competition, it’s all here.

10. WE’LL ALL BE THERE
    Now we’re not suggesting for one moment that that’s reason enough to come along, but take it as some kind of endorsement. We’re going because we don’t want to miss out on all that’s going on. Whether you want to come up and say hello is another matter altogether.

SO CALL THAT TICKET HOT LINE...

... and you shall go to the show (er, Cinderella).
The number to dial is (051) 356 5085
So get on the phone.
OK, SO HERE'S THE PLAN...

Earls Court will be crammed to the rafters (OK, OK – girders) with everything and anything to do with video games. There’s not enough room here to tell you about everything, but all these white plots have been booked by people just itching to sell, show off, or simply let you play with all their latest stuff. If you’re serious about video games, you really can’t afford to miss it.

SEGA

Of course, Sega themselves are making sure that they (hedgehog) most of the limelight. Yes, Sonic 2 will be up, running and ready for playing – just make sure that you get there early to avoid the queues. Also, rumour has it that Jimmy (star of the TV ads) will be turning up to cast his eye over all the latest games.

VIDEO WALL

It's as big as a house! This giant video wall will not only be continually displaying all the latest games, but it will act as the centrepiece for the show.

This will be the venue for live radio broadcasts, report for ITV's Bad Influence! show and the games arena for the grand climax of the whole show – the finals of the £10,000 National Computer Games Championships.

Will you be one of the contestants? It's not too late to enter. Turn to page 67 for details of how to enter, then read Paul Mellerick's tips (see opposite page) for some expert advice.

COME AND MEET THE TEAM!

If you really want to, that is. Anyway, this is where we'll be hanging out for most of the show. Word is that Paul's ready to take on all-comers, so if you bump into him, challenge him to any of the games on show and find out just how good you really are.

Alternatively, just come over and introduce yourself, have a natter and tell us what you think of the mag. The first ten people to spot one of us and offer us something nice to eat will win a mystery prize. 'What scabs,' we hear you cry...

ACCLAIM

At last, you can take on the role of a really fat bloke on your Mega Drive

Acclaim, or Flying Edge as they're known in the Sega world, will be showing off their new WWF Wrestling game complete with (you guessed it) guest appearances from some of the brawling-bashers themselves. So if you see a guy wondering around claiming to be Hulk Hogan, don’t accuse him of lying and ask him to step outside, he’s probably telling the truth.

ELECTRONIC ARTS

EA are determined to make a big impression. As well as showing off all their exiting stuff, the Future Entertainment Show will give gameplayers their first chance to play Lotus Turbo Challenge and Road Rash 2 (both previewed this month in MEGA – see page 28).

Right: Lotus Turbo Challenge – your chance to drive a Lotus. Far right: Road Rash 2 – does two-player action make for a better game?
**TOP 20 THE CHARTS**

Of course, in ancient times, mariners used elaborate charts to plot their way across the seven seas. But that's not really important right now!

**OFFICIAL TOP 20**

<table>
<thead>
<tr>
<th>Rank</th>
<th>This month</th>
<th>Last month</th>
<th>Game Name</th>
<th>MEGA Top 100 Rating (page 82)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>▲ (05)</td>
<td></td>
<td>Euro Club Soccer</td>
<td>▲ 80</td>
</tr>
<tr>
<td>2</td>
<td>▼ (01)</td>
<td></td>
<td>Taz-Mania</td>
<td>▲ 19</td>
</tr>
<tr>
<td>3</td>
<td>▲ (06)</td>
<td></td>
<td>Terminator</td>
<td>▲ 38</td>
</tr>
<tr>
<td>4</td>
<td>▼ (02)</td>
<td></td>
<td>Super Monaco GP2</td>
<td>▲ 05</td>
</tr>
<tr>
<td>5</td>
<td>▼ (04)</td>
<td></td>
<td>Desert Strike</td>
<td>▲ 15</td>
</tr>
<tr>
<td>6</td>
<td>▼ (03)</td>
<td></td>
<td>Olympic Gold</td>
<td>▲ 46</td>
</tr>
<tr>
<td>7</td>
<td>▲ (08)</td>
<td></td>
<td>Italia '90</td>
<td>▲ 46</td>
</tr>
<tr>
<td>8</td>
<td>▲ (10)</td>
<td></td>
<td>Alien 3</td>
<td>▲ 70</td>
</tr>
<tr>
<td>9</td>
<td>▲ (12)</td>
<td></td>
<td>Alex Kidd Castle</td>
<td>▲ 58</td>
</tr>
<tr>
<td>10</td>
<td>▲ (16)</td>
<td></td>
<td>Chuck Rock</td>
<td>▲ 58</td>
</tr>
<tr>
<td>11</td>
<td>▼ (09)</td>
<td></td>
<td>Road Rash</td>
<td>▲ 08</td>
</tr>
<tr>
<td>12</td>
<td>▼ (07)</td>
<td></td>
<td>EA Hockey</td>
<td>▲ 07</td>
</tr>
<tr>
<td>13</td>
<td>▲ (14)</td>
<td></td>
<td>Super Hang On</td>
<td>▲ 52</td>
</tr>
<tr>
<td>14</td>
<td>▼ (10)</td>
<td></td>
<td>Streets Of Rage</td>
<td>▲ 06</td>
</tr>
<tr>
<td>15</td>
<td>▲ (11)</td>
<td></td>
<td>Super Thunderblade</td>
<td>▲ 07</td>
</tr>
<tr>
<td>16</td>
<td>▼ (12)</td>
<td></td>
<td>Quackshot</td>
<td>▲ 07</td>
</tr>
<tr>
<td>17</td>
<td>▼ (13)</td>
<td></td>
<td>James Pond 2</td>
<td>▲ 20</td>
</tr>
<tr>
<td>18</td>
<td>▼ (17)</td>
<td></td>
<td>Kid Chameleon</td>
<td>▲ 36</td>
</tr>
<tr>
<td>19</td>
<td>▼ (13)</td>
<td></td>
<td>Sonic The Hedgehog</td>
<td>▲ 03</td>
</tr>
<tr>
<td>20</td>
<td>▼ (13)</td>
<td></td>
<td>Castle Of Illusion</td>
<td>▲ 21</td>
</tr>
</tbody>
</table>

**SOLD!**

<table>
<thead>
<tr>
<th>Daniel. Age: 20</th>
<th>He's from Switzerland and wants to be Sigourney Weaver</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mrs. 's Age: 46</td>
<td>He's got a bit of rock-chucking</td>
</tr>
<tr>
<td>Kirstie. Age: 16</td>
<td>She's a basketball-bouncer extraordinaire</td>
</tr>
</tbody>
</table>

**IMPORT TOP 20**

<table>
<thead>
<tr>
<th>Rank</th>
<th>This month</th>
<th>Last month</th>
<th>Game Name</th>
<th>MEGA Top 100 Rating (page 82)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>▲ (NE)</td>
<td></td>
<td>Alien 3</td>
<td>▲ 70</td>
</tr>
<tr>
<td>2</td>
<td>▲ (NE)</td>
<td></td>
<td>Euro Club Soccer</td>
<td>▲ 80</td>
</tr>
<tr>
<td>3</td>
<td>▲ (NE)</td>
<td></td>
<td>Dragon's Fury</td>
<td>▲ 45</td>
</tr>
<tr>
<td>4</td>
<td>▼ (02)</td>
<td></td>
<td>Terminator</td>
<td>▲ 38</td>
</tr>
<tr>
<td>5</td>
<td>▼ (01)</td>
<td></td>
<td>Taz-Mania</td>
<td>▲ 19</td>
</tr>
<tr>
<td>6</td>
<td>▲ (08)</td>
<td></td>
<td>Dung's and Drag's</td>
<td>▲ 45</td>
</tr>
<tr>
<td>7</td>
<td>▲ (06)</td>
<td></td>
<td>Side Pocket</td>
<td>▲ 97</td>
</tr>
<tr>
<td>8</td>
<td>▼ (04)</td>
<td></td>
<td>Super Monaco GP2</td>
<td>▲ 05</td>
</tr>
<tr>
<td>9</td>
<td>▼ (04)</td>
<td></td>
<td>Smash TV</td>
<td>▲ 04</td>
</tr>
<tr>
<td>10</td>
<td>▼ (10)</td>
<td></td>
<td>Desert Strike</td>
<td>▲ 15</td>
</tr>
<tr>
<td>11</td>
<td>▼ (12)</td>
<td></td>
<td>Super High Impact</td>
<td>▲ 16</td>
</tr>
<tr>
<td>12</td>
<td>▼ (10)</td>
<td></td>
<td>Emmings</td>
<td>▲ 10</td>
</tr>
</tbody>
</table>

Official charts compiled by Gallup and sponsored by Penguin. Import charts compiled by Whizz-Kid Games.

---

MEGA November 1992
It'll blow your mind

OK, here's the deal.
The Future Entertainment Show is the biggest computer games event ever seen in the UK. We've got all the leading names showing off big time – Nintendo, Sega, Commodore, Philips, Ocean, Electronic Arts, Acclaim, Psygnosis, Domark, Gremlin, Microprose and scores of others. Oh, and there's a video wall the size of a house and competitions and huge arcades and serious bargains and TV film crews and – but, hey, let's not worry about detail.

All you have to do is be there.
Then we'll blow your mind.

Helluva deal...

The Future Entertainment Show
Earls Court November 5-8 1992

Phone 051-356 5085 to guarantee your ticket (£5.95 for adults & £3.95 for under 14s in advance, or £7 & £5 on the day)

It's easier to travel by train. If you live in the Network SouthEast area, travel by train and avoid traffic jams and parking problems, jump huge queues and save on admission (Adults £5.95, Under 14's £3.95), when you buy the all in One Day Travelcard/Admission ticket. From any staffed Network SouthEast station.
So does DOMINIK DIAMOND know he’s talking about, or w

He’s watched by twice as many people as Jonathan Ross is. On TV chat shows he’s become the video gamers’ “champion” in battle against angry parents, concerned teachers and decrepit politicians. But is Dominik Diamond really the right man for the job? Neil Post knows how to find out...

On the set of GameMaster. “The red coat is worn to create a ‘Bonilla’ feel”. Did anyone say “camp”?
Dominik Diamond (and yes, that is his real name – the Arbroath telephone directory lists Mr Diamond as a legitimate and genuine human being. So if anyone fancies a gossip with Dom’s dad, well – you didn’t read it here first) is, as the presenter of Channel 4’s video game show GameMaster, one of TV’s hottest properties.

But having people recognise him on the street, girls sending him their phone numbers, and work offers cascading through his letter-box every morning seems a bit extreme. And no, this feeling of disinterest cannot solely be attributed to the rip-off cocktails (“A mix of champagne and Sol, which is so bloody expensive and tastes so awful that you might as well be drinking meths.”) that he claims to have drunk last night.

No, Dominik won’t be completely happy until he has set the record straight:

HE’S COMPLETELY FED UP WITH PEOPLE ACCUSING HIM OF NOT HAVING THE FAINTEST IDEA WHAT HE’S TALKING ABOUT!

OK, fair enough. When GameMaster first started, a lot of magazines had a good laugh at Dom’s expense, and maybe it wasn’t all entirely justified. But surely, he must admit that on the show, he does, sometimes, come across as a bit of a, oh, how can we put this? Er… pioneer?

“Yes OK. But what people don’t realise is that on GameMaster I’m really playing a character. As far as the show is concerned I’m there to be the middleman between people such as yourself (that’s me that is – Neil), who come along as our experts, and the people watching at home who aren’t 100% into video games – the parents and the people who are maybe watching for the first time.”

ADDRESSING THE MASSES...

Dominik has got a point here. It’s his job, after all, to turn the garbled video game-speak drivvel (that people like myself churn out while commenting on the challenges) into something intelligible to your average geezer who thinks that Road Rash is an alliteration suffered by sweaty traffic wardens.

But, despite his reputation as the somewhat “vague” host of GameMaster, Dominik has managed to secure a daily spot on Radio One’s Steve Wright show. He writes a regular column in Smash Hits and he has numerous other TV appearances under his belt. Basically, he’s viewed by seemingly everyone on the media planet as the spokesman for UK gamers. Would he agree that this mantle has been thrust upon him?

“Yes, but only because I was the first person to present a video games show. Consequently, I have to do things like appear on the ITN lunchtime news because some horrendously ugly school teacher is shouting about the fact that kids are falling asleep at their desks in class as a result of playing video games all night long.

“And then there was the time when I had to go on Radio 4’s Woman’s Hour and argue the case that video games weren’t completely sexist. I have to take on all these old duffers who haven’t the faintest idea what they’re talking about. All it usually takes is a quick ‘bollo’ on live TV to counter someone’s line of argument – especially with the really boring old people who are so uninformed and basically so thick that you can just take the (ahem) out of them very easily. Some of them seriously seem to think that video games turn kids into antichrists. It’s ridiculous.”

Yes, alright, alright, but the spokesman for the country’s gamers-playing youth not only needs to be able to hold his own against soap-box fanatics, he also has to be a real games player. He must be able to blast alien butt with the best, leap from platform to platform to pixel perfection, and score quicker than Kim Basinger on an aircraft carrier. Is Dominik up to it?

“Yes. I grew up in a small town called Arbroath in Scotland and there’s (ahem, again) all else to do except go down to the arcade and play video games. So the video games came before the TV bit.”

So how did the “TV bit” come about?

MUM’S THE WORD

“I went on to study drama at Bristol University and during my final year I actually auditioned for the job of presenter on BBC 2’s The Word. We kept this a secret during the first series of GameMaster, because we didn’t want people thinking ‘Oh my god, if he’s worse than the guy who does The Word then there’s no hope for him’. Let’s face it, the preconceptions would have been pretty bad.”

“So, obviously, I never got the job. But it did earn me an audition for GameMaster. At the start, there wasn’t any need to know about video games – because no one on the production team knew anything about them either. But I just wobbled ferociously about all sorts of ancient old coin-ops in an attempt to impress them and no one had the faintest idea what I was talking about.”

GAMES’ MASTER OR GAMES’ LOSER?

“Since then, I’ve seen just about every new game there’s been. As associate producer on GameMaster as well as presenter, I really have to know all about every single game that appears, as it’s largely my job to decide what we should cover and what we should leave out.”

So give us some hard, mainly tales of games-playing heroes then…

“OK, here goes. Completion times from first play: Taz-Mania, one night; Gain Ground, two days (with my brother), John Madden 92 – Philadelphia 64, Washington 20 Superbowl, victory in first season; Buck Rogers, three and a half days; Thunderforce III, two weeks; Zero Wing, two days; Marble Madness, ninth attempt… Oh yes, and don’t forget I beat Paul Mellorrick at a race on Sonic! Hahaha.”

Hmm. Time to put the record straight methinks. Our man Mellors jumped into dodgy Dom at the opening of a new shop and was challenged to a game. He put up a respectable time only to have it smashed by Dominik who, it transpired later, had been practising nothing else for the last two weeks.

But credit where credit’s due. Dominik plays a lot of games and he’s good. He’s smart enough to take on all the kill-joys who are seasonally given TV air-time to rant and rave about a subject they know little about and – to be quite honest – we can’t think of many people who could do the job better.

So next time you’re watching GameMaster in its swanky new location (“We weren’t allowed to go back to the church because the Archbishop of Canterbury, or something, got a bit upset about all the violence in the games and all the references to Julia Roberts, so he, err… Well, he banned us.”) take comfort in the fact that even if Dominik’s dress sense leaves a considerable amount to be desired, he does know what he’s talking about.

THE BIG MATCH

Dominik Diamond Vs Neil West

Game: John Madden Football ’93

Date: An issue of MEGA coming soon

November 1992 MEGA
GADGETS
So, you’ve got a Mega Drive. Are you gonna stop there? Of course not. Well, if you’re in need of a widget, a wodget, a whatsisname or even a thingumybob, then here’s the complete, up-to-date and downright essential guide to Mega Drive accessories.

STANDS

MEGA STAND
KMA ENGINEERING – £49.99
Big, black and very well built. This is a sturdy stand, which will hold your Mega Drive, 11 carts, tie-up leads and still leave room for your copies of MEGA. Nicely done, but quite expensive. A luxury methinks.
RATING ★★★

YOUR TV
PHILIPS – £259.99
Ultra cool and ultra smart telly with a scart socket. Watch all your fave programmes and, at the flick of a switch, change over to your Mega Drive. Very smart, but a bit expensive.
RATING ★★★
GADGETS

JOYPADS

SEGA JOYPAD
SEGA - £14.99
This is your standard replacement joystick and it's identical
to the one you get with the machine. Sturdy, very
responsive and incredibly reliable, but it has a distinct lack
of auto fire.
RATING ★★★★★

COMPETITION PRO SERIES II
SONMAX - £15.99
Now, this really is the business. The same classic and
brilliant design as the official pad, and all the responsiveness
too. But this one has the added feature of auto fire. One of
the best replacement pads around.
RATING ★★★★★

SG PRO PAD
QUICKJOY - £15.99
Just when we thought that joypads couldn't get any better, along
comes the new SG Pro Pad. It is roughly the same size and shape
as the official joystick and it's just as responsive too. It's also got
individual controllable auto fire, two-speed slow mo and two
buttons on the top of the pad, similar to those on the SNES joystick.
Use these two button as A, B or C (whichever you choose) and they work really well.
RATING ★★★★★

GAME MASTER
TRITON - £14.99
Hey, now things are getting serious. This sucker's
programmable. Yea, very useful for games in which you have
to follow a certain set of moves to do a certain thing — you
know games such as er...er...exactly. Useless idea, and the
pad's crap too. It doesn't fit properly, the buttons are awkward,
and it costs too much cash.
RATING ★

STRIKER
BEECHU - £14.99
A slightly re-designed official pad this one, and it's not half bad.
A slightly silly positioning of buttons means a bit of finger ache
after a while, but it's got controllable auto fire and overall it's not
a bad pad. Someone out there will love this.
RATING ★★

SEGA INFRA-RED CONTROLLER
SEGA - £29.99/$39.99
This is basically a remote version of the official joystick. No auto
fire, just the chance to stand so far away from the machine that
you can't see what your doing. It's mighty expensive as well.
RATING ★★

MICRO GENIUS
FROM YOUR IMPORTER - about £25
A bit cheaper than the Sega Infra-Red Controller and it does have
auto fire and slow mo, but it's a bit sluggish and it doesn't hold very
well. MEGA is still not convinced of the usefulness of infra red pads.
RATING ★★
JOYSTICKS

SEGA ARCADE POWER STICK
SEGA - £39.99
The joystick's big brother, this stick is big and very sturdy. Trouble is, with the buttons separated as they are, games like Olympic Gold, which require a lot of button-bashing, don't work as well. Good news is, though, that with an arcade-like stick and controllable auto-fire it's a god-send for Super Monaco Grand Prix.
RATING ★★★

QS AVIATOR
QUICKSHOT - £34.99
We're talking novelty joystick here, and things don't get much weirder than this. It's called the Aviator because using this is like flying an aeroplane. Pull back to go up, and push forward to go down. This one works well and is very well built, but its design means that you could really only use it with certain games. If the only games you play are F-22 Interceptor and Super Monaco GP, then this is OK. It's a bit expensive and you'd probably find the Intruder 3 works just as well.
RATING ★★★

QS PYTHON 3
QUICKSHOT - £12.99
One of the few Mega Drive accessories which you can hold in one hand. It's very responsive, and the movement is good too. The button placing gives it a very helicopter feel and the joystick works brilliantly with Desert Strike. Check out which games work with it and which don't before you buy it though.
RATING ★★★

MAVERICK 3
QUICKSHOT - £15.99
The Maverick finally makes it onto the Sega Drive and that's not a bad thing. It's a sturdy joystick, with auto fire, slow mo and good controls all round. The way the stick handles might not suit some, but it's well worth checking it out.
RATING ★★★

CHIMERA 3
QUICKSHOT - £9.99
Whoops! Silly idea number 234. Yes, it's another hold in one hand jobby, but this time it doesn't work. The handle's OK, but the joystick is too loose and flimsy to give any real feedback. The button positioning is also wrong. It's cheap enough, but it's still not worth the money.
RATING ★

GADGETS

INTRUDER 3
QUICKSHOT - £29.99
It's back to the yoke type of stick (similar to the Aviator) but this one is more akin to that of a helicopter than an aeroplane because you hold it in one hand. The button config works well, but for some strange reason there's only turbo on two buttons. Very responsive and you really feel you're flying a helicopter. Obviously not for platform games, this the best flight sim stick money can buy.
RATING ★★★

SG FIGHTER
QUICKJOY - £15.99
Another one-handed pilot-type joystick, and very similar to the QS Python 3, trouble is this one isn't as good. Nice and sturdy and very responsive, yet it takes a lot of movement to get anywhere. Works well with games coming off Desert Strike. But there's better stuff on the market.
RATING ★★

SIGMA-RAY
LOGIC 3 - £13.99
This is more of a traditional Amiga ST design, but it's got three buttons. It's very good, except the buttons are quite oddly placed so it takes quite a bit of awkward finger movement to move anywhere. The joystick is very responsive and if you're used to an Amiga stick this could be the one for you.
RATING ★★★

FOOT PEDAL
QUICKJOY - £19.99
It's novelty time again, and let's be honest, you couldn't get much more novelty for your money than this. All you learner drivers out there will love the chance to work with real pedals, and this pad really is ideal for racing games, especially Super Monaco GP or Road Rash. It works really well, and you can choose the specific function of each of the pedals. It is, however, really only for those who own racing games and nothing else.
RATING ★★★

GAMING GLOVES

SEGA USA
CONSOLE CONCEPTS - £9
Silly idea not helped by the fact that the colours are bloody disgusting. These gloves are supposed to prevent thumb blisters but all they do is prove you're colour blind. The worst ever console add-on invention.
RATING ★
GADGETS

CHEAT CARTRIDGES AND LEADS

**ACTION REPLAY**
DATEL - £29.99
The first of its kind and a brill idea too. Enter codes before you play, and all manner of extras, such as infinite lives and energy, can be yours. Easy to use, but you need to get all the codes first.
RATING ★★★★★

**ACTION REPLAY PRO**
DATEL - £39.99
And this is where the PRO version comes in. For an extra ten quid you get a "trainer" mode that lets you tamper with the game and find the codes for yourself. Easy to use and incredibly brilliant, this is an essential accessory for everyone who loves to cheat.
RATING ★★★★★

**GAME GENIE**
HORNBY - £44.99
As soon as one cheating device appears, another one comes along. This one's called the Game Genie, but it does a slightly different job to the Action Replay. You can make codes of your own but it's quite complex so the cart comes with a huge list of its own (70 games at last count). It does some very fab things to the game and can make an ordinary one last that much longer. Similar, yet different to, the Action Replay. You've got to buy one, or get both.
RATING ★★★★★

**SCART LEADS**
SEGA - £7.99
If you're having trouble getting a decent picture on your TV, and it's got a scart socket, then this lead is for you. It improves the clarity and even turns up the brightness. It also means you can switch over to the Mega Drive by pressing a button, rather than flicking a switch at the back of the telly.
RATING ★★★★★

SPEAKERS

**ZY-FI SPEAKERS**
MEGA MAIL ORDER (See page 102) - £35.99
Wor hay! Blast out those little Sonic ditties with these excellent speakers. The sound's nice, they're loud, and they work with your personal stereo too.
RATING ★★★★★
CARRY CASES

DYNASOUND
DYNASOUND – £19.99
Not bad. One big hold in which to put your Mega Drive and bits, and a front compartment which holds two games (and their boxes) or about eight cassettes on their own. Nicely padded and a good solid shoulder strap, but it’s a bit pricey.
RATING ★ ★ ★

CONSOLE CONCEPTS
CONSOLE CONCEPTS – £15
Nicely built and very good. Plenty of compartments and a good sturdy strap. You could easily fit ten cassettes, the Mega Drive and all the leads in it. A good buy and a good price. What more do you want?
RATING ★ ★ ★ ★

NUBY CARRY CASE
NUBY – £39.99
Whoa! Serious stuff this one. It’s very sturdy and it’ll hold everything including the kitchen sink. It’s nicely built and very sturdy, but the price may put some off. If you carry your Mega Drive around a lot though, you really should invest in this over the rest.
RATING ★ ★ ★ ★ ★

NUBY SOFT PAK
NUBY – £8.99
A simple padded hold-all, which only takes 8 games (including boxes). Very neat and easy to use but for nine quid you’d be better off using a carrier bag or something.
RATING ★

MEGA RECOMMENDS

MEGA has tested all the gadgets on these pages and has come up with the ideal Mega Drive set-up. Read on...

If you’re after an extra joystick, then MEGA heartily recommends the SG Pro Pad or the Competition Pro Series II – they’re both well worth the dough.

Also, if you want a real joystick, it has to be the Intruder 3 – for games like Desert Strike it really is the biz.

The Nuby Carry Case is the best case around, as it offers maximum protection for your kit.

Telly wise, well, the Philips one is very smart, but any SCART telly will do the job just as well.

Buy MEGA every month and that’s you kitted out with the best of everything for your Mega Drive. And, if you’re thinking, “This is all very well, but I can only just about scrape together the money to buy a copy of MEGA,” then turn to page 27. Enter the competition and you could win some of these fab Mega Drive additions.
WE'VE GONE MARIO MAD

WIN ALL THIS
THIS MONSTER PILE OF THUNDERBIRDS GOODIES COULD BE ALL YOURS!!
PLAY THE QUIZ NOW!!

CALL 0839-007802
NOW!!

WORTH THOUSANDS

WIN
THIS FULL-SIZE PINBALL MACHINE
CALL NOW

BIG SOUND
IT'S THE REAL THING

HAVE YOU PLAYED
SUPER SCRATCH
LOOK OUT FOR THE BRILLIANT NEW MONTHLY SCRATCH GAME THAT'S SWEEPING THE NATION! BIG FUN GAMES BIG PRIZES!
FOR A FREE CARD SEND A S.A.E. TO FREE CARD, SUPER SCRATCH, SANDYLANDS HOUSE, MORECAMBE, LA3 1DG

WIN A HOLIDAY IN CALIFORNIA
SEE A BALL GAME, VISIT HOLLYWOOD, BASK IN THE SUNSHINE. GO TO ALCATRAZ, DISNEY WORLD OR BEVERLY HILLS.
0839-007808

WIN
WIN A FULL-SIZE WRESTLING ARCADE GAME
CALL 0839-007803

WE'VE ALREADY GIVEN AWAY ONE OF THESE UNBELIEVABLE WWF ARCADE GAMES, NOW YOU COULD WIN ANOTHER! JUST PLAY THE WRESTLING QUIZ NOW AND IT COULD BE YOURS. SOMEONE HAS TO WIN IT. IT COULD BE YOU!

WIN
THE AGATE CORNER
CALL NICKY HUNT 0839-007806
CALL VICTORIA SNOTTY NOW 0839-007805

SPEAK TO BILLY BUTT!
CALL 0839-007807

CALLS COST 36P MIN (CHEAP RATE) 49P MIN (OTHER TIMES) INC. VAT. PLEASE ASK PERMISSION BEFORE YOU CALL. AVERAGE LENGTH OF CALL 5.5 MIN. WHICH WILL COST 1.50 (CHEAP RATE) A FULL LIST OF RULES PLAYABLE AT THE END OF THE AD!
WIN! £1,000 WORTH OF GADGETS

Right, so you’ve read the Inspect a Gadget (sorry) feature and now feel like buying a gadget? Well, feel no longer, with MEGA you can win one!

We’ve got (deep breath) ten SG Pro Pads, ten Competition Pro Series II joypads, ten Intruder 3 joysticks and (finally) ten Nuby carry cases to give away to you all.

That’s 40 prizes in all, worth over £1,000. Rather than separate all the prizes and have four different competitions, we will be chucking them all together and putting all the entries into one very big sack from which we’ll pull out forty winners.

The first ten names pulled out of the sack will get the SG Pro Pads, the next ten will receive the Competition Pro pads, the ensuing ten the Intruder 3 joysticks and the last ten will get the Nuby carry cases.

To enter, all you have to do is answer one simple question.

1. What was the rank of the cartoon police officer whose last name was Gadget? (Hint: It’s the same as Morse’s on television.)

RULES

Yes, even scruffy, class-bonding, minority-loving MEGA has to conform sometimes and (as far as page 27 is concerned anyway) this little pink corner is where it’s at.

We have to get all heavy, now, and print some competition rules. Still, let’s not get too down about it, life occasionally drops a bit of a hummer on us – let’s, instead, just try to raise a laugh for the usual “comedy” rules that are ritually thrown in to relieve the boredom.

Peckers up chaps, I’m sure things get better over the page (I wouldn’t bet on it, next page is the start of Dyer’s previews – Ed.) Ah. Oh dear.

1. The Editor’s decision is final.
2. All entries must reach us by 30 November, 1992 or else they get re-cycled unopened.
3. No one from Future Publishing is allowed to enter.
4. What happened to 3?
5. Ah, here it is.

Scribble your entry on the back of a postcard or sealed envelope and send it to the address below:

MEGA Gadgets Competition,
Lazahold, PO Box 10,
Sunderland, SR4 6SN

Your entries should arrive by 30 November, 1992. As well as writing your answer on the postcard, write your name, age and address and then, if you do not wish to receive direct mail from selected companies, please write “NO” clearly in the bottom left-hand corner.
Andy Dyer stares intently into his tea leaves, eventually co
him absolutely bugger-all, and instead embarks upon a mar
the latest news on stuff that's in the pipeline. What a gener

ROAD RA

Electronic Arts • January

The follow-up to Road Rash, the spectacular motor-bike
racing game, should be even more stonking than the original

I

gnore that strange, duel screenshot
and take a look at these other shots.
Now we know exactly what you’re
thinking. You’re looking at these
images and saying to yourself, “Hang on
a minute, those clowns on MEGA have
accidentally gone and printed a load of old
Road Rash screenshots”. But you’re
wrong. This is Road Rash 2, the eagerly-
awaited sequel to one of the classic Mega
Drive games of all-time.

MORE OF THE SAME

Electronic Arts' epic of illegal road
racing with added gratuitous violence
was massively (and quite rightly)
popular and successful, and for the
sequel EA appear to have heeded the
old maxim, “If it ain’t broke, don’t fix it”.
Hence, what you get in Road Rash 2 is
more of the same (five new tracks and
and two new classes of bike to buy with your
ill-gotten gains) but with one BIG
difference: EA have seen fit to include a
simultaneous two-player mode in which
you and a mate get to ride the same
course at the same time.

SIMULTANEOUS PLAY

Excellent stuff. The screen splits allow
both of you a decent view of the course
(Lotus Challenge style) and the race
begins. Will you choose to help each other
out (sandwiching other riders could be
great fun?) and race as partners? Well it’s
certainly possible.

But back to the real world. This game
provides you the perfect opportunity to knock
seven shades of skill out of your buddy with
your recently acquired bike-chain. We’ve
played it, and we can tell you, it should be fab.

We say should, because, of course,
it’s not actually finished yet. Hence the fact
that at first glance it doesn’t look like a
sequel so much as an extra-courses
cartridge. But EA have promised that much
in the same way as John Madden ’92; the
finished Road Rash 2 will be essentially the
same game, tidied up and tweaked a bit,
with some new cosmetic touches to make it
a more attractive all-round proposition than
its predecessor.

SUPERIOR SCENERY

So, you can expect the scenery to be
a little bit more interesting than it used to
be (especially in Hawaii...). The cops
now drive squad cars and in the later
levels it’s possible to pick up nitros for
your bike. Apart from that though, the
design remains basically the same to
protect the gameplay.

So prepare to get on your bike once
more and battle and zoom your way
through such treats as the Arizona desert,
complete with “eerie rock formations”, a
surprisingly green-looking Alaska (which,
even more surprisingly, comes complete
with lots and lots of not-particularly-heavily-
dressed campers in little tents by the side of
the road), and a Hawaiian landscape
packed with animal life.
mes to the conclusion that they tell ason software hunt to bring you all ous and handsome fellow he is

SH 2

The best thing about Road Rash 2 is the split-screen two-player game – now you’ve got more than the computer-controlled racers to think about.

You see that bike, well just a second ago, there was a rider on it. Heh, heh, heh...

AND THE WINNER IS... AAHHH

After the end of one particularly successful race, you ride into town waving to the common folk...

...And crash straight into a common person’s car. Well there goes my no-claims bonus

OCTOBER

King Salmon – Sage’s Creation
Yes it’s fishing simulator time

Mystical Fighter – Dreamworks
It’s a mystical fighting game. Simple eh?

Romance Of The Three Kingdoms 2 – Koei
Oh dear! With a title like this it can only be an RPG

Breach – Treco
Action, action and more action. That’s what Breach is all about

Death Duel – Razorsoft
More death and duels than a lot of death and duely type things

Gemfire – Koei

Sorcerer’s Kingdom – Treco

Chase HQ II (Super HQ) – Taito
It’s a driving game with a gun. Simple but effective

Crying – Sega
Another shoot’em’up, but this one promises some weird and wonderful graphics

Metal Fang – JVC
It’s a racing game viewed from above. Original, huh? NOT!

Black Hole Assault (CD) – Bignet
Heavy Nova’s big brother – bigger and better than ever before

Keeper Of The Gates (CD) – Razorsoft
More blood ‘n’ gore platform action

Monopoly – Parker Brothers
Come on, you must know what this is all about

Uncharted Waters – Koei
Game idea no 134 – a shipping navigational simulation. Stop yawning at the back

Ninja Gaiden – Sega
The Mega Drive version of that classic platform game that’s been on every other console

World Class Leader Board – US Gold
Yet more golfing action for your Mega Drive. Can you handle it?

James Bond – The Duel
Fancy taking on Grace Jones, Jaws and Bones, do you? Then this is for you

Junkers High – Sims
Where are all these driving games coming from (Chase HQ, Metal Fang etc)? This one is set in the future and features some well-wicked cars

WWF Wrestelmania – Acclaim
See that Hulk Hogan? That’s your mother, that is

Land Stalker – Sega
Sega’s first 16 Mbit cartridge (yes, I thought it was Streets of Rage too) and it’s an RPG as well. Surprise, surprise

Dark Wizard (CD) – Sega
Yes it’s yet another RPG, but this time it’s in 3D (wow), and it’s got a big intro sequence

Nobunga and his Ninja Force (CD) – Compile
The people who brought you MUSHA have put their thinking caps on and come up with this CD shoot’em-up

Rampart – Tengen
This old coin-op finally makes it onto the Mega Drive. Basically a cross between Missile Command and Tetris, and actually quite good fun

Wonderdog – Victor
The WonderMega game finally gets separated from its mother and appears on the Mega CD. Check it out

November 1992 MEGA

29
PREVIEWS

NOVEMBER

Afterburner III — Sega
The game which every CD owner, and indeed everybody else, wants to see

Power Wrestler (Deadly Moves) — Kaneko
A Streetfighter II clone that doesn’t look too bad, actually

Gods — Mindscape
An Amiga conversion of a not-too-bad platform game

G-LOC — Sega
Another coin-op conversion. What this’ll be like without a hydraulic chair in anybody’s guess

World of Illusion Starring Mickey Mouse And Donald Duck — Sega
The big follow-up to Quackshot and Castle of Illusion. Is it any good? What do you think?

The Secret of Monkey Island (CD) — Victor/JVC
Classic PC/Amiga graphics adventure with some really hilarious touches

RBI 4 — Tengen
The fourth in the series all about baseball. It should be good, if you like baseball, that is

HUMANS

Imagitec • Release TBA

This is a Lemmings inspired game (turn to page 62 of this issue of MEGA for the exclusive review of this much talked about puzzle game), which puts you in control of the whole evolution of the human species (yup) — not an easy task by any means.

Humans spans a massive 80 levels, throughout which you are confronted with various tasks, such as collecting spears and discovering fire. All these are set within a strict time limit, and failure to “evolve” means that another species of animal gets to win. Progress is made a lot easier if you make all the humans work together — for example, try standing on each others shoulders to reach inaccessible ledges.

The spears which you collect can be used to help you progress. Try using them as poles with which to vault across a lava pit. Similarly, once you’ve discovered fire, you can use it to burn down bushes or lend off human hungry dinosaurs. When you evolve to a new level, you are shown an animated sequence that marks your arrival on the latest evolutionary stage.

A lot of forward planning is required in this game and it should pose a real cerebral challenge.

Imagitec • Release TBA

It's strategy time, and when I tell you that this game's a cross between chess and er... something very hard, you know you're in for a real brain-scratching session. It's basically an old Norwegian God game called King's Table.

The game looks similar to chess, but (before you start yawning) there is a novel twist to it. To successfully complete the game, you've got to play both sides one after the other. Play the good guys first, and if you win, try again as the bad guys.

Odin (Norse God supreme) is the man around whom the game revolves. When playing as the goodies, you must guide Odin to one of the four corners of the playing board, but when playing as evil, you must prevent this from happening. Each piece you play has different strengths and weaknesses, which restrict its power and movement over the other pieces.

There are 12 computer-controlled “evils” to play against, and each of these has different characteristics, which include mood swings, an unpredictability factor and varying degrees of skill.

This game will take you quite a while to learn, and twice as long to master.

Lemmings — Sunsoft
The classic stop-them-anyway-you-can game that’s been on almost every format except Mega Drive — until now

American Gladiators — GameTek
The game inspired by that (let's face it) rather crappy American TV show

Batman Returns — Sega
The game of the film, but unlike most film tie-ins, this one is looking quite good

Chessmaster — Sega
Oh come on. This is a chess game. Simple as that, OK?

Deadly Moves — Kaneco

Ex-mutants — Sage’s Creation
A rip-off of the X-Men comics in America. This game should be a laugh

Hook — Sony Imagesoft
Another film tie-in and one that’s been around on most formats. Let’s hope the Mega Drive version is a bit better than its predecessors

King’s Quest 5 (CD) — Sierra
A very big CD title and one that should actually sell the damn thing
EA have acquired the rights to bring Lotus to the Mega Drive. Wahay! What more needs to be said? Except, perhaps, that MEGA thinks this game's going to be a cracker.

With the exception of the amazing Road Rash (see page 28 for news of the sequel to EA's classic two-wheeled beat-'em-up), most Mega Drive racing games to date have been pretty unexciting affairs. The two Out Run games, in particular, were guilty of looking good but offering next to nothing in the way of gameplay or lasting challenge. Certainly, nothing based on four wheels offers anything like the thrills of Super Monaco GP, but if you hanker for something with a little less in the way of strategy and complication and a little more in the way of straightforward foot-down high-speed race larks, your prayers are possibly about to be answered.

**EA TO LAUNCH LOTUS**

The Lotus series of racing games produced by Gremlin on the home computer formats has provided three of the biggest hits in recent years with Lotus Esprit Turbo Challenge, Lotus Turbo Challenge 2 and Lotus 3 – The Ultimate Challenge. And now, EA have acquired the rights to bring the phenomenally successful Lotus name to the Mega Drive.

This Lotus game isn't actually a straight conversion of any of the previous titles, being more of a combination of all of them, but it resembles closest Lotus 2, which was the fastest-selling Amiga game of 1991.

In Lotus Turbo Challenge, you get a series of eight courses to race through, each one divided into several sections separated by checkpoints, which you have to reach before your timer runs out. Each race takes place in a different kind of environment, be it the middle of a lush and verdant forest, along a busy motorway (with cars actually coming at you in the opposite direction!), down city streets by night, or through fog or a violent thunderstorm (Lotus 2's atmospheric weather effects were one of its biggest selling points). Throughout all of this the roads are, of course, packed with dozens of other cars (which, curiously, all appear to be Lotus cars too) with the same goals in mind.

---

**SPLIT SCREEN SUCCESS**

Where Lotus Turbo Challenge differs from most other Mega Drive racers, however, is that one of those other cars can be driven by one of your buddies, via a nifty split screen which allows you to challenge each other as well as the clock. This brings a whole new dimension and sense of purpose to the racing concept (cos let's face it, aren't all the best games the ones where you play against another human being? Look at John Madden Football, EA Hockey, Speedball 2 and all the rest for the proof), and should hopefully elevate Lotus Turbo Challenge to a whole new level of excitement, and stuff like that.
RISKY WOODS

December

Another beat-'em-up? A bit of a risk, you might think. Well, not when it's a snappy little game like this.

None of the funnest things about being in the magazine business is watching all those "superior" computer fans going into a rapture whenever they read about something with tiny, cute, colorful graphics. But when they're running the risk of being the only ones that like it at all, it's a bit of a letdown.

A recent example was Electronic Arts' Risky Woods. A simple but slick little platformer, it was one of the most enjoyable games of the year. It was a fun, lighthearted game with a lot of personality. The music was catchy, the graphics were simple but effective, and the gameplay was a lot of fun. It's a shame that not too many people ever played it, but those who did were glad they did.

You know, if I were you, I'd check out that guy behind you, he looks dangerous.

swampy forests and suitcase, separated by big end-of-level boss baddies. Before you can even reach the end of each stage, you have to find two sections of some "eye keys", which allow you to pass the toll gates which block your way through each section. This adds a tiny element of adventure to the game, because you can only go back a level for the space of a couple of screens. Risky Woods also boasts a few novel booby-trapped power-ups - like the skulls which can turn the whole game upside-down for a while - but basically we're looking at the kind of thing that we've seen lots of times before.

NIFTY PORT-OVER?

Still, Risky Woods attracted plenty high scores when it was released on other computer formats, so we could, therefore, have something pretty nifty to look forward to when it shows up on the Mega Drive.

Tale Spin — Sega
Extremely weird platform game that stars Baloo from the Jungle Book cartoon/film.

The Third World War (CD) — Bignet
Serious CD software. You want it? You got it. And it doesn't come more serious than this.

Trouble Shooter — Vic Tokai
The American version of a Jap game called Battle Mania. Not very good, but things are being changed.

Xenon II — Virgin
Reviewed in this issue of MEGA. So what are you doing reading this? Go to page 86.

Corporation — Virgin
It's set in the not-too-distant future and, boy, is it spooky?

Indy and The Last Crusade — US Gold
What? Yet another film tie-in, oh how original!

DECEMBER

Super Shinobi 2 — Sega
Hey, if the first one was good, think what the second one will be like.

Final Fight (CD) — Sega
Yes, it's here. Check out the news on page 8.

Road Riot 4WD — Tengen
What? You mean it's a driving game with four-wheel drive cars? Well I never.

Dungeon Master: Skull Keep (CD) — JVC
The game that launched a thousand clones. Should be a very fab RPG, and that's rare.

Hit The Ice — Taito
Not a serious EA Hockey beater, more of a fun ice hockey coin-op conversion.

Police Quest 3 (CD) — Sierra
More animated adventure games from those boys at Sierra. It should be pretty fab.

Space Quest 4 (CD) — Sierra
Oh and here's another one to go with it. Now isn't that nice of Sierra.

Stellar 7 (CD) — Sierra
And here they are again, going for the hat trick. Well done lads.

JANUARY

Ariel: The Little Mermaid — Sega
It's a Disney licence, so you know it's going to look good. Bet it's a platform game as well.

B-Bomb — Sega USA
A sports game with a difference, a guest appearance from Sonic T Hedgehog

Mega Lo Mania — Virgin
World domination or just domination, it's up to you really.

FEBRUARY

Another World — Virgin
"Virtual reality" used in its loosest possible term. This one looks amazing.

Mic and Mac — Virgin
You're out to save the rain forests with a little help from McDonalds.

Superman — Virgin
This time you're out to save the world as a superhero. So, don't take no messin'!

PREVIEWS PREVIEWED:

Issue three of MEGA will include previews on X Man, Streets of Rage II and World of Illusion starring Mickey Mouse and Donald Duck, among other prospective releases. Don't miss this hot section next month. Comin' at you soon...
GAMESVILLE
18 SPRINGFIELD ROAD, CRAWLEY, WEST SUSSEX RH10 8AD

TELEPHONE: 0293 541 953

SPECIAL OFFERS

MEGADRIVE
ALL AT £29.99
ALISIA DRAGON
JORDAN V BIRD
JOHN MADDENS
JOHN MADDENS 92
POPULOUS
GHOULS AND GHOSTS
SUPER OFF ROAD
ARNOLD PALMER GOLF
STREETS OF RAGE
ROADBLASTERS
SYD OF VALIS
BATTLE SQUADRON
REVENGE OF SHINIBI
HARDBALL

US/UK CARTS
UNLESS SPECIFIED
MARIO LEMIEUX HOCKEY
BLOCKOUT
STRIDER
ARCH RIVALS
STAR CONTROL
TURRICAN
ROBOCOD
F22
GRANADA X
ATOMIC ROBOKID
DOUBLE DRAGON
DOUBLE DRAGON 2 (JAP)
MAGICAL HAT (JAP)
W/BOY MONSTERWORLD

TURBO JOYPADS £12.99

IMPORT MEGADRIVE + SONIC + ANY ONE OF ABOVE GAMES £129

LATEST TITLES ALWAYS IN STOCK, CALL FOR PRICES AND FREE 16 PAGE COLOUR CATALOGUE

IF YOU DON'T SEE WANT YOU WANT, JUST CALL!!

IF YOU DON'T SEE WANT YOU WANT, JUST CALL!!

OPEN 10am - 7pm 7 DAYS A WEEK
Cheque/PO payable to GAMESVILLE for immediate dispatch.
GAMES ADD £1 P&P • CONSOLES ADD £8 FOR NEXT DAY DELIVERY.
WE ALSO STOCK SUPER NINTENDO, GAME BOY AND GAME GEAR GAMES
FANCY YOURSELF AS A GAME HACKER?

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your MEGADRIVE™ Console

- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!

- With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc.

- Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use...the average cheat takes only minutes.

- MEGADRIVE version of Action Replay also works as a Japanese adaptor, allowing you to play import cartridges on your UK console.

- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates, no need for code books...this is the only cartridge you will ever need.

- No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn’t be simpler!

"SEGA" & "MEGADRIVE" ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

HOW TO GET YOUR ORDER FAST!
ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 HRS.

OR CALL AT OUR LONDON SHOP
222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460
Do I really need to explain to all you intelligent Sega gamers what this page is all about? No, I thought not.

Just as Sega games are the crème de la crème of the video games world, so MEGA's reviewers are the crème de la crème of the magazine world. And what have these self-professed experts got for you this month? Take a look below to find everything you could possibly need to know about this month's review section.

SONIC 2
Yip, yip, yahool Whoop, whoopetty, h IPPety, hop, skip jump. Hubba, hubba, hubba, gag, dribble, drool. WHEEEEEEEEEEEE... Thud! And with that the MEGA team fainted. Are you as excited as we are about seeing the follow-up to one of the greatest games of all time?

THUNDERSTORM FX
This game used to be an old laser disc coin-op, so what it lacks in gameplay it makes up for in superb animated graphics. Yes, this helicopter combat game looks very impressive but is that enough to make it a great game?

CAPTAIN AMERICA
The Red Skull (a mad German with a massive laser cannon and a roddy complexion) is planning to blow up the planet. It's up to Captain America to stop the Red Skull and a large group of friends to go round to the Red Skull's place and ask him to accompany them to the station.

PREDATOR 2
What would you do if confronted by an alien who you could only just see and who seemed intent on dismembering you with his vast array of alien weaponry? MEGA would opt for running away, but in Predator 2 a cop takes on the alien, with a small hand gun. Mmm...

RATINGS
It's the easy-to-read rating system. Take a look.

WHO'S WHO?

NEIL WEST
A man of many parts is our Neil. Head, arms, legs, torso and many more. Sadly the one part that's missing is his brain. But despite this quite horrendous cranial omission, he can still bumble his way through a decent game and scribble down an adequate review... just!

ANDY DYER
What can you say about this guy. Handsome, intelligent, witty, interesting and sporty? No. He's none of these things. In fact, apart from being quite tasty with a joystick and a decent word processor, all he amounts to is a scruffy, smelly, crushingly boring, beer-swilling nerd.

PAUL MELLERICK
Paul Mellerick. Dear, dear Paul. First name Paul, second name Mellerick. Yep, he's your man if you want to hear the truth about a game... and also your man if you want to hear him rambling on for hours while he talks about the time he beat Sega champion Danny Curley in a game of John Madden. Snooze!

AMANDA COOK
A funny bloke Amanda. Apart from his somewhat feminine name, he also has a rather slim, sylph-like figure. And his voice is a bit high. In fact it's been suggested that Amanda is, in fact, a woman. But one look at that photo of his fizzes on the left should immediately put any doubts to rest.
He's back. But is he bigger or better? In the UK's first review, Neil West takes Sonic The Hedgehog out for a spin to find out if his second adventure offers the challenge that the first game lacked. Sonic about 300 times and have now started wondering if maybe (just maybe) all the hype was worth it.

**THE GREAT DEBATE**
Gamesplayers divided into two camps. Was the original Sonic really the best video game of all time? The case for the hedgehog rested solely upon the fact that the game featured graphics you could frame, a soundtrack you could play on your Walkman, and cartoon-quality animation. Couple these jaw-dropping cosmetics with the fact that here was a game with addiction you could bottle (think about that one), and such obvious and immediate playability that...
anyone could pick up a joystick and fall in love with the spiky speed merchant within seconds. Surely Sonic was just about goddamn perfect?

But, argues the case against the hedgehog, what about three hours and £40 later when you've finished the bloody thing? How can a game truly be described as "perfect" (or, indeed, "quite good") when you can finish it on your first day? Sonic, they will world-wearily tell you, was just a pretty-looking game character hyped beyond belief as one of Sega's marketing exercises. Cynics? Maybe. If they're feeling particularly vociferous, they'll argue that games such as Sonic deliberately mislead the games-buying public - the type of game made deliberately short to reduce the time between game purchases. Who needs a new game when they still haven't finished their old one? Sonic, they will conclude, is a trip to Disney World. Great while it lasts, but it is only a one-day experience.

But one thing's for sure, Sonic's caused more arguments than any other pixelated poseur past or present - he's either loved or loathed with equal vehemence by gamers all over the world.

MEGA admires Sonic from a technical point of view (that Mega Drive is simply cooking inside) and from a sheer fun-to-play standpoint - surely no one can dispute the fact that Sonic's the most instinctively playable game around, even if you've finished it before. (This adds up to the game...
GAME REVIEW

One of the nicest graphical touches is this corkscrew. If you don't build up speed though, it's plummet time earning a number three position in MEGA's all time Top 100 games. Yes, of course the game is far too easy, but we believe that unlike the majority of games, post-completion time-trials and ring-hunting expeditions give the game's lifespan a much-needed shot in the arm.

Anyway, whatever your opinion on the original Sonic game, the fact remains that he's back and determined to silence all his previous critics. He's bigger, he's better and he's brought a pal with him. So let's take a look at the game they're already calling, er, Sonic the Hedgehog 2...

A TALE OF TWO TAILS...

Simultaneous two-player action is the BIG gameplay hit on which Sonic 2's success or failure lies. Beside this, the game is basically the same as it ever was - only the cosmetics have been changed to protect the programmers from accusations of presenting the same game twice. Actually, that's not quite true - follow the change boxes on these pages for the complete run down of what's new. But, it's a certain character called Tails (real name Miles "Tails" Prower - miles per hour? Get it?) who's going to take the credit or blame if Sonic 2 breaks all records or bombs out.

Tails is a fox with two tails. Why he's got two tails we haven't the faintest idea, but he looks just as cute and moves just as quickly as Sonic ever did. The two characters are buddies, and although in one-player mode Tails doesn't make an appearance, in two-player mode the fun really starts. Races against the clock in the original game are still great fun (have you finished Green Hill Zone Act One in 27 seconds yet? The world record's 26 seconds), but when you're actually racing against your mate over the same course at the same time - well, it's a whole new experience.

Of course, the real idea is that this...

BACKGROUND ART?

CHANGE: If any game backdrops and scenery screens could ever be described as truly beautiful, then Sonic 2's could. The artists tried to cram so much into the background that some of it fell out into the foreground.

As Sonic and Tails race through some of the countryside levels, they dart in and out of view as they scurry in-between trees, bushes and flowers. As Sonic leaps through low-hanging foliage, leaves are brushed off, which float earth-wards in his wake. The extent of the game's animation and the speed at which it all happens in unlike anything ever seen before on the Mega Drive. SO?: Sonic 2 looks lovely. And we're not (at this point) going to start spouting about beauty being only skin deep - Sonic's got the game to match the graphics...

Look at that foliage. And, can you see Sonic and Tails hiding away in there?

NOT SO FAST... I WANT MY SAY

It's time to lay my cards on the table. I've never been a fan of Sonic The Hedgehog. I felt the first game was far too easy and simply not involved enough. The keep-running-right, bumping-into-the-occasional-enemy-until-you-reached-the-end formula did absolutely nothing for me. Sonic 2 features heaps more neat touches, but most of these are cosmetic. The game looks gorgeous, but where are the puzzles? Where's the challenge to your grey matter? And what's more, where are the enemies? The game gives the impression of being busier than it's predecessor but if anything, gameplay-wise, it's actually simpler and more linear. The added sections, like the 3D race game and the split-screen game, are a blessing, but they're not a major part of the whole package.

Sonic 2 is, perhaps, what the first game should have been. If you loved Sonic and want more of exactly the same stuff, then fine. But if you wanted a progression from the original idea, you're not going to get it here. & Andy Dyer

SCORE 91210
TIME 1:12
RINGS 42

The split-screen view isn't brilliant

The sound effect that accompanies this exploding platform is superb

SPINNING ON THE SPOT

Pull down on the pad, press any button and Sonic powers up to a super spin from a standing start

CHANGE: Sonic no longer has to take a run up or make like a skateboarder in a half-pipe to build up speed. All you have to do is crouch, press any button and then release it to send a smoking-Sonic zooming off in whichever direction he's facing.

SOT: The spin adds an extra skill to Sonic's gameplay repertoire and serves as the solution to many of the obstacles he'll come across in the later levels.
As before, if you activate one of these, er, things, it acts as a restart point whenever you die. Bliss!

two-player mode gives players the chance to explore Sonic and Tails' world simultaneously – taking it in turns to explore different paths and working out the quickest route from the start to the finish: two friendly companions, helping each other on their mutual quest.

Yeah right. I'm sure you'll all know where I'm coming from when I tell you that the simultaneous two-player mode will be used for head-to-head racing – and racing only. You can either have a full screen two-player game with Sonic located centrally on the screen and Tails able to tag behind or steam ahead. If Tails falls behind, he disappears from the screen, only to reappear as a little helicopter – his little tail acting as a rotor blade. This two-player option isn't up to much really because the players are never more than a few inches away from each other, so even if a really cackly gamer is playing Tails, he doesn't have to try that hard because he'll simply reappear each time he screws up. Let's try the split-screen option then.

**SPLIT SCREEN SHORT-COMINGS**

The split-screen view isn't brilliant, but it does the job OK. All that happens is that the height of the screen is squashed to half its original size making Sonic look as if he's suffered the juggernaut-induced fate of a lot of his slower relatives. Each window follows its respective character.

That's it, use the vines to take you up and down through the platforms.

The Loch Ness Monster vs Sonic. Place your bets now please...
TWO-PLAYER ACTION

CHANGE: Simultaneous head-to-head action is the name of the game, as Sonic and Tails race it out on the same tracks at the same time.

S07: The graphics in split-screen mode may leave something to be desired, but the benefit to the gameplay is well worth the visual sacrifice. The potential in two-player games is almost limitless. No matter how good you get at the game and no matter how fast you can complete it, there'll always be someone out there who can do it quicker. This is where challenges can be decided. Classic, fantastic gameplay.

SINGLE-PLAYER BLUES

But you see what's happened? We're already talking about how the game stacks up once the one-player mode is finished. Yes, it's here that we have to break the unbearable news - the game is still too easy. Call us spoil-sports, party-poopers or whatever, but the fact remains. There may be more levels (18 zones each with 2 acts - that's 36 levels to Sonic 2 compared to the 18 in the original game) and yes, they may be slightly tougher but it is still disappointingly easy.

The MEGA team came close to finishing the game (albeit without the emeralds). We're man enough to admit it in the first day. Now, this is a disaster, there's no getting away from it.

BUT (and don't anyone accuse us of pulling our punches. We may only be on issue two but you should know by now that if a big-name game deserves a kicking, it gets one) there are a few mitigating circumstances...

In that first almost-winning run, we didn't come anywhere near to exploring all the alternative routes, searching for all the secret passageways, working out how to collect all the rings or finding the quickest route from start to finish. We just blasted through as quickly as we could. Now, this sort of approach isn't possible in most games - once it's finished, your conventional platformer, shoot'em-up or beat'em-up truly is dead and buried; there's no reason to come back for more. But, it's unfair to say the same about Sonic.

NOT SO FAST... I WANT MY SAY

Let me start by saying if you haven't got Sonic The Hedgehog, this is an absolute must. Unfortunately, those of you who have played this game's predecessor may not be entirely impressed with this.

It must be said, the graphics are stunning - there's so much detail and variety. There are loads of brilliant little visual touches that have been added, and the movement throughout is so much smoother this time around. On top of that, the levels are so much bigger than in those in the first game. They're absolutely huge (and there are more of 'em too).

The trouble is, beneath all this gloss, you basically have very much the same gameplay. There's not a lot of exploration to be done, just continue in vaguely one direction and eventually you'll come across the end. A lot of people seemed to like this style in the first game, so for those, Sonic 2 will be just the ticket.

The neat little simultaneous two-player games are fun for a while too, but overall, I'd hoped I was going to be gob-smacked. Instead I'm just pleasantly surprised.

THE SPECIAL STAGE

CHANGE: Remember Stun Runner? Well Sonic 2's special stage is the nearest the Mega Drive comes to this coin-op. Take a butcher's at the screenshots - now imagine the road rolling towards our two heroes (as they frantically try to grab more rings than the other) as fast and as smooth as the rest of the game - it's a bit like a bobsleigh run really, except without the bobsleighs (ahem).

S07: Looks lovely, but doesn't match the original's stage in terms of skill demanded. The two-player mode adds an extra dimension but this is the only aspect of Sonic 2 that could be described as merely cosmetic. Shame.

SONIC 2'S only Achilles' heel is the lack of real challenge

One of the very few puzzling bits in the game. How do I make this move?

Sonic and Tails take to the air in the penultimate level. Chocks away!
TOUGHER GUARDIANS

CHANGE: OK, so to start off with Dr Robotnik is still a pushover, but things get tougher quickly. As Sonic gets further into the game he’ll come up against some seriously tough obstacles and some seriously tricky encounters with the evil Doctor.

SOT: Anything that adds to the time it takes to complete Sonic 2 has got to be a good thing. Combine the increased difficulty getting to the reduction in the ease in which continues can be won in the special stage, and the game’s life’s expectancy rockets.

Those darts on Robotnik’s ship rotate. Time your attack wrongly, and you’ll get one up yer bally hooked, and that’s why it’s a classic. Just because the game looks so lush people will accuse it of being superficial – don’t listen to them. It’s like saying that top models are all thick. Beauty and playability (I’m talking about video games now, not top models) are two completely different elements, it’s just a shame that, so often, a lack of gameplay is masked behind some groovy parallax and smart scrolling routines.

Sonic’s only Achilles’ heel is the lack of real challenge. Just like the original, hardened gamesplayers will race through the game in a matter of days. But they’ll love every minute of it and come back for more. That’s why this game is a classic – in every sense.

Neil West

EXTRA ANIMATION

CHANGE: Just look at these new features. As well as speeding the whole game up, Sega have added yet more crazy animated sequences to Sonic’s repertoire. Both Sonic and Tails move like nothing you’ve ever seen before. Then of course you have Sonic’s new moves, like spinning from a standing start and tumbling through the air when using a spring board. Lovely.

SOT: The better a character looks, the more pleasant the game is to play and the more easily you’ll find yourself slipping into that hypnotic ‘fantasy game world’ state. This is top-rate stuff.

Sonic and Tails are beautifully animated throughout the whole of Sonic 2
GAME REVIEW

THUNDERSTORM FX

Don’t these screenshots look fantastic? They move like a dream, too. Mmmm. So why does Neil West have to spoil everything by reminding everyone that beauty can be only skin deep? ’Cos it’s his job.

As any of you who were really paying attention last issue will remember, we gave Prince Of Persia, our first Mega CD game, a bit of a pasting (in fact, 41%’s worth of a pasting) for making absolutely no use whatsoever of the top-notch technology available to it. Our second Mega CD title has no such flaws.

STORMING AHEAD
When you load up (the more things change, the more things stay the same, as anyone who remembers the Sinclair Spectrum will tell you) Thunderstorm FX for the first time, your jaw will drop to the floor in amazement at the movie-quality animation on display in the lengthy intro sequence. And yes, we really do mean movie-quality. In fact, the movie we mean specifically is the awesome Manga cartoon Akira – the big, bold explosions, the liberal splashings of colour, the dynamic speed-blur effect of rockets firing and all that kind of palaver – they’re all present and correct in the intro of Thunderstorm FX. The really, really impressive thing, though, is that once you start the actual game, the graphics are exactly the same... Unfortunately, that’s a bit too literally true. Not only is the graphic quality of the game the same as the intro, the level of player interaction is disturbingly similar as well. This isn’t so much a problem with the Mega CD itself, but the original coin-op on which Thunderstorm FX is based.

If you remember the old laserdisc coin-ops, like Dragon’s Lair, Space Ace and lots more besides, you’ll be familiar with the concept of a game which appears to play itself for about 90% of the time, only calling the player into action at certain intermissions in the proceedings to perform a simple joystick move, which if done correctly, lets you move on to the next bit of the game, or if done incorrectly, results in your instant death. They were great to look at, but really didn’t offer much in the way of gameplay.

Next came the second generation of laserdisc games, like Atari’s awesome Firefox and the game on which this is based, Cobra Command. Things are now slightly improved gameplay-wise in that all the way through the game you can wiggle the joystick around and have some sort of effect on what’s happening onscreen, but since all it actually lets you do is move a gunsight which only lets you shoot things the Mega Drive feels you should be allowed to shoot, it’s still not all that interactive. This is getting a bit confusing, isn’t it? Let’s explain properly.

GAMEPLAY GUIDANCE
In Thunderstorm FX, your Mega CD takes you through a predefined (although beautiful) action sequence. At certain points, the screen will helpfully suggest...
THE BIG BANG THEORY

The fabulous intro sequence neatly encapsulates the entire plot of the game in 40 seconds. Get into a helicopter, shoot everything and, er, that's about it really.

Don't stand there looking at that explosion, just get ready to turn

(accompanied by some excellent sampled speech) that you should "GO UP" or "GO RIGHT" or whatever, at which point holding down the joystick in the appropriate direction until the screen stops telling you to do whatever it is you were doing, will allow you to continue. Miss the move, or release the pad too early, and you'll crash horrifically into something and get a chance to watch one of the rather lovely animated death sequences.

OK, so in a way, it could be said that you're actually "piloting" your chopper, but don't believe it. No matter how many times you try it, you'll always miss the Statue of Liberty's head by the same number of heart-stopping (but only the first time) inches, or not at all. All you do is trigger the execution of pre-set animated sequences.

In addition to all this, many enemy targets (also in a predefined sequence) attack you as you progress. You can only shoot them when your on-board computer locks on to them (you can blast away all

Oh dear! I don't think we were quick enough on the fire button that time, were we? Try again

Well, although you've probably figured the standard of the visuals out for yourself already, how about telling you how good the little movie sequences actually are, just for starters?

Well, the answer to that one is, "They're pretty good". Oh sure, the graphics and animation are the most totally impressive thing you've ever seen on your monitor screen, but show me any of this to Barry Norman and he'd laugh you out of court. It all moves beautifully, but the effect is like a really badly-cut porn movie (or, er, something) - the action leaps from place to place occasionally with no immediately obvious explanation or linkage, and it can knock holes in the atmosphere which is otherwise immense.

The biggest reason for this is the soundtrack - it's truly top-drawer

LIKE BEING AT THE MOVIES

And there you have the gameplay in its entirety. For a large amount of the time, you just sit back and watch what's going on. Survive nine (pretty short) levels of this without waving bye-bye to all your lives and continues, and you've won. Hmm. So what else do you need to know?

"Hello, Gunner. This is your captain speaking. The rest of the crew would like it very much if you fired the Vulcan gun. NOW!"

Rome - but there's not enough time to stop and go sightseeing, you've still got five levels left

Danger indeed. Can you, the cream of the air force helicopter division, possibly manage to avoid this billboard?
GAME REVIEW

FROM THE COCKPIT

This bit either tells you which way to go when you have to turn, or helpfully announces "DANGER!" when something's about to blow you out of the sky... like this. Don't just stand there, shoot it!

...with this gun, perhaps. Be careful it doesn't overheat, though

Just in case you can't read or something, a big arrow appears here when you have to make a turn, pointing in the appropriate direction until you've completed the manoeuvres.

Blimey, not doing very well, are you?

stuff, all crackly intercom messages, butch booming voices relaying instructions and gung-ho exhortations to go for it and kick ass and all that kind of stuff, together with the heavy whup-whup-whup of rotor blades and seriously meaty explosions. In fact, if you've played the brilliant Namco coin-op Starblade (which isn't, come to think of it, altogether a million miles away from Thunderstorm FX in concept, just a lot more smoothly executed and a lot more interactive), you'll already have a very good idea of what to expect from this, sonically speaking.

Unless you've got a useless memory, you'll finish it really quickly

So that's the graphics, sound and gameplay pretty much covered. What's left? Oh yeah, the important bit - is it actually any fun? Well, yes it is. Although it's a very limited idea, the very simplicity of it, and specifically the way everything always happens at the same place and the same time every time you play it, means that it's very easy (in the short term at least) to get yourself addicted to it - whenever you get yourself killed, you know that all you have to do to get past that bit next time is remember what happened and be ready for it, and that always seems like an easy enough thing to manage, so you have another go. The trouble is, that's also the game's downfall. If you do get addicted, you'll persevere solidly for a couple of days and, unless you've got a really useless memory, you'll get to the end equally quickly.

Since the main grabbing point of Thunderstorm FX is the urge to get on and see the next amazingy impressive bit of animation, once you've seen all the amazingly impressive bits of animation, the compulsion to play disappears almost instantaneously, and at a cost of around £40 this is a pretty expensive couple of days' amusement. Ideally (and hey, it'll be Christmas before you know it), spend someone else's money on this. It does look bloody good though...

WARNING

This Mega CD game is a Japanese import and, therefore, it will not work on an imported American Mega CD. Nor will it work on an official UK Mega CD (when Sega finally gets round to releasing the beast). If you don't already own a Mega CD, then we recommend that (for the sake of software availability in the future) you wait for an official one.

Long-range firing may be safer, but you have to be a damn sight more accurate. Good luck

See, do your job right and you get to watch the local fireworks display - how nice

GET A GRIP!

"Oooo! I don't like these heights, it's too much. Noooo stop. Oh dear, I don't suppose anyone is carrying a spare set of underpants, are they?"

"It looks absolutely beautiful, but it's a memory test rather than a game. Simple enough to be addictive, though, and worth a look just for the sheer 'Gosh, wow' factor."

PUBLISHER: Wolfteam (IMPORT)
PRICE: £40 (SEE IMPORTER)
RELEASE: Out now
CARTRIDGE: Mega CD
CONTACT: Telegames: 0533 518681

One player only

Two levels of skill - normal and advanced

Three to five lives, variable through options menu

No battery back-up and no password

There are ten stages from New York to headquarters

GRAPHICS 10

SOUND 10

GAMEPLAY 3

GAME SIZE 7

ADDITION 7

80 PERCENT

80 PERCENT

November 1992

MEGA
OPENING OFFER

ANNUAL MEMBERSHIP only £4.99

24HR HOTLINE: 021 236 9888

Opening 9-5pm Weekdays/9-5pm Sat/10-5pm Sun
All members will receive a free bi-monthly update of stocks and the latest releases will keenest prices

QUICKJOY ST JETFIGHTER £12.99
JOYSTICK (Master/Mega)
QUICK SHOT AVIATOR 3 £22.99
JOYSTICK (Master/Mega)
INFRA RED CONTROL PADS £29.99 (Mega drive)

SEGA MEGADRIVE ACCESSORIES

CARTRIDGE SOFT PACK (Master/Mega) - Holds 8 cartridges £8.50
CONTROL PAD £15.99
MAINS ADAPTOR £12.99
POWER BASE CONVERTER (allows you to play Master System games on Megadrive) £26.99

SEGA MEGADRIVE
SONIC PAC Inc. Sonic, Joypad & Free Membership £112.99

SEGA ARCADE POWER STICK £32.99

GAMES INTERNATIONAL

Only members can buy at these sensational prices. Order today to receive the special introductory offer of £4.99 membership.
The Avengers assemble! What the hell am I talking about? All you comic fans will undoubtedly know the difference between the Vision and the Cap, but to everyone else, I might as well be talking about a make of sunglasses and a contraceptive device. Still confused? Then read on...

The Avengers are a bunch of superhero comic-strip characters who have (are you listening?) absolutely nothing to do with the ‘50s TV series of the same name! These chaps have been around for donkey’s years and their line-up changes more often than that of the English football team. There have, however, been a few faithfuls who now make up the cast of Captain America and the Avengers.

The game itself is yet another coin-op to Mega Drive conversion, but it is the first of the very popular simultaneous four-player games (*The Teenage Mutant Ninja (Hero) Turtles. The Simpsons* and the like) which have graced arcades over the past couple of years, to take to the Mega Drive.

**OUT FOR REVENGE**

Unlike the original coin-op version which had a four-player simultaneous option, you can only have a two-player game on the Mega Drive. You do, however, have the opportunity to choose which character you want to be, but two players can’t be the same character in game.

You take control of either the Captain (Cap to his mates) or one of three other Avengers – Vision, Iron Man and Hawkeye – in a desperate fight against evil. Evil in this particular case comes in the shape of Captain America’s oldest enemy, the Red Skull. This evil skunk has made several previous attempts at world domination, all of which have been unsuccessful, primarily due to the timely interference of Captain America (and occasionally that of other superheros such as Spiderman and The Incredible Hulk).

This time, however, old Skully has got reinforcements in the shape of superbeings, who have been brainwashed into helping him out. And with their back-up, the ranting Red Skull is hoping to fire his super Laser Cannon earthward, in yet another attempt to destroy the planet. (Well, if you can’t get world domination, I suppose it’s inevitable that one day you’ll get so naused that you’ll want to blow the whole bloody lot up.)

So, having established that prevention is better than cleaning up the mess afterwards, you have to try to reach the...
Laser Cannon before Skulvy gets his scabbed hands on it. In the guise of your chosen superhero, you work your way through five levels or "scenes" dealing with armoured Red Skull followers and the very big and very tough superbeings at the end. Don't worry, though, you're every bit as "super" as they are.

Each of the Avengers has his own idiosyncrasies (see the box below) but the game controls are universal, making it easy to play any hero you want without having to learn an entirely new techniques. Schmartz.

ON THE MOVE

Each hero has three basic moves: jump, kick and punch, plus their special moves, which enable you to vary the height and power of each basic move. For instance, if you jump up high and then kick on the way down, you'll perform a flying kick that'll floor anyone. Alternatively, do a small jump followed by the punch button and you'll do a knee butt to the head. Oof! And finally, just to finish things off, each hero can slide. Yes, slide. Press Left or Right on the joystick twice in quick succession and you'll slide across the screen knocking down the Skullites (pet name for a follower of Red Skull) like ten-pins.

Learning where and when to use these moves is how you'll crack this game, a game which won't take too long to figure out anyway.

Despite your character's power, you can't avoid getting hit by the sheer number of things which come at you, and this is where your energy rating comes in. Each hero has only one life but a health rating of 100. When you get hit, the rating decreases by a certain amount (depending on who or what hit you). Get down to zero and you'll die, unless you've chosen extra continues on the options menu.

The only way to increase your energy rating in play is to pick up little blue discs, which give you back ten points of energy (even taking you over the 100 you started with). These discs appear randomly throughout the game, so when you see them, collect them straight away.

Further help comes in the shape of other Avengers. Look out for Quicksilver on level one, Wonder Man on level two and the Sub-Mariner on level three. Although they show up and help you out (by giving you blue discs or telling you where to go), they don't really alter the gameplay. In essence, they make polite cameo appearances and bog off.

Here come four more superheroes to add to the growing list of baddy bashers on your Mega Drive. Captain America takes on the Red Skull, but "forgets" to take Paul Mellerick with him. Avengers Assemble!

---

**JUST WHO ARE THE AVENGERS?**

**CAPTAIN AMERICA**

6'2", 240lbs

Cap's real name is Steve Rodgers and when he's not fighting crime, he's an illustrator. He became Captain America during World War II as part of the "Super Soldier" program. He's superhumanly strong and he uses his shield-throwing skills to great effect.

**VISION**

6'3", 300lbs

The Vision is an artificial being created for evil, who rebelled and joined the Avengers. He draws his power from the sun through the gem on his forehead and this gives him a range of abilities, including a laser beam.

**IRON MAN**

6'4", 435lbs (including armour)

Tony Stark is the president of Stark Enterprises and he invented the suit himself. It's all of little gadgets, and he sports rocket boots too, which give him the ability to fly.

**HAWKEYE**

5'3", 300lbs

Clint Barton is a security guard in real life but by using his superhuman sight and amazing arrow skills, he fights crime as well as any other superhero.

---

November 1992 MEGA 47
GAME REVIEW

COMIC CHARACTERISTICS
In the land of superheroes, the thing that really separates the men from the boys is the special weapon. I mean, you might be able to lift a few tons over your head, but a piece of steel in the gob or a laser beam to the groin is all it takes to wipe out most people.

And, thankfully, the Avengers have more than their fair share of novelty weapons. Captain America's shield is perhaps the most famous of these, and it has protected him from evil for many years now.

Vision has the ability to fire laser beams from his forehead, a power which he has had since the day he was made. Iron Man, on the other hand, is always adding to his armoury through the little gadgets he makes as president of Stark Enterprises. He has never, however, come up with anything as powerful as his "repulsor" blasts.

Hawkeye's weapon may seem a little ordinary in comparison to those of the other Avengers, but his bow and arrow together with his deadly eye and perception come in very useful.

As far as the gameplay is concerned, this game falls flat on its face.

WORKING OUT WITH CAPTAIN AMERICA
GET A GRIP!

PUBLISHER: Data East (IMPORT)  
PRICE: £35 (SEE IMPORTER)  
RELEASE: November '92  
CARTRIDGE: 8 Mbit  
CONTACT: Telegames: 0533 516681

Take on the baddies by yourself, or get a friend to help.  
Three levels of skill - easy, medium and hard.  
No lives, just a counter. When you reach zero, you're dead.  
No battery back-up, no passwords, but you've got continues.

Five stages, taking you from New York to the moon (and back).

GRAPHICS 7  
SOUND 8  
GAMEPLAY 6  
GAME SIZE 4  
ADDITION 6  

"It's a fun two-player romp, but it just doesn't last long enough!"

62 PERCENT
**X-GEN VIDEO GAMES**

**SPECIAL OFFER**
Super Nintendo
+ Super Mario World
+ US/JAP Converter

£170.00

**SUPER NES**

**SUPER NINTENDO WITH MARIO 4**
AND CONVERTOR WITH SUPERSCOPE

£205.00

<table>
<thead>
<tr>
<th>Game</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>MVP Baseball</td>
<td>45.00</td>
</tr>
<tr>
<td>Robocop 3...</td>
<td>45.00</td>
</tr>
<tr>
<td>Super Mario Kart</td>
<td>45.00</td>
</tr>
<tr>
<td>Rampart</td>
<td>45.00</td>
</tr>
<tr>
<td>Axelay</td>
<td>45.00</td>
</tr>
<tr>
<td>Acrobat Mission</td>
<td>45.00</td>
</tr>
<tr>
<td>Super Pang</td>
<td>45.00</td>
</tr>
<tr>
<td>King of the Monsters</td>
<td>45.00</td>
</tr>
<tr>
<td>Baits Night Move</td>
<td>45.00</td>
</tr>
<tr>
<td>Super F7 Circles</td>
<td>45.00</td>
</tr>
<tr>
<td>Rival Turf</td>
<td>45.00</td>
</tr>
<tr>
<td>J. Madden Football</td>
<td>45.00</td>
</tr>
<tr>
<td>Ghoul's N' Ghosts</td>
<td>45.00</td>
</tr>
<tr>
<td>Contra Spirits</td>
<td>45.00</td>
</tr>
<tr>
<td>Super Smash TV</td>
<td>45.00</td>
</tr>
<tr>
<td>Zelda III</td>
<td>45.00</td>
</tr>
<tr>
<td>Top Gear</td>
<td>45.00</td>
</tr>
<tr>
<td>WWF WrestleMania</td>
<td>45.00</td>
</tr>
<tr>
<td>Castlevania IV</td>
<td>45.00</td>
</tr>
<tr>
<td>Krusty's Funhouse</td>
<td>45.00</td>
</tr>
<tr>
<td>Sim City</td>
<td>45.00</td>
</tr>
<tr>
<td>Smart Ball</td>
<td>45.00</td>
</tr>
<tr>
<td>Battle Tank</td>
<td>45.00</td>
</tr>
<tr>
<td>PGA Tour Golf</td>
<td>45.00</td>
</tr>
<tr>
<td>Wonder Boy AD</td>
<td>45.00</td>
</tr>
<tr>
<td>World Soccer</td>
<td>45.00</td>
</tr>
<tr>
<td>Super Off-Road</td>
<td>45.00</td>
</tr>
<tr>
<td>Thunder Spirits</td>
<td>45.00</td>
</tr>
<tr>
<td>Drakken</td>
<td>45.00</td>
</tr>
<tr>
<td>Battle GP</td>
<td>45.00</td>
</tr>
<tr>
<td>Strike Gunner</td>
<td>45.00</td>
</tr>
<tr>
<td>F-Zero</td>
<td>39.99</td>
</tr>
<tr>
<td>Super EDF</td>
<td>45.00</td>
</tr>
<tr>
<td>Darius Twin</td>
<td>41.00</td>
</tr>
<tr>
<td>Pilot Wings</td>
<td>45.00</td>
</tr>
<tr>
<td>Paperboy II</td>
<td>45.00</td>
</tr>
</tbody>
</table>

**NEO-GEOS**

<table>
<thead>
<tr>
<th>Game</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cross Swords</td>
<td>70.00</td>
</tr>
<tr>
<td>Magician Lord</td>
<td>70.00</td>
</tr>
<tr>
<td>Ninja Combat</td>
<td>70.00</td>
</tr>
<tr>
<td>Nam 75</td>
<td>70.00</td>
</tr>
<tr>
<td>Sengoku</td>
<td>105.00</td>
</tr>
<tr>
<td>Fatal Fury</td>
<td>105.00</td>
</tr>
<tr>
<td>Alpha Mission 2</td>
<td>80.00</td>
</tr>
<tr>
<td>Ghost Pilot</td>
<td>70.00</td>
</tr>
<tr>
<td>Super Spy</td>
<td>70.00</td>
</tr>
<tr>
<td>Cyberflip</td>
<td>70.00</td>
</tr>
<tr>
<td>Top Golf</td>
<td>70.00</td>
</tr>
<tr>
<td>Robo Army</td>
<td>105.00</td>
</tr>
<tr>
<td>King of Monsters</td>
<td>80.00</td>
</tr>
<tr>
<td>Burning Fight</td>
<td>80.00</td>
</tr>
</tbody>
</table>

**COMPETITION!**

Answer this simple question to be entered into our Monthly Draw to win a Neo-Geo or equivalent value in software of your choice...

**What is the main character's name in Ghouls'n'Ghosts?**

Send your answers with your order to the address below.

All orders add £1.50 P&P. Cheques or Postal Orders made payable to: X-GEN COMPUTER TECHNOLOGY & send to:

X-Gen Computer Technology, 2 Oaks Corner, Audlem Road, Hatherton, Nantwich, Cheshire CW5 7PQ or telephone (0270) 842082
GAME REVIEW

GET A GRIP!

Keep a low pro, until the bird flies past, but watch out for the oncoming starfish.

Greendog suffers at the hands of a frisky pup.

Collect this power-up, and Greendog will have a smart frisbee - wayhay!

Surf's up for some, but a cursed amulet, a beach babe, and a mysterious curse have prevented the totally tubular Greendog from catching his waves. Neil West is the guy trying to talk like Keanu Reeves

Sega is justifiably keen on "character" games. The success of the ubiquitous hedgehog and the manic two-player buffoonery of Toe Jam & Earl is proof enough that cool characters sell games. So how come this latest offering fails to deliver?

Well there's nothing wrong with the new hero. He's one of the kind who's perpetually tanned, the kind who understands what "walking the dog" really means; the kind who knows that jams are a fashion accessory as well as a type of fruit preserve; the kind who realises that "surf's up" isn't just a reference to a type of washing powder.

BEACH BUMMER

Great, a game with surfing, sunning, and bumbling around. Imagine those waves crashing down, imagine riding that wall of surf. Now imagine something completely different, because Greendog ain't no surfing game. Greendog is really no different to any other platform game. Greendog is... well, let's not get too far ahead of ourselves. Let's find out what this game's all about.

Sega's Greendog centres around a surf dude of the same name, who must traverse six islands in and around the West Indies, seeking out parts of the Great Surfboard. On his travels, he'll have to fly, skate, swim, and stroll over scenery which mostly scrolls from right to left. And, um, well, that's it.

STATION, DUDE

OK, OK, so it's not really quite that straightforward. A host of gory nasties stand between Greendog and the parts of the surfboard. These include birds, crabs, starfish, little doggies, piranha fish, fish hooks and giant clams. And then there's the scenery, which includes dissolving platforms and springs on some levels, speed ramps and spikes on others - as far as atmosphere goes, Greendog has a helluva lot going for it.

Of course, your average beach bum isn't going to get very far by loping around and jumping occasionally, so a frisbee is always at hand to help dispense with the local nasties. Power-ups are also available along the way, including an invincibility umbrella and a "smart" frisbee, which automatically whizzes round the screen knocking out bad guys. Extra bonus objects are also there for the taking, and are usually made available by smashing bits of the scenery with the trusty frisbee.

On later levels, Greendog gets to use various goosies, such as a ramshackle pedal-powered copter and - best of all - a skateboard. It's all amusing, goodtime stuff. Greendog wanders along in his beach jams

A LEVEL-HEADED DUDE

Greendog's got levels - lots of them. They all go on for just a little bit too long, and they don't actually vary much, but you can't have everything.

On his travels through weird and wonderful exotic lands, our surf hero gets to swing from rope to rope - Tarzan style, to skate around like the best valley dudes, to fly in a peddle-powered copter, and even to mooch around mystical temples - with only his trusty frisbee for company. The only thing he doesn't get to do is surf.

That's kind of weird for a game, starting a surf bum, but I get the feeling Greendog 2 may be just around the corner, so who knows where his adventures will take him?

Swinging on the vines and avoiding piranha on level one

Meanwhile... on level two we see an end-of-level pillar!

50 MEGA November 1992
and straw hat, pulling surf stances when he
dukes, and achieving total cool when he
finds a skateboard. Soundwise, we're in
real Bajan territory, with mellow Caribbean
tunes and slapstick FX to match the on-

screen antics. But...

Can we just cut to the chase here?
When all's said and done, Greendog boils
down to a few formulaic levels which just go
on too long, and offer very little variation
along the way. The programmers obviously
had some really cool ideas, but it seems
that they ran out of ways in which to
implement them half-way through, and
ended up repeating all the little tricks
and traps umpteen times on each level.

On any one level, there are typically
four or five nasties to deal with, and a
couple of idiosyncrasies in the scenery to
get the hang of (rope swings, totem poles,
spings etc). We're not exactly in wildly
varying terrain here and so it boils down to
employing the same tactics time after time,

until the - yes! - the end of the level is
reached, and a new level type can be
tackled. Completing a level doesn't so
much give a feeling of progression, as one
of relief - at last, something new and
different to do!

WALKING THE DOG

Despite this bleak picture, Greendog is
actually quite good fun - for a while.

It's just frustrating that such a wild idea
couldn't have spawned a more
substantial game. In places, Greendog
has all the right moves - elements of
Chuck Rock and even touches of
California Games. However, my initial
excitement fizzled after the first half an
hour at the controls, as the pleasant
touches and surprises appeared less and
less. And, let's face it, with the limited
number of hazards which await
Greendog, it's not going to take long to
complete the whole game. There's also a
problem with the restart points -
basically, there are hardly any of them.
Oh, and the inaccurate jumping, and...
well, you've probably got the picture by
now, haven't you?

Next time guys, how about some
lasting gameplay to match the originality of
the characters and plot? Oh yeah, and
how about some surfing?

© Neil West

“A potentially
great idea,
but it's just
not varied or
challenging
enough, and
where’s the
surfing, dudes?”

57

PERCENT
A fantasy shoot-'em-up! A game with a difference, eh? Well, the concept may sparkle, but if you shine as much as Andy Dyer does at blasting away the bad guys, you're going to find this game a few stars short of a constellation.

No, it's not a fantasy role-playing game, it's a fantasy shoot-'em-up, instead of blasting spacecraft and extra-terrestrials, you have to take pot-shots at all manner of weird and devilish creatures.

WIZARDLY WEAPONS

As a wizard, you have three "spells", or weapons, at your disposal. One weapon is a sort of orange spray of little fireballs and another is a fire-the-way-you-face sort of affair. But the most useful form of attack is by using the blue balls, which home in on your enemies. All three weapons can be used right from the start, but they're pretty weedy so it's just as well that you can collect star tokens that boost the weapons.

INCOMPREHENSIBLE INSTRUCTIONS

Right, so that's the stumpy little sorcerer killed out then. But what is his mission? Well, if all the text wasn't in bloody Japanese, I'd be able to tell you. But never mind, the plot is irrelevant. This is just one big blast, right through to the end. There are no puzzles to solve, no cryptic riddles to sort out, it's just frantic button bashing all the way.

What makes this a little different to other shoot-'em-ups, however, (apart from the fantasy theme) is that it's viewed from overhead and doesn't constantly scroll along. The screen only scrolls when you decide to move, and most of the time you can move in any direction you like. The only time this changes is when you meet an end-of-level guardian.

During this confrontation you can move around the screen in any direction you like, but the play area no longer scrolls and you always face towards the enemy, which makes things a bit more manageable - very neat. Add to this the inventive graphics, the varied opponents and the end-of-level challenges and you have what appears to be a stomping little game.

NOT HARD ENOUGH

But alas, as is always the case, there is a fly in our otherwise unsullied ointment. Now I hope all you coders out there are listening (God knows we've said it enough times before): "IT'S TOO GODDAM EASY" OK, so I wasn't actually able to kill the final guardian, and yes I played it on easy level, but I reached this final guardian in one three-hour play session. And, to be honest, it would only have taken another day at most before I finished this level and having done that, I wouldn't have been even remotely interested in trying it all again on the harder levels (basically because the harder levels are exactly the same as the easy one except that the guardians take more hits).

For younger gamers, and novice players, however, this game will work well. I loved playing it, but most people will want a bit more for their money. Considering the high quality of Twinkle Tale, it was a bit short-sighted not to have made it slightly more challenging.

Just one big blast, through to the end.

© Andy Dyer
GET A GRIP!

Moves your wizard left and right
Moves your wizard up and down
Activates one of the super spells (or weapons) which you've managed to collect along the way
Fires your currently selected weapon in the direction you're facing, and locks it until the button is released
Selects one of your regular weapons available from the weapons' panel. And if I were you, I'd use the homing missile.

This is the penultimate guardian and is, in fact, two guardians in one. First you have to kill the guy who is riding the dragon (fairly easy), but then you have to kill the dragon itself (pretty bloody hard, frankly). Try to kill the rider using normal fire and save the special weapons for the big guy.

Keep your cool and don't lose your head, like this poor chap. Yet another guardian stands in the way of your progress so mash him up!

Arachnophobes can finally get their own back, by pasting this eight-legged monstrosity. You can get trapped by the webs, so keep moving.

Beware of this aerial walkway, it's all too easy to fall off the edge. Concentrate on killing off the enemies before progressing.

THEN AGAIN...

This isn't really an alternative, but if you already have Twinkle Tale and you just after more of the same, try Elemental Master. It's pretty much exactly the same sort of thing except it's set in a different time zone. It's just as playable, locks just as good and, well, that's about it really. Elemental Master is also out on import, so if you fancy having a bash, try ringing Telegames on (0533) 516861. Sorted!

Not a square dance, but four demons ganging up on you. Concentrate your firepower on one at a time until they're dead. But keep dodging.

Twinkle Tale

Publisher: WAS
Price: £35
Release: Out now on import
Cartridge: 4 Mbit
Contact: Telegames: 0533 516861

Only one person can play this one
There are three levels of skill
You only have one life, but you do have an energy bar
No battery back-up and no passwords
Er, lots. There are six enormous stages in fact!

Graphics 8
Sound 7
Gameplay 8
Game Size 5
Addiction 7

"Almost a great game. It's original, good-looking and plays like a dream, but why make it soooo easy?"

E T A L E

62 Percent

November 1992 MEGA 53
Game Review

Gley Lancer

Shoot-em-up city! Gley Lancer drops in, goes to the pub and leaves without making much of an impression. Andy Dyer's got the sore trigger finger...

S
hoot-em-ups are indeed strange beasties. They breed like rabbits and it’s often impossible to tell them apart. In fact, if you piloted the currently available Mega Drive blast-em-aparts one on top of the other, then you’d, er, be there for a very long time. So, what you want to know is, “This Gley Lancer thingy – is it worth the dough and the space in me games box?”

Right. So, you’ve shoved the cartridge in, you’ve got a nice solid cup of tea in front of you and you’re dipping a Kit Kat finger into it while casually sitting through the intro sequence. This is where you’re in for your first shock... Got a Master’s degree in Japanese, have you? That’s alright, then. No? Ah – in that case, the cutsey story intro cartoon (which can be turned off) is going to be a bit of a mystery. Still, you can always make it up as you go along.

It looks a bit like that ancient G-Force: Battle Of The Planets cartoon with the deranged guy who spoke like he wanted to be R2-D2, or something. From what I could make out, however, there’s been a spot of bother somewhere in space and you’ve been sent out in your customary high-tech battle craft to sort it all out. Ah, who needs scenarios anyway – on with the game...

The Originality of a Cheese Sandwich
First – ahem – prepare to be knocked sideways by the totally original approach, look and feel of the game. There’s this horizontal, right-to-left scrolling landscape, right? And you’re in control of a ship which has to blast wave after wave of flying and hovering alien slime, and – get this! – at certain points in the game, you’re awarded various power-ups which enhance the firepower of your ship.

Oh, and the really brilliant part is that at the end of every level you encounter an unusually large and menacing nasty, which obeys all manner of lethal plasma things in your direction and which takes one hell of a punishment before it expires. OK. OK, so it’s not that original – but is it any good?

Yes... and no. The makers of Gley Lancer (did that title lose something in the translation, or what?) have gone out of their way to provide you with plenty of varieties of weaponry and ship-type and it’s here where the game earns its heartiest thumbs-up.

You have the choice of six configurations of ship and gunner (the odds that follow your ship around, blasting constantly) and, instead of being just an excuse to pad out the lack of variety in the gameplay, these choices actually alter the difficulty and determine how big a part you play in the control of the ship. With the “Search” ship mode, it’s really just a matter of moving the thing around and keeping your finger on the fire button – everything else is virtually done for you. In “Roll” mode, however, things are very different indeed – the control of the gunners, as they rotate around the ship, is entirely up to you – adding a welcome dimension to the whole affair. So, if you want to ease yourself into things, are terrified of shoot-em-ups or are

Sleek and Destroy

Those heartwarming, alien-blasting ship/gunner relationships...

Normal – Can be turned manually in 16 directions. Standard difficulty, but can be a bit awkward

Reverse – The gunner’s direction is opposite to that of the ship. Button C locks fire direction. Average difficulty

Search – Aims automatically at enemies, but is a little erratic. A good weapon to use initially

Multi – Three-way attack, but fire cannot be concentrated up or down. Useful for vertically-scrolling locations

Shadow – The gunners follow the plane. A forward concentration of fire can be achieved. Difficult to use

Roll – Gunners can be rotated around the ship. Very difficult to master. One for the masochists

"God, I'm so sick of appearing only in these cute, daggy front-ends, aren't you?" "Er, sorry – I can't understand a word you're saying. It's in Japanese."
The ability to lock the direction of your fire is handy for flying under the meannies and blasting their soft, white underbellies to oblivion.

just plain crap, then the Search method is for you. Alternatively, you may fancy yourself as a bit of a hotshot and crave the challenge of fiddling around with the way your ship shoots, as well as worrying about the aliens. In this case, choose the Roll mode and impress your mates with a dazzling display of competence, calibre and, er, something else beginning with "c".

HOW FAST CAN YOU GO?
The business of speed is also well catered for. There’s none of this tedious grabbing of power-ups and frittering them away on speeding your ship up. You have, as bog-standard, a choice of four speed options: slow - useless, bearable - the best one, fast - probably too fast, and ridiculously zippy - which may look impressive, but let’s face it, you’re not perfect and neither is your co-ordination. The point is you can switch between the four as freely and as often as you like throughout the game, so, as they say, “Choose wisely O great fuzzerl of alien scum” Who are these “they”, anyway?

Now, technical boring bit alert...

Graphics are good – nothing special – just good. Scrolling is well executed and, occasionally, things – gasp – actually start to scroll upwards as well as sideways. The parallax is smooth and effective and, on the later levels, things move along at a pretty hectic pace, demanding the fullest of attention from your (no doubt, previously

here’s one of the weapons you can pick up during the game. It’s sort of two light-sabers wiggling around on either side of your ship. It’s also sort of, like, completely useless well-oiled) joystick tactics. Meannies lurk all around the screen – flying in, as usual, from behind when you least expect it and the music is completely, totally and intensely... mediocre. Take our advice – turn it off and slot in a CD of your favourite trash-metal sounds. Things will seem a whole lot more urgent. Just what it is about the Japanese taste in music that, every time, fails to translate into a half-decent soundtrack for this type of game? They really do need to hire people to service things in this area over there.

If you’ve played Halflife or any of the Thunderforce series (if not, get them now!), then this will be all too familiar and pretty much yawnsome territory. In their favour, the programmers have taken the trouble to vary things in the ship control and power-up regions (the lasers are lethal) and Gley

As you can see, selecting the “Search” mode with lasers is extremely handy for picking off alien scumbags who are trying to sneak up from behind.

Lancer is a game which won’t embarrass you too much when you dig it out in a year’s time.

GETTING THE BALANCE RIGHT

But it does seem as though they’ve tried to incorporate some of the best bits from all the infinitely more superior shoot-em-ups on the market and wound up with a game that plays well and looks pretty but which lacks that spark to push it over into the “must-buy” category.

The pitch of the difficulty has also gone a tiny bit haywire, with things tending to be way too easy or just too damned difficult – with no inbetweens. Still, it could certainly fill a few hours in the long autumn evenings, and there’s a great deal of goofiness to be had from trying to work out just what the hell is going on in that intro sequence.

@ Andy Dyer

Here’s where it all gets a bit gory. The boss at the end of level three – a pulsating lump of bloody, dripping body tissue. Er, excuse me – I must go to the toilet...

A typical ugly, downright unsociable end-of-level boss. Take him out by aiming your shots into the glowing bit in the middle, while avoiding the robotic tentacles – as you do

“Get a Grip”

Get a Grip!

Moves you around the screen
Selects one of four speed settings
Fires currently selected weapon
Gunner control – locks direction of fire
A, B, & C can be swapped to suit your style

Here’s where it all gets a bit gory. The boss at the end of level three – a pulsating lump of bloody, dripping body tissue. Er, excuse me – I must go to the toilet...

72 PERCENT
GAME REVIEW

PREDATOR

Take a powerful alien fiend, a hundred of his mates, lots of weapons, and just one hero, and what have you got? Neil West finds out...

1. The first hostage is easy to rescue, but what about the rest?
2. Lost? Just follow the arrows
3. Pick up extra weapons such as shotguns and grenades
4. Chase me, chase me! Let the hoods follow you in a group and then turn and let them have it
5. The hoods have blocked the road with a juggernaut. Shoot it a lot, and it will soon be doing a classy impression of a bonfire on Guy Fawke's Night
6. These drug barons can lay their hands on some serious hardware. No doubt they'll soon be flying over in a F-16 Fighting Falcon
7. If you hang around too long, the Predator will home in on you or the hostages, and then it's Gutsville, Tennessee
8. Level two sends you up on to the roof tops of LA. Falling over the edge to your death is the least of your worries because you can't actually topple over. Take your time, without getting shot, and check out the excellent parallax scrolling
9. Don't let guys with chainsaws put you off, they're not as tough as they look
10. And when you've rescued all the hostages, make a frantic dash for the exit!
Film-licence games are notorious for not being as good as the films on which they are based and that includes the ones which are based on films which were crap in the first place. Nabbing high-profile film-licences eats up a lot of software houses' budgets and this very often has the knock-on effect of reducing design, programming and development budgets. It's games like this that remind you that software companies really don't care how good a game is; they're only interested in how many copies it sells. The sad truth is that a decent movie tie-in can work just as well as decent gameplay. MEGA isn't afraid to point an accusing finger at the worst offenders. And we're pointing a finger at one right now. Predator 2: nice film, shame about the gameplay.

Neil West

A POOR IMITATION

Predator 2 sticks closely to the film's plot - you play the Danny Glover character and have to rescue hostages on seven different levels, killing members of drug gangs as you go (and trying not to be killed by them of course).

Each level is in isometric 3D, and you have to run around in eight directions, firing, collecting weapons and trying to avoid being run down by hoods in cars and helicopters. Finding the hostages is easy because red arrows tell you which direction to run in.

Levels one, three and six are on the streets of LA, while the others take you to the subway, the slaughterhouse and the rooftops, which, incidentally, feature some rather smashing parallax isometric scrolling. You'll rattle through the first six levels in a couple of hours - you get a password at the end of each of the first five - and then it's on to the alien's ship and the anti-climax of the game.

SO WHERE'S THE CHALLENGE?

When you've rescued all the hostages on the ship, there's one mother-of-all-predators to kill. Having got this far, you might have expected a bit of a challenge, but no. The giant Predator's as dumb as they come and he gets stuck at the bottom of the screen and you can blast him while hardly getting hit. A dodgy end sequence shows your character legging it for the exit and you're given a glimpse of a black shape moving in front of a fireball. If you haven't seen the end of the film, you won't know what it's supposed to be.

The whole game is just too easy and too unexciting. There can't be much more than two evenings worth of entertainment here. There's a feeble attempt to add some urgency to the proceedings - the Predator's on the prowl and you have to get to the hostages before it does - and if you don't make it in time, you're treated to a delightfully gory display of the hostage exploding and his entrails and limbs flying out of the screen.

This, however, just isn't enough to salvage yet another disappointing film-licence game.
GAME REVIEW

SUPER HIGH

Pay huge amounts of money to pump iron in health clubs? Not Neil West. He spent £40 and now has the world’s beefiest index finger (probably). Read on and all will be explained...

Video games, eh? They’re great, aren’t they? So much better than just sitting vegetating in front of the TV, or some other completely non-interactive pastime. Video games test your hand-eye co-ordination, your strategic development skills, your peripheral vision and your powers of lateral thinking.

Good gameplay is an art, and a talent that’s easily up there with the best of any “proper” sport, and it’s about time it was recognised as such. I mean, never mind all that Olympic crap, where people get gold medals and untold fame and fortune for being able to run in a straight line for ten seconds, what about a World Championship for, say, Super High Impact?

THE BUTTON BASHING GAMES

Think how impressed the global TV audience would be with the amazing array of skills on display as players struggled against all the odds to make a touchdown by, er, pressing the A button eight times. Let’s just run by that one again – “by pressing the A button ten times”. Oops.

I stunk this cart into the office Mega Drive, having never played the arcade game of which it’s a conversion. I was in a bit of a hurry, so I didn’t bother reading the instruction manual, just picked a couple of teams and got straight down to it. I lost the toss and received the ball from the kick-off on my 30 yard line.

I checked out the bewildering range of possible offensive plays, and plumped completely at random for whichever one happened to be in the middle of the screen at the time (I think it was a “Flood” play). The two teams lined up, danced around a bit and shouted a couple of insults at each other (“Yer toast!” and “Yer mommy’s boys!” in charmingly butch sampled speech).

A WINNING TACTIC

I pressed the A button (it seemed like a logical thing to do) and the ball snapped back to my quarterback.Flushed with success, I pressed the A button again (hey, why muck around with a winning formula?). The quarterback flung the ball athletically up towards one of my receivers, who gratefully and just as athletically made a great catch before being brutally knocked to the ground by the opposing defence. Never mind, 19 yards gained and first down. “This is a great tactic,” I thought, and promptly tried exactly the same one again for the next play. Bingo! Another 21 yards gained! Surely it couldn’t work again, could it?

Funnily enough, it did. I was a bit slow on the button this time, so I only made 14 yards before getting clobbered, but it didn’t matter because I was only 16 yards from the line. Breathless with the tension and excitement, I lined my boys up for one last push. Select that move! Press that button! Press that button again! Touchdown!

Now I don’t know about you, but when I play a game, I like to feel as if I’m actually achieving something. Road Rash wouldn’t be any fun if the other bikes just sat on the starting line and let you ride off all by yourself, would it? It seems to me, then, that Super High Impact leaves just a little bit to be desired in the challenge and reward department. Fair enough. I was playing on the easiest of the three difficulty settings.

24, 36, 48, HUT HUT HUT!

OK, here it is, the full pitch, all 100 yards of it. The basic idea is to get the ball into either the red or blue area as quickly as possible without too many injuries. This, however, is easier said than done.
IMPACT

Lay into somebody really hard and the commentator tests it on the Hit-O-Meter. Ouch!

but even so, eight presses of a random button without the first glance at the instructions really oughtn't to produce such startling success in my book.

It's a pity, because Super High Impact really looks the part. The graphics are big, colourful, fast and smooth, and some really nifty digitised animations and speech samples accompany the game and they do a lot for the atmosphere. For a bit of a break from the constant "football" action, you even get a selectable "fight" option, whereby every now and again the teams will suddenly leap up and start pummelling the living daylights out of each other. Batter the three fire buttons fast enough and you'll win the fight, with the opposing team sent flying onto the turf.

Fighting for Fighting's Sake

Sadly, and a little confusingly, there's absolutely no point to it - you get no advantage of any kind from winning, and no penalties for losing. But what the heck, it's a bit of a chuckle anyway. Similarly, when you make a particularly crunching defensive tackle, you get a rating on the "Hit-O-Meter" to show how tough you are, but it's got no other purpose than as a bit of window dressing.

Everything else about the game is pretty well thought out too - the control system and the method of choosing plays are both really easy and natural to use. Once you do read the manual, and even if you don't know the first thing about American football, you'll pick up what's going on very quickly.

It's just that all the game's excellent features are rendered utterly useless by the fact that the gameplay just isn't there at all. I don't care how pretty it looks, I don't care how close it is to the arcade game, I don't care how great all the little extra frills are, pressing the A button eight times to score a touchdown isn't true American football thrills, and that's that.

Neil West

GET A GRIP!

- Moves your players around the pitch
- Snaps the ball for the quarterback and gives a burst of speed when carrying
- Fakes a snap and spins out of a tackle
- No function

What are they doing? Ballroom dancing? Oh, I see they're fighting, go on then lads, hit 'em

All that effort finally pays off and you've got six points on the scoreboard. Time for the extra point

"This was never going to outdo John Madden Football. It's another case of nice conversion, shame about the original coin-op"

39 PERCENT
GAME REVIEW

He's back, he's mad, and he's got more pockets than trousers. Paul Mellerick sets up a game of pool against the Mega Drive and is so dumfounded by the astonishing gameplay that he actually loses. Ha ha!

SIDE POCK

I t's Friday night, ten o'clock, and you're in the Dog 'n' Duck. You've been there since six, and you've sunk ten pints. Suddenly, out of the corner of your eye, you see it. It's green, six feet long and very popular—it's a pool table. You're drunk but feeling lucky. You get up and stride manfully towards it (not easy on ten pints). You put your name down and wait your turn, the tension mounting with every passing minute.

Then the moment arrives, you're on. And boy are you good tonight. You're knocking these balls around like a master, three-ball plants, two off the break, everything you hit goes in, you're unstoppable. Then it happens.

'She's been lurking in the corner since about eight o'clock (with her dad), eyeing up the opposition and then, deciding you it, she strides over to the table (all 4 feet of her), rests her case on the edge and takes out her cue.

The sweat pours from your face. So what, you think to yourself. She's only eight years old. I can handle her, no problem. You break off and one goes in, but you miss the next. She takes to the table and in a flash it's all over. All seven balls go down in one shot. You feel faint and head back to the bar mumbling to yourself, next time... next time... Or something like that anyway.

NO MORE LOSING TO MINORS

Well now, thanks to Data East, you can forget all about embarrassing pool matches against eight-year-olds down the Dog 'n' Duck, because this time you're up against the big boys in the USA. This time it's for money, fame and all the pints you can handle.

Pool sims are not very popular on the Mega Drive, in fact, this is the only one. So what's it all about and where did it come from?

Well if you want to find out, you'll have to take a trip down arcade-memory lane, because it's coin-op conversion time (again)!

About two years ago a small coin-op called Pool Gal appeared. It was nothing spectacular, there were no hydraulic chairs or mounted Uzis, just a small cabinet and a tellly. But when you put in your ten pence piece, you got the shock of your life. This may have looked like a normal pool game, but once you finished level one, it happened. It was only there for a split second but there it was, a fully naked computer image (and female as well).

Simple concept, but cracking gameplay

You played the next level and it happened again. Then you died on level three and spent the next few hours (and several pounds) playing the damn thing. That's how it became so popular.

But before you get yourself in a state over this, calm down. Side Pocket on the Mega Drive is only based on the coin-op and doesn't include naked gals. It's got nice women in it, but they've always got their clothes on.

EASY POTTING

Pool on the Mega Drive is simplicity itself. Forget all the different pub rules and ball set-ups, because in this game, the person who pots the most balls wins. Simple.

But to base a cart around such a basic principle would mean instant death to the thing. So Data East has spruced the concept up somewhat and has actually made the game very exciting.

But first things first. Let's start by telling you how to play the thing. You view the whole table from directly above and

ZONEBUSTERS

Are you having trouble gaining the amount of points you need? If you are, then follow this example of how to access the zone bonus, and hundreds of points will soon be yours.

Put the balls until you've got only one coloured ball left, then the 'zone' pocket will light up. It will always be one of the two centre pockets which lights up, so don't worry. Play the white ball into the highlighted pocket and you'll be magically transported to the zone bonus.

Forget about the green ball on the back cushion and aim your white ball at the centre pocket

Do it right, and get on to the zone table. Less friction means the ball will go further and might go in

It's the age-old story of youth versus experience
WHAT’S ALL THIS ABOUT THEN?

OK, OK, so you’ve loaded up the cart, you’re into stage one and you suddenly realise that you don’t know what’s going on. Well, just for you, here’s a break-down of what does what and why...

GET A GRIP!

This is you lining up for your shot. OK, so use your imagination, huh...

See, get the ball in the right pocket (when its flashing) and you could get an extra ball or even some points.

Your power meter. Press A, then A again to select the amount of power you require.

The “English” meter, where you can put side, follow or even draw on the ball.

100 points, well done. Only another 2,900 to go!

Believe it or not, this is the table. It’s green, six feet long and has six pockets. This is where you play pool, OK?

---

every time you prepare to take a shot, you’ll see a thin dotted white line, which shows the path the white ball will take once you’ve hit it.

Having set the line you can then decide if you want to use “English” on the ball. English is the pool term for the way the ball will react after it comes into contact with another ball.

For example, if you put draw on the white ball, it will roll backwards, depending on how much power you used or how powerful the English was. Using English you can also put follow, right spin, left spin and all of these together to make very interesting combinations.

Now I know what you’re thinking, “This is easy, all I have to do is pot the balls and that’s that”. Well think again buster, ‘cos things are a bit more complicated than that.

JUST HANG ON A MINUTE, MATEY

It may be just a case of potting balls, but you’ve only got eight shots in which to clear the table. Miss a ball and you’ll lose a shot, lose all your shots and it’s game-over time.

But you’re more than just running out of balls to worry about. You need points. Each ball you pot earns you 100 points, which is fair enough, but when you know that you need 3,000 points to get past the first level, you’re in trouble.

This is where the bonus screen comes in. Pot balls in a row of two or more and you’ll receive a bonus. The more you get in a row, the bigger the bonus. You also get a bonus for potting the balls in ascending numerical order, 1, 2, 3, 4, 5 etc. Put these bonuses together and you can rack up several thousand points, moving you on to the next stage.

Even though you collect bonuses at the end of each frame, you can also add to your points in game. Every second shot will light up a certain pocket with a flashing star. Pot a ball in this pocket and you’ll get a bonus. It could be points, it could be more balls, you’ll have to do it to find out.

Using all these extra bonuses and special zones, you have to achieve the following goals: clear the table, don’t run out of shots and get enough points. Add to that the fact that after every stage (expect stage one) you have to complete a trick shot, and you’ve got a game that’s going to take a while to complete.

SETTING THE PACE

Side Pocket is nice to look at (especially the girlies) and good to listen to as well, but the gameplay is what really makes this pool game a joy to play.

The game is easy to control and once you’ve started playing, you’ll find it very hard to stop. It’s going to take some time to finish and the two-player games and the trick-shot challenge just go to add to the game’s longevity.

In a world of shoot-'em-ups, platform games and more shoot-'em-ups, Side Pocket offers a refreshing change of pace, and I’d recommend the game to anyone. It is, in fact, a cracker.

Paul Mellerick

100% PERCENT

November 1992 MEGA 61
GAME REVIEW

A BEAST OF A LEVEL

Yea, fun level 22 looks like a Shadow of the Beast screenshot, but that's probably because the two games are both programmed by Psygnosis. Actually, this level isn't too tough, which is exactly the reason why we've chosen it as an example of how you're meant to play this brain-bashing game.

1. Start the level and watch all the lemmings fall out from the trap door.
2. Bash your way through tree trunks.

Lemmings

See, after all those months of teasing little screenshots and news items, the real thing is here. And, of course, it's a cracking little game that every Mega Drive owner should have.

Lemmings is a classic and there's no getting away from it. It's appeared on almost every computer and console format and each version has successfully incorporated the playability and cuteness that made the original Amiga game an instant hit and also made Psygnosis very rich indeed.

But wait a sec... there must be some people out there who wouldn't know a lemming from a speedy old hedgehog. So come with me and I'll tell you what this game's all about.

SO, WHAT'S A LEMMING THEN?

Lemmings are small rodents, which live quietly in Northern Europe, minding their own business. Trouble is they tend to get carried away with a certain reproduction activity, and so the population explodes. Then something very strange starts to happen.

The lemmings all get together and hold a meeting (or something, I dunno). Thing is they hold it on the edge of a cliff. They walk all the way there and keep walking, right off the edge. They do this until the population decreases to the right amount and then they start the whole thing all over again.

Yeah, you've sussed it, lemmings are stupid. They keep going and going until they either run into an obstacle, which prevents them from going any further (in which case they turn around and go the other way), or they fall off and die. Using this built-in desire to commit suicide as a basis for a computer game, Psygnosis (the game's original programmers) came up with a maddening platform puzzle game that's a right little beaut.

The game consists of 180 levels, each of which follows the same principle: a whole gang of lemmings emerge from a point on the screen and start walking in whichever direction takes their fancy. It's your job to make sure that enough of them (you're given a target percentage survival rate at the start of each round) end up in the official designated exit point without killing themselves (walking into a lava pit, falling off a high ledge, drowning, or all number of other fatal possibilities) in a set time.

But rather than just stand there shouting, "Left... right... no right a bit more" at the screen, you have to "turn" each lemming into a specialist, so that he can do a certain thing.

If, for instance, your parade of lemmings is heading towards a hole in the ground, turn one of them into a builder and he'll build a short bridge, allowing fellow lemmings to walk over it. Do this at the right point and they might walk over a fiery pit or a big gap, saving them from certain death.

You can turn a lemming into many things, such as a digger, a miner, a floater or even a blocker (see the explanatory box below). So check out the level and then start to work out which type of lemming you need to do which particular job — remembering that all the while you are up against a five minute time limit and a percentage survival rate. So, that's what the game is all about.

SIMPLY THE BEST

Although Lemmings may be a simple idea, it's the lateral thinking demanded from the cunning design that makes it such a classic game design, and a game which will keep you going for weeks on end. Believe me when I say you won't finish this in a week.

There are 180 levels and some of them are going to send you head-scratching for days. Thankfully, though, each level has a password. Complete one level and write the password down. Now you can come back to the exact point at which you finished – an excellent use of a password system (and

CAUTION: LEMMINGS AT WORK

Bridge building is one of the best things you can do, but make sure you've got plenty of room

Climber: Climbs anything vertical
Floater: Floats down safely from any height
Bomber: Blows up the poor little lemming
Blocker: Stops others from walking past him
Builder: Builds a diagonal stairway
Basher: Bashes through anything
Digger: Digs diagonally to make a path
Miner: Picks downwards to create tunnel

62 MEGA November 1992
The much-hyped *Lemmings* is finally here and so is Paul Mellerick, who has absolutely nothing in common with the furry North European rodents he loves so much.

great news for me because I've got a feeling that MEGA PLAY will be featuring quite a few of these green-haired euthanasiasts.

An extra bonus for those of you who like to pit your wits against your mates, is the two-player head-to-head game. For this, the screen window splits in two and two different tribes of lemmings emerge (blue for player one and green for player two). Both tribes are on the same landscape at the same time, but you only get to control your own lemmings. The idea is not only to guide all your furry friends to safety but to scupper your opponents chances - great stuff. And, the two-player game (set over 20 levels) effectively makes the game 200 levels long.

**CONTROL CHAOS?**

The trouble with converting an Amiga game to the Mega Drive is the control system. A simple shoot-'em-up (much like *Xenon 2*) is easy enough, but with a game that was originally controlled by a mouse, the movement of the joystick and control system is very important - the joystick can only move the cursor in eight directions for a start. Using the pad, the on-screen cursor moves very quickly - some would say too quickly. Moving from a lemming to the control panel needs to be easy and quick, so you can get back in time to 'turn' that particular lemming into something useful. Although you'll use the D-pad most of the time, the buttons play an important role too. The system takes some time to get used to as it does require precision and timing, but you can pause the game while you decide what to do, and you should soon feel comfortable and in control.

The presentation's OK. The graphics

Lemmings can fall quite a distance, but not too far. Gamble and it might pay off... then again it might not.

are almost identical to every other version of the game, and although they're by no means stretching the Mega Drive to its limits, they are really all that's needed - crisp, clear, well defined and easily spotatable. Meanwhile, the silly little sound ditties may be cute and all that, but they are really irritating and I suggest you put something on the stereo while you're playing.

To conclude, *Lemmings* is a fantastic puzzle game, very well converted and more than just a Mega Drive version of an Amiga game. It's a classic in its own right - go out and buy it.

© Paul Mellerick

Two-player *Lemmings*: pit your wits against a friend and see who comes out on top.

If you've messed up a level, you can always quit by pressing A and Start together. But, if you fancy a bit of fun, you can choose the nuke icon and blow all hell out of the lemmings.
GAME REVIEW

THE GADGET TWINS

Ever wanted to change your name to Bop or Bump? Nah, me neither — but now you can at least fantasise about it with Imagic's downright weird and warped Gadget Twins.

You get to control either of these — well, cute is the only word — chubby planes, both armed with a disturbing variety of weaponry ranging from boxing gloves to ruddy great hammers, in a strangely unhinged quest to nab back the Gadget King's beloved Gadget Gem, which has been swiped by an evil swine called Thump.

NOT EXACTLY THE NORM

The only vaguely normal thing about the game is that it scrolls horizontally right to left... and that's where it ends. The general idea is to fly around bopping your adversaries on the nose with your boxing glove, crushing their craniums with the mallet or pinching them to death with a weird, metallic thing, which wouldn't look out of place on the operating table of a plastic surgeon.

When you've knocked them out of the sky in this manner, you get to grab coins of varying currency, which must be spent on extra weapons in the shops that frequently float past. Occasionally, an extra large nasty appears who must be viciously bashed in before you can move on to the next level.

ERRATIC ENEMIES

The weapons can, and need to be extended in four different directions to deal with the rather erratic behaviour of the enemies, which take the forms of psychotic squid, demented octopuses and many other weird mutations of water and air inhabitants as the game moves from subterranean to, er, above-water action. In addition, treasure chests sometimes crop up, which, if punched open, will spew out something delicious like a speed-up or a shield, making your progress that little bit more bearable.

The two-player option gives you the opportunity to crack the other player on the head and nick his weapons and cash — thus allowing you to lose friends and have arguments with people very easily.

The Gadget Twins is a refreshingly warped little game with masses of playability and endurance. It has a cartoon-like look and will best appeal to those with more deranged minds. But be warned, it's damned difficult and you need to spend quite some time mastering the control system before any kind of progress can be made.

There's nothing particularly awe-inspiring about the gameplay, but creaming crustaceans to a paste with a hydraulic boxing glove makes a pleasant and whimsical change from blasting the hell out of a bunch of ugly aliens.

Amanda Cook

GET A GRIP!

- Moves you around the screen
- Activates selected weapon
- Alternates direction of weapon in clockwise motion
- Lets you enter a shop, but doesn't do much else

Punch the swordfish and watch out for the octopus, which is lurking behind the weed. Open the treasure chest, and all manner of goodies could be yours

POWER UP

Throughout the game you can collect various power-ups, which make things a lot easier. MEGA shows you what's what:

- Coins: The small coins are worth 5 units and the larger ones are worth 20
- E thing: Gives you a boost of energy, restores a few stars
- Arrows: These speed up your plane. A few of them, and you're zipping around the screen
- Shield: Puts a protective bubble around your ship for a limited time
- Golden plane: Extra life

78 PERCENT

"Fantastically weird and attractive, er, bop-'em-up with cutey appeal and terrific two-player mode"
A princess has been kidnapped, so Paul Mellerick dons his armour, and sets off on another perilous journey...

You, therefore, have to travel to each world and explore seven different lands. Each land hides an artefact, and you must find this and take it to the portal. The portal will then transport you to the next land.

When you've collected all seven items, you will be taken to the next world and when you've finished all three worlds, you'll have to rescue the princess.

Each land is quite large and infested with all sorts of creatures, which are out to stop you finding any of the treasure. You have only your trusty sword as solace, but you do have the opportunity to buy more weapons.

Every time you kill an enemy, whether it's a goblin or a mad obberman, they'll disappear and leave something behind. This could be a health point, a 1-Up or (more likely) some money.

Collect the money, and at various points in the game you'll be able to enter a weapon shop. From here you'll be able to form a selection of weapons, which will increase your firepower.

**A TRULY LUSH AFFAIR**

There is really only one word which describes the graphics in this game, and that's lush. They are very detailed and crisp and they give the game a great deal of atmosphere. The various bad guys you come across are greatly detailed and some of them are enormous. The scenery is great and the various little touches (open weapon shops have smoke coming out of their chimneys) make looking at it all the more enjoyable.

The sound is also very good but strangely upbeat and almost Sonic-like, especially during the special sequence when you walk through the portal. Fantastic looks and great (if a bit out of place) sound, however, can't save a game that gets repetitive from level two onwards.

**SIMPLICITY AT ITS MOST, ER, SIMPLISTIC**

All you have to do on each level is find the treasure and then find the portal. Even when the stages become more complex, the gameplay remains the same.

Use hanging and swinging platforms to get from A to B and, on the way, kill anything you come across. The weapon shops add some interest but all they do to the game is allow you to kill things quicker.

Even though the game is split into three worlds (you get a password after completing each one), none offer much new in the way of interest, and for all you know, you might as well be back on level one.

Fans of boring, long-winded, platform games will think I'm wrong, but anyone who sits down and plays this for more than three hours without getting bored, is probably dead already.

---

**When things get harder, you can bet you're near the treasure**

**Ouch! Still, a sword in the eye is better than using Oxy D**

---

**GRAPHICS**

8

**SOUND**

8

**GAMEPLAY**

3

**GAME SIZE**

7

**ADDITION**

4

---

"It looks fab and plays well too. The trouble is that you'll die from lack of action in about half an hour"
GAME REVIEW

XENON II
MEGABLAST

If you want to do some serious wasting, you have come to the right place. However, Andy Dyer reckons that the only things wasted on this cart are your time and money.

Megablitz? More like puny-slow-and-really-rather-dull blast. As Mega Drive shoot-'em-ups go, this must be one of the most mind-numbingly boring games I've ever played. If you've ever marvelled at the fantastic graphics and sounds in Thunder Force IV, or been gripped by the addictive fervour of Hellfire, you'll be amazed at just how bad Xenon II is.

SAME OLD STORY

The game's been around on other computer formats for years, and the Mega Drive version looks and plays exactly the same as all the older versions — except that the music on the Amiga is vastly superior. It's a vertically scrolling effort with sets of aliens that trudge wearily down the screen towards your ship — which just happens to move with all the grace and speed of a sloth having a siesta.

Aliens sometimes appear from behind you, but they are easily destroyed by a rear-firing cannon. It's pretty standard shoot-'em-up gameplay — at the start you're equipped with a weedy single-shot cannon, but you're given a few gratuitous power-ups and soon the aliens don't stand a chance.

Some power-ups appear at set positions, but for really mean hardware you have to shop around. When you kill a complete set of aliens, you're rewarded with a diamond, at least I think it's a diamond, it could easily be a bubble.

DIAMONDS DON'T PAY OFF

Collect the diamonds and you're given credits at the mid-level and end-of-level space shop — a sort of Weapons R Us place run by an unhospitable alien.

Plenty of hardware is on offer, from lasers to twin shots and mines to super bashwan power. It's just a pity that when you come to use your all-new mega death weaponry, you're disappointed by the puny graphics, tinny sound effects and the distinct lack of excitement.

And that's the main problem with Xenon II. It's just too slow and too boring. There's nothing that grabs you by the throat and says, "Play me or I'll chew your lungs out." Thunder Force IV and Hellfire really get the adrenaline pumping, but Xenon II is more like a sedative. You just can't take the aliens seriously, especially the ones that look like skittles and tea cups. The bosses look good, but are far too easy to kill. There are loads of weapons, but they all lack punch.

The game has a good name, but it's totally inaccurate. There's certainly nothing mega about this blaster.

Andy Dyer

OK, this lobster may look hard, with those extendy claw-like thingies, but it's really quite easy to beat.

GET A GRIP!

Moves your ship around the screen
Shots selected weapon
No function
No function

Xenon II is really showing its age. It's slow, boring, totally uninspiring and there are plenty of better shoot-'em-ups around anyway.

45 PERCENT

66 MEGA November 1992
Are you Britain's best games player?

Yes, £10,000! That's the prize for the winner of the National Computer Games Championships, and entry is absolutely free. All you have to do is turn up to one of the Virgin Games Centres where heats are being held and show us what you're made of!

To start with you have a choice of playing on the Mega Drive, Super NES or Amiga, but if you get through the first stage then you'll have to really show off your skills by playing several games on different machines.

If you get top marks in the special gamers' challenge you could make it to the finals at the Future Entertainment Show in November and face a play-off on the video wall with the TV cameras watching! And the winner will walk off with £10,000 in cash.

If you think you're up to the challenge, look up your nearest entry point below, and see if you are as good as you think you are...

HOW TO ENTER
Please pre-register the week before at your nearest store:

12th, 13th, 14th, 15th October
- Glasgow Union Street Megastore
- Falkirk Games Centre
- East Kilbride Games Centre

19th, 20th, 21st, 22nd October
- Stockport Game Centre
- Manchester Megastore

26th, 27th, 28th, 29th October
- Bromley Game Centre
- Croyden Game Centre
- Guildford Game Centre
- Ilford Game Centre
- Kingston Game Centre
- London Game Centre, 100 Oxford Street
- Birmingham Megastore
- Bristol Game Centre
- Cardiff Megastore
- Newcastle Megastore
- Gateshead Game Centre

There you'll have to try out a special timed challenge on Zool, Robocop 3 or Aquatic. Regional finals will be held on the Friday of each week in a local Megastore, and the winners of the regional finals will go to the grand final in Earls Court on November 7th and 8th.

THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS

sponsored by MEGA and Virgin Retail
in association with Bad Influence!
Feeling frustrated, infuriated, and quite frankly a complete failure? Well read on, because it's tips time, and what follows will probably change your life...

**TIPS DIRECTORY**

Alex Kidd in the Enchanted Castle 69
Alisia Dragoon 77
Arrow Flash 69
Assault Suit Leynos 69
Back to the Future 3 70
Bart vs The Space Mutants 78 and 79
Batman 79
Battle Golf 68
Buck Rogers in the 25th Century 77
Burning Force 70
California Games 78
Castle of Illusion starring Mickey Mouse 79
Centaurion 69
Cyberball 58
Decap Attack 78
Desert Strike 77
Dynamite Duke 70
El Viento 70
Emot 79
Euro Club Soccer 70
The Faery Tale Adventure 68
Fire Shark 68
Gain Ground 70
Ghouls 'n' Ghosts 79
Granada 59
Gynoug 70
Hellfire 90
Hertzog Zweil 70
The Immortal 59
James “Buster” Douglas Boxing 59
James Pond 54
John Madden Football '92 59
Kid Chameleon 79
Krusty's Super Fun House 76, 77, 78 and 79
Marble Madness 77
Marvel Land 70
Masters of Monsters 69
Mega Panel 58
The New Zealand Story 59
Outrun 59
Phelios 70
Populous 59
Powerball 70
Quakebot 77
Rainbow Islands 59
Rambo 3 59
Ringside Angels 59
Road Rash 79
Saint Sword 59
Shadow Dancer 70 and 78
Shining in the Darkness 69
Speedball 2 60 and 77
Spiderman 76
Stormlord 69
Strider 76
Super Monaco GP 90
Task Force Harrier EX 70
Taz-Mania 70
TechnoCop 59
Test Drive 2 76
Thunderforce III 80
Toe Jam & Earl 76 and 89
Truxton 58
Two Dudes Dudes 78 and 80
Vallis III 70
Verytex 59
Where is Carmen Sandiego? 78

**TRUXTON**

Truxton is one of the oldest games you can get for your Mega Drive, but it's still good fun. If you fancy causing some extra damage with your smart bomb, fire it and pause the game. Wait for about 15 seconds and then unpause. It now takes out everything in sight.

**SAINT SWORD**

Can't get very far in Saint Sword? Well here are some level codes to help you out.

Level 3-1 — IOW1EL
Level 4-1 — K2JOCK
Level 4-2 — KWKKQ
Level 5-2 — QWQ1C2
Level 6-1 — SYK2Y
Level 6-2 — QCZCZ
Level 7-2 — XXSJS

**CYBERBALL**

American Football with robots — that's Cyberball that is.

Here are a few game-busting passwords for the future American football game. Cyberball. Enter LSHB LODC1 BFAV and you're Dallas playing in the final against Los Angeles. Or enter CGBB B8FB BB2V to win as Chicago.

**ASSAULT SUIT LEYNOS**

If you'd like to become invincible on Assault Suit Leynos, then press Start on the second controller during play. Also, if you kill the end-of-level boss on the first level, you'll get 2800 points. These points then enable you to get all the weapons possible on the second level.

You can also mess about with the Sega logo at the start of the game. Press and hold down buttons A and C while holding the controller in the Up-Right diagonal position. When the logo stops spinning, you can use the pad to redraw it in any way you like.

**POPULOUS**

It's bad enough having over 500 levels, but thanks to this cheat you can take on any world you want.

Pick your own level on Populous by entering the level number and the word BIT, ie for level 284 enter the password as 284BIT. In order to enter numbers, you'll have to hold down button B while pressing Up or Down.

**Mega Panel**

Stop the girl talking in Mega Panel by pressing button C at anytime during play.

**Battle Golfer**

Did you know that there is a music test on Battle Golfer? Just press B and Start on the title screen to enter it.
TECHNOCOP

If you're running out of energy in Technocop, pause the game and press C ten times, A five times, B twice and A ten times. Unpause and your energy bar will be back to full.

How nice of him to write his name on the wall. Now kill the punk.

VERYTEX

If you're having trouble with Verytex, then this tip is for you. Pause the game and hold down buttons A, B and C. Then press Down and Start for an extra life. Keep pressing Down and Start for more lives.

JAMES "BUSTER" DOUGLAS BOXING

What a man, what a career. He beats Mike Tyson and then gets beaten in his next fight. Nice one James.

If you've run out of continues on James "Buster" Douglas Boxing, then press Up and Start on the game-over screen for one more try.

ARROW FLASH

This is a neat trick which gives you a longer lasting arrow flash in Arrow Flash. Set the arrow flash to charge and then watch the demo. Start the game, and if the arrow flash which should have been charged is stocked, then it has worked.

RINGSIDE ANGELS

Wrestling games are very popular on the Mega Drive but female wrestling games are rare. In fact, Ringside Angels is the only one. If you've got this game, and fancy fighting against yourself, choose Cuy Suzuki and then hold A while pressing Start on the select screen.

SHINING IN THE DARKNESS

If you're playing an RPG, you'll need money and if you're playing Shining in the Darkness, you'll need loads of it. Take a magic item that has lost its power to a shop to be repaired. Make sure you have less money than it costs. Then go to sleep and pick up the item the following day. You'll now find yourself with a really big wad of cash.

OUTRUN

Ten out of ten for the roll, minus ten for driving ability. You'll never finish like this, but use the tip below and you can see the end sequence.

Get on the high score table in Outrun and enter your name as ENDING. You'll now be treated to the end sequence.

THE NEW ZEALAND STORY

When the demo of The New Zealand Story is running, rotate the joystick either anti-clockwise or clockwise. This should give you nine credits.

It's cute and fluffy and it carries a bow and arrow. Yes, it's highly unlikely storytime again.

TIPS

ALEX KIDD IN THE ENCHANTED CASTLE

Do you fancy skipping through the janken matches in Alex Kidd in the Enchanted Castle? Yes? Well, when you've finished talking, press Start to get to the item select screen and then Start again to exit.

RAMBO 3

If you're having trouble getting through Rambo 3, then you may find invincibility very useful.

On stage two you'll see two crates, which you can blow up. Walk to the right-hand crate and then walk away. Head right until half the crate is in sight. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you'll be invincible. Easy huh.

CENTURION

Rome wasn't built in a day, but you can finish Centurion in one if you use this password.

Would you like to own the whole world? In Centurion it can be yours if you enter the following password: QUDA YQ25 5555 5NKX VWIPJ.

JOHN MADDEN FOOTBALL '92

If you'd like to be your favourite team in the Super Sunday Final, enter these codes. Your team is the first one to be named in the following list.

Atlanta vs San Diego - CG1YFTM
Buffalo vs San Francisco - RXXICSM1
Chicago vs Denver - CGLYLCL1
Cincinnati vs San Francisco - BOXLRML4
Cleveland vs Philadelphia - DSCSN11G
Dallas vs Miami - BDT6N7K
Denver vs Philadelphia - C5XHN682
Detroit vs Buffalo - CYZ2Y208
Green Bay vs Cincinnati - DBKX5W5
Houston vs New York - DSRM9UY
Indianapolis vs Phoenix - BD1XEH2
Kansas City vs Atlanta - C7QYBF
Los Angeles vs Miami - G7ZQWIL
Miami vs San Francisco - BKKQYOL
Minneapolis vs Buffalo - BDW2ONB
New England vs Washington - BM3YDIP
New Jersey vs New York - C3STDZD
New Orleans vs Kansas City - BZQ9YF41
New York vs Buffalo - DAHQWNK

RAINBOW ISLANDS

Make things a little easier for yourself in Rainbow Islands by pressing Up, B, Down, Left, C, A, B and C on the title screen. You'll now start the game with the power-ups.

STORMLORD

This is a quick one but you can head the ship to the right.

Bit of a puzzler this one, but if you run into any difficult bits, then you can skip the level. Good stuff.

November 1992 MEGA 69
EURO CLUB SOCCER

This is a very popular game. Maybe because it's the best footy game you can get for the Mega Drive. So, for all you soccer buffs out there here is a complete list of codes so that you can get every English team through to the final. From here it's up to you.

Norwich City – 378UAA46GC (vs Rangers)
Liverpool – 5AHEAEC6 (vs Celtic)
Aston Villa – 3F8EBEC6 (vs Real Sociedad)
Tottenham Hotspur – 3CUBA646HA (vs Celtic)
Arsenal – 69WBAEA6 (vs Bordeaux)
Nottingham Forest – 28EA6A6B (vs PSV Eindhoven)

Leeds United – J4U8BA8IE (vs Gothenburg)
Everton – 7BEBA6AC (vs Seville)
Manchester United – 3YA6B6AE (vs Hearts)
Chelsea – D7EBA6AE (vs Hearts)
West Ham United – GEBA6BA6 (vs AC Milan)
Rochester United – 99UBA6B6 (vs Hamburg)

But if you'd like to get through to the final yourself, this cheat might come in handy. The games through to the final all take place over two legs, but as you may have noticed if you quit a game, you'll always lose by one goal. So play the first leg and make sure you have more than a two-goal lead. Then instead of risking defeat, just quit the match straight away and you'll move through to the next round. Easy huh!

If you fancy going right through to the final, enter your passwords here

But if you fancy playing your way through, use this cheat

OK so you're 3-0 up from the first leg. Just select Quit Match

And they'll win the match 1-0 but lose 3-1 on aggregate. Easy, easy...

PHELIOS

Not the best shoot-em-up in the world, but not the worst either

For six extra continues on the game Phelios, press C, A, B, A, C, A, B and then A on the chapter one screen.

MARVEL LAND

It's cute and there's loads of colours in it. What more do you want?
Enter the code TRIDENT to enter the last level of Marvel Land.

HERZOG ZWEI

If you can't get very far in Herzog Zwei, you may be interested to learn this password to enter the last level – JIOJ3LADOXN.

KID CHAMELEON

It's very big and it also gets quite tough. But if you fancy skipping right to the last boss (yes, the very last boss), then just do the following.

Get to Blue Lake Woods and go to the end of the level, but don't finish it. Stand on the last prize block and press the Down-Right diagonal and the Jump and Special buttons. The warp should now kick in and hey presto, the end. Almost.

TAZ-MANIA

Some people complain about the easiness of this game, but if you're having some trouble, these cheats should help you out. Plug in two joypads and when the title screen comes up, press A, B, C and Start on both joypads at the same time. If you've done it correctly, you should hear a chime and the cheat is installed.

Now pause the game and press B and then unpause to become invincible, pause and press C then unpause to access a level select cheat or press A, B, C to skip a level.

DYNAMITE DUKE

If options are essential to your game, then you've come to the right place. Press Start for the normal options to appear and then press C ten times and Start again to enter a different options screen.

TASK FORCE HARRIER EX

Place the cursor over the Config option and press Up, Down, Left, Right, A and C together, then B and Start simultaneously. You'll enter a different options menu, which has some wicked extras.

EL VIENTO

If you used last month's slow motion and level-skips cheats for El Viento, you may now like to know a magic cheat. Pause the game and press Up, Left, Right, Down and C to increase your magic by one. Do this five times to power yourself up fully.

VALIS III

On the title screen hold Up and buttons A, B and C then press Start and hold it down until a blank screen appears. Let go and the words "Select Map 000" will appear and you can now select your stage, using the D-pad.

If you fancy watching all the cinema displays that you get in-between levels, then hold down buttons A and C and the Up-Left diagonal and press Start.

If you fancy watching all the cinema displays that you get in-between levels, then hold down buttons A and C and the Up-Left diagonal and press Start.

BACK TO THE FUTURE 3

This game is world famous for having incredibly frustrating levels, so pause the game and press Up, A, Down, Down, Left, A, Right and A, and you'll be taken to the end of the level.

SHADOW DANCER

Take on the hard levels first and get a bit of practice in

Not exactly a brilliant ninja beat-'em-up, but with these cheats at least things will be a little easier. If you're having trouble getting through a certain round, press A, B and C on the title screen to access a stage practice. In the bonus stage you are supposed to shoot ninjas, but don't. You'll get an extra life if you don't kill any of them.

BURNING FORCE


GAIN GROUND

On the options screen press A, C, B and C for a level select. This enables you to select level 50 and go straight through to the end.

POWERBALL

To find extra teams in Powerball, pause the game and press B, B, C, B, B, B and you'll hear a chime. Pushing down now reveals four extra teams.

WIN A GAME GEAR!

Those groovy tipsters at Simon and Schuster are kindly donating not only a complete set of Pro-Master tips books but also a Game Gear to the person who sends in the best tip each month. So if you fancy your chances, send your offerings to MEGA PLAY, 30 Monmouth Street, Bath, Avon BA1 2BW.

Mega November 1992
RIP 'N' TIP

REVENGE OF SHINOBI

Joe Musashi is the ninja with a mission and a bad attitude. Oh, and he's got some shurikens as well

FILLING THE BOSSES FULL OF METALWORK
Each level finishes with a scrap between Joe and a big bad guy. All the nasties require a few hits in strategic places before they'll lie down and let you progress to the next level. Here, MEGA tells you who they are, where you'll find them, and how to send them packing.

LEVEL ONE
This first level is so easy that if you can't get through it, you shouldn't be playing the game at all! You'll soon find the first boss, a big blue lobster. To defeat him, jump up onto the platform on the left and do a somersaulting attack whenever his sword is lowered. His sword can't reach your platform so you'll be able to kill him without losing a single unit of energy.

When you first appear on screen, jump up onto this platform and the bad guy's sword won't reach you
Then all you have to do is keep spin-jumping and firing until he turns redder and redder then dies

LEVEL TWO
The waterfalls can be tricky when you first encounter them. The answer is to continue doing somersaulting attacks as you move right. When a log disappears from the bottom, wait a second or two and then somersault up and across. You should then land on the next log which appears.

The guardian on this level is the Shadow Dancer. He has around eight shadows, and you can defeat him by waiting until he somersaults. Position yourself just in front of where he will land, pull down on the joystick and kick like mad. Repeat this, and once he turns brown, it takes another six or seven shurikens to kill him.

Judge the bad guy's leaps, work out where he'll land, and when he does, crouch and kick his shadows
When he's lost all of his shadows, you'll need to hit him eight to ten times with your shurikens to kill

LEVEL THREE
Level three's boss is a brain inside the computer vault. To destroy it, walk back and forth to avoid the ceiling-mounted lasers then, when the brain rises out of the vault, somersault and shoot at it. This needs to be done between 10 to 15 times to destroy the brain.

Wander back and forth to avoid the ceiling-mounted lasers. Then...
... when the brain rises, do a spin-jump and fire at the blighter

GET A GRIP!
Walks Joe left and right
Joe crouches
Activates ninja magic
Attack using shurikens or, when close enough, a sword
Joe jumps or double jumps
Pauses the game

November 1992 MEGA 71
**RIP 'N' TIP**

**LEVEL FIVE**
The only thing to remember in the level itself is that the red cars are the only ones that do any harm. The end-of-level sequence involves a high-speed chase across the top of some sort of missile carrier. There are three red domes to be destroyed. Go to the right-hand side of the middle one first. Face the dome and kick it until it's destroyed. Next go to the left of the dome you just destroyed and face left. Shuriken the left-hand dome until it's destroyed, then move right until you're in the little ditch next to the right-hand dome. Jump and hit it with your shurikens until it and the vehicle are destroyed.

**LEVEL SIX**
You need to jump and shoot five times to defeat Spiderman at the end of this level. Avoid his webs by ducking and moving away from them. If you do get caught, wriggle the joystick left and right very fast to free yourself. When the bat bloke appears, shoot him 10 to 12 times to defeat him. Just as he reaches the top of the screen, shoot him while somersaulting and he should fly straight under you. Then when you land, crouch and he'll fly back over you.

**LEVEL SEVEN**
The last jump on the breakwater is a real killer. Make sure you jump right from the edge of the ledge and do a somersault at the top of your leap. Use Kazuchi magic before the jump so that you don't get hit off the ledge when you reach it.

The boss on this level is a brontosaurus. Leap up onto the left ledge and jump and shuriken the monster. When he gets too close, leap over him then leap again immediately to avoid his tail. Jump up onto the right-hand ledge and repeat the process. Keep doing this until he's dead.

**LEVEL EIGHT**
It's you against the Neo Zeed. Go to the centre of the room and hold the joystick down and start kicking him. As soon as he starts flashing, jump away from him because he's about to throw his hair at you. Then hit the black hole in the wall to stop the chain moving and send the wall down on top of your girls. Keep hitting Neo Zeed and his hair will change colour. The darker it is, the nearer he is to dying. Go for it.

**LEVEL FOUR**
The Master Attacker is the boss on this level and he's actually pretty easy to beat. Stand on the platform on the left and jump to avoid the junk he throws at you. Whenever his chest is exposed, somersault and fire at him. Again he takes between 10 and 15 hits before dying.

**EXTRA LIVES AND INFINITE SHURIKENS!**
On the options screen, select zero shurikens. Wait about half a minute and the two zeros will mutate into an infinity symbol. You're now set up with unlimited shurikens for the rest of the game.

During the second stage of level four it's possible to increase your number of lives to any level you want. It will take time, but if you're stuck for lives, then it can be well worth the effort.

Shoot at the base of the first conveyor belt (do your double jump and spray a volley of shots). A Musashi symbol will appear, earning you two lives. Jump on the conveyor belt and let it carry you off the end to your death. You'll have lost a life, but earned two! Repeat this process until you have enough lives to carry on.
Chuck Rock may not be the most attractive character in Mega Drive history, but he's the star of one of the best platform games around.

**IT'S TECHNIQUE TIME**

Before you start thinking this is going to be easy, you'd better put in some practice. The real trick in Chuck Rock is learning to chuck the rocks the right distance so that you can kill the various little dinosaurs.

Except for the end-of-level boss, every dinosaur you come across can only take one hit either by belly-butt, jump-kick or your friendly neighbourhood rock.

Rocks, however, aren't just for throwing. On some levels you'll come across a platform problem with only one way around it, and that's standing on a rock and jumping up to reach it. The trouble is that on some levels (levels 3-1 and 5-1) you can get yourself stuck if you throw the rock away and then find out you need it.

So, practice the distance of your throws, and also remember to look around carefully before you get rid of your rocks.

Although the rocks help you progress most of the time, you do come across the odd time when there aren't any rocks around to assist. This is where the other dinosaurs make their appearance. To know how to use them, take a look at the "Help is at hand" box on page 68.

**GET A GRIP!**

Each level is very different and so is each end-of-level boss. Sometimes you'll come across a rock that might come in handy. At other times you'll be on your own with nothing but your belly and your brains. Here MEGA tells you how to deal with each boss including Gary himself.

**LEVEL ONE - RHINO**

This rhino is tough and with extra tough skin, none of your punches or kicks will do him any harm. So pick up the rock laying on the floor and go for it.

Timing is the key here and it's essential that you stand (while holding the rock) in the bottom left-hand corner. When the rhino runs at you, throw the rock at it and jump up the step to avoid being horribly crushed.

Repeat this six or seven times and the rhino will disappear through the floor. Where he goes, nobody knows.

**LEVEL TWO - WALRUS**

Ooh! Watch out for those teeth and cover your ears. Yep, this walrus is ugly and it doesn't let anything stand in its way. The Walrus isn't very aggressive, but beware of the scream, it'll turn you white.

Find the right position and keep jump-kicking very quickly. The walrus can't stand much of this and if you time it right, you won't suffer any damage either.

Don't worry about the scream... ... just kick it a few times. Ouch!

November 1992 MEGA 73
RIP 'N' TIP

LEVEL THREE
SEA MONSTER

This character looks like it came straight out of a certain Loch in Scotland, and believe me, it's all monster - very tough and very thick skinned.

Not only do you have to watch out for the splats of water that it fires at you, but you also have to take care of the little creatures that walk along the sea bed and then leap up at you.

You must take care when Chuck is underwater because he moves very differently to when he's on land. Swim towards the monster and kick its stomach (you can't belly-butt underwater). If you time this attack correctly, you could get two hits at it. Make sure, however, that you swim away very quickly so that you don't get hit back.

Repeat this procedure several times (it's not impossible, but it does take some practice) and the monster develops severe stomach-ache and disappears through the floor of the sea bed.

Well done, you're on to the next level.

LEVEL FOUR
WOOLLY MAMMOTH

Hey, the tusks may look valuable, but getting them off the mammoth is going to be tough. Don't worry about the creature's size too much, because the only part of it that attacks you is the trunk.

Stand for a while and become familiar with what's going on. When it's safe to run in, do so, and give the beast a few gruelling jumps-kicks.

Watch for the trunk and the small forward jumps, and give yourself plenty of room. Encourage the mammoth to attack you and when it retreats, move in and do your deadly stuff.

If you complete this level successfully, you should be able to give Ophelia a nice mammoth-tooth necklace when you eventually rescue her.

LEVEL FIVE
GARY GRITTER

So you've made it to level five. But take one look at this monster and you may have second thoughts about going any further. Did you really miss your wife that much anyway?

If you decide to take Gary on, you'd better be prepared for some tough fighting because he's here in all his glory (and his hideous boxer shorts) and he's not about to give Ophelia up lightly.

The only part of Gary which you can hit to do any damage is his head. So stand up on the platforms and try to time your attacks to perfection.

Stand on the edge and Gary runs in and tries to bite you. Dodge this attack and then jump-kick him straight away. Keep repeating this and Gary gives up (wimp).

HELP IS AT HAND

Although most of the obstacles can be successfully overcome by using the many rocks lying about the place, there are also some quite helpful creatures which make life much easier.

1. Pterodactyl - Belly-butt this one to wake it up and it'll fly you across a gap which you can't make.
2. Soggy - No idea what this is, just jump on it and bounce off.
3. Crocodile - Easy really, just pick up a rock, stand on its tail and throw the rock on the head. The weight of the rock will send you flying upwards.
4. Snakes - They're sleeping peacefully until you come along. Belly-butt them and they'll unroll to form living platforms.
5. Mammoth - This helps in one of two ways. Either it lifts you up with its tusks or it'll wrap you up in its trunk and fire you out.
6. Frog - If you're in a bit of a fix, you'll find the frog very useful. Just stand on its head and jump off at the peak to reach a higher platform.
7. Bronciosaurus - Just jump on its back and it'll take you across any dangerous rivers.
8. Whale - The same as bronty, just jump on it and take a ride.
9. Wheel - Stand on the platform and it'll lift you up to place you can't normally get.
Abigail Hampson (17) from Camden reads Sega Power - Britain’s best-selling Sega magazine. She owns a Mega Drive and her favourite games include: Sonic (she’s now on level 5), Mickey Mouse and James Pond 2 - Robocod.

On sale from Thursday 1 October

Britain’s best-selling Sega magazine
The MEGA MEDIC does it again. Yes, Paul Mellerick is the answer (sorry, has the answers) to all your problems. Keep the questions coming and MEGA will keep printing the solutions...

**SPIDEY TO THE RESCUE**

I've had Spiderman for ages and I can get all the way to the Kingpin but I can't seem to hit him, and then Mary Jane gets killed. I need help.

**B Young, London**

I know exactly how you feel. I spent ages trying to kill the Kingpin and it's by no means easy. The first thing you have to remember is to pick up the full web icon in the short maze before you reach the Kingpin.

Now find the cat on either side of the room where you will hit the chain and stop Mary Jane from falling down. Next, make a web shield and fight the Kingpin. The only move that harms him is the flying kick, but you have to be deadly accurate and hit him several times. It takes a lot of practice, but it's not impossible. Also don't forget to keep an eye on Mary Jane because the web doesn't last very long.

**A TOE-TAPPING JAM, EARL**

Hey dude, get down! Yo, what's up? Yes, you've guessed it, I'm a Toe Jam & Earl freak, but I'm having problems finishing it. Can you tell me on which levels I can find the ship pieces so that I don't spend too much time wandering around exploring?

**PS: Got any special cheats.**

**Jason Thompson, Essex**

Just tell me, are you a Dufus or a Funklord? Anyway, to satisfy your demands here is a complete list of the worlds which hide a piece of the ship (remember, though, this is for the fixed world): levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

And if you want to find any special cheats for Toe Jam & Earl, then you'll just have to turn to page 74 of this issue of MEGA, won't you?

**DRIVING ME MAD**

Can you tell me the best car to have in Test Drive 2 and which computer to pick as I'm always overtaken and never finish?

**T Graham, Gillingham**

Easy really. Always pick the F-40 for its mid-range and top speed because this gives you a better overall chance. Then make the computer car a Porsche. Good acceleration but no top-speed means he'll never catch you.

You too can drive a Ferrari F-40 like Neil's – I mean the money some of these editors get is unbelievable! Just watch out for the headlines though: "Editor gets nicked for travelling at 140 mph" or "Kestly's besty (140 mph) gets him a long resty (in jail)."

---

**DON'T HAVE A RAT, MAN!**

I've got through to level five on Krusty's Super Fun House, but there is a really difficult room that keeps stumping me. It's the fifth door, where the flying pigs are, and you have to try to get the rats up the steps and then use the blowers to get them into the machine. Any chance of a diagram to show me how to do it.

**Miss A Price, Nottingham**

If I knew the door you're talking about (and I think I do), then you're right, it is very difficult. And as you asked so nicely, we're going to show you how to do it. Just follow the diagram stage by stage and you'll be OK.

1. Pick up the block and carry it towards the rats
2. Place the block you're carrying on the floor, one block-space in from the left. Then pick up one of the blocks above you, so that the rats will fall down the gap. Quickly place this block on top of the other one and the rats will get stuck in one space, making them act as one
3. Now that they are trapped together they're easier to move. Grab the other two blocks above and take one left, back to the steps. Go back to the rats and make up a set of steps so that they walk up and along to where you've just placed the block
**JUST BE HARD, THAT'S ALL**

I keep getting beaten by all my mates at Speedball 2. Can you please give me some winning tactics to stop this happening, as it's getting me down?

M Stead, Manchester

There are quite a few techniques for scoring at Speedball 2, but the best advice is to be aggressive. Try to build up your speed and the aggression of your centre-forward (through the gym menu), and he'll be hard to stop.

Once on the field of play, use the multiplier to build up your score and more importantly electrify the ball. If you've done it correctly, you can then fire straight towards the goal, and the ball should go through three players, including the goalkeeper.

If you can't get that to work, use the bonus bouncer in the middle of the field or the stars around the rim of the field to knock up your points. Don't forget, if you light up all the stars, you'll get an extra ten bonus points.

All this may sound a bit difficult, but follow the screen shots and you can't go wrong.

---

**PASSING THE BUCK**

After getting bored with platform games and shoot-'em-ups, I thought I'd try an RPG, so I went and bought Buck Rogers in the 25th Century. Can you tell me how I can get hold of a Plasma Thrower, because I keep getting Millered by one and I don't know where to buy it? Some help with space dogfights would be appreciated too. Thanks.

J Burton, Kent

Buck Rogers is probably one of the best RPGs for novices, but it does pose some problems which are a bit tricky. You won't find the Plasma Thrower in any of the shops and the only way to get it is by taking it. The Pirates are the first people you'll come across who'll have one.

If you're suffering damage in dogfights, it makes sense to take out your opponent's weapon systems first, before trying to damage his ship. Logical really, when you think about it.

---

**LOSEING MY MARBLES**

I've been playing Marble Madness recently, but I can't quite finish the last level because I keep running out of time. Can you give me any tips or maybe even a cheat.

P Airey, Leicester

Success in Marble Madness can only come through practice. Work on each level until you're completely confident that you can do it in your fastest time every time, and when you get to the end of level six, don't panic. The moving blocks follow a pattern, so stop and watch what they do, before you try to do any clever stuff.

---

**BEATING THE BOSS**

This is a simple question. How the hell do I beat the second guardian in Alisia Dragoon. It's driving me completely nuts.

D Thorpe, Plymouth

---

**TIPS**

I know what you mean, it's not the easiest of bosses and it can take a lot of hits before it explodes.

It's really a case of following the pattern and avoiding getting hit. Use the Thunder Raven dragon and stand in the middle. Watch for the fireballs, but keep firing at him. When he dives, move to the right and he'll surface on the left. When he flies the green frogs, just use your thunder power to wipe them all out.

Watch the creatures' pattern of movement and stay out of trouble. Make sure you take as little damage as possible and repeat this at least seven times.

**STORMY WEATHER**

I have recently bought the excellent Desert Strike and rather than use all the passwords printed in all the mags, I'm doing the game from the start. Can you tell me where Jake is though, because I understand he's really useful.

S Hamilton, Brighton

You really don't need Jake on the first two campaigns, but for Embassy City (campaign three) you're going to need all the help you can get.

So you'll be glad to know that Jake is, in fact, hidden in the top right-hand corner on the second campaign. You won't know you've picked him up until you reach the third campaign where you'll be able to select him.

---

**CRUSHED DUCK**

I saw last month's issue of MEGA and in it your tips for Quackshot. I've got past the tiger and all that, but what do I do in the room where the roof falls down on top of me. I'm stuck.

T Speller, Telford

---

**AMIGA TIPS**

Right kids. Got this far, then turn to the next page for more rat-destroying tips.
**TIPS**

4 This one is so obvious that a lot of people get very confused. The four tiles on the floor need to be jumped on quickly and in the right order.

If you read the note that Gooty gave you in Egypt, you see that it says: 1 SUN. 2 MOON. 3 STAR. That's the order in which you have to jump on the tiles, not the number of times you have to do it. Don't sweat it and you'll be fine.

**IT'S THE CRUD DUDS**

0 Can you help me get past the last guardian in Two Crud Dudes? I've had the game for ages, but I still can't get to the end of it.

M Parker, Southampton

Hey, don't sweat it. Although he starts off as a wimpy professor, once you hit him he starts to transform into a real toughy. The only form of attack which really works is the jump-kick along with the odd throw. Dodge anything he throws at you and jump-kick the small dragons that he spits at you. Work at it and you should be OK.

**LOSING MY HEAD**

0 Can you help me with level 5-3 on Decap Attack? I don't know how to beat the mole at the end and it's driving me round the bend.

M. Hornes, Bristol

Mr. Moley (as he likes to be called), is probably the toughest end-of-level guardian in the game - he's even tougher than Max D. Cap. The trick here is to use the potions you've collected on your travels.

Use the longer reach and stronger punch spell to hurt him, and follow his pattern. When he's about to die, his pattern changes, so be prepared.

Make sure you've got as much power as possible and don't give up.

**TIME TRAVELLER**

Have you got any tips for Where in Time is Carmen Sandiego? I've successfully done 40 missions but now the time-limit is getting a bit tough.

S Temple, Newcastle-Upon-Tyne

One good time-saving technique in Carmen is to collect as much data as quickly as possible. When somebody gives you a definite piece of information, go with just that one piece. It's risky but can save you valuable time.

**DANCING IN THE SHADOWS**

0 Can you tell me how to defeat the last boss in Shadow Dance? I've tried to kill it hundreds of times, but when I get to a certain point, the reptile throws a wappy fit and kills me. Please help because it's driving me insane. Many thanks.

David Holdsworth, Barnsley

Not too easy is it? The real key to doing this is to learn the pattern of the grey ninjas and to realise that you can only hit him twice when his head pops up. The rolling ninjas are easy - you just have to jump over them and then fire at them as they roll away. Hit them once and they won't come back. Learn when to fire at Saurus' head and when he's down to two bits of life, use your ninja magic to finish him off.

**YOU'LL FLIP OVER THIS**

0 Can you give me any tricks or tactics to get more points on the BMX racing in California Games? I can get round the course without too much difficulty, but than I don't have enough points to get the bike at the end.

N Hillier, Wiltshire

Back-flips, back-flips and more back-flips. That's the secret to the BMX in California Games. At every opportunity, do a back-flip and you'll earn loads of points. Do the back-flip perfectly (by timing your jumps and landings) and you'll earn more points than by just doing a standard back-flip. And when you get to the end of the course, be prepared to jump over the gap and ride away on your Harley. That's it then - sorted.

**STRIDE AWAY**

I'm having a lot of problems getting anywhere on level five of Strider. Can you give me any tips to help me tackle the mid-level bosses and maybe even allow me to finish this fab little game?

Samantha Price, Forest of Dean

There are five bosses on level five and you've fought against four of them before. Obviously they won't be as easy to beat this time round because they're out for revenge. Here's a list of who they are and how to deal with them.

Ballrog - Take out the spiders around the perimeter, and then get pulled into his rotating gravity. Hit him between 20 to 25 times and he'll explode.

Mecha Pon - Mecha's not on his own this time. He's brought his pet dinosaur, so be careful. Don't take any notice of the dinosaur, you can deal with him later. Kill
Mecha Pon as quickly as possible and then go in for the dinosaur.

Lago – He’s an ugly little mother but his looks are his only real defense. As long as you avoid his spikes when you attack, he won’t be too much bother.

Uroboos – Wait for him to appear, and jump onto his back as he circles. Just fire at the head and he’s dead.

Grand Master Meiho – Jump up and go left. Pick up the long sword and press those buttons as fast as you can. Keep going and if you’re faster than he is, you’ll defeat him.

**GETTING GLOBBED AT**

How do you defeat the level five boss on Ewaff? You know, the big machine, controlled by the Mad Scientist. It’s got three glowing bits on it, but it keeps firing gob people at me (or something).

*P Trotman, Bath*

**KNIFED ON LEVEL FIVE**

Can you help me out with the Knife Man at the end of Level five in Batman? I can manage to get a few hits at him but he always destroys me in the end. I really like the game but this bit is really infuriating. What on earth am I doing wrong?

*K Martin, Colchester*

From the sound of it, you’re not actually doing anything wrong. If you’re getting hit, it’s just a case of trying to avoid his attacks. Learn his pattern and when you’re sure you’ve got the timing right, jump over him and attack him twice. Move away from him and repeat the process. Don’t use your Batrangs, because you really don’t need them.

**LOSING AGAINST LOKI**

I manage to get all the way through Ghosts ‘n’ Ghosts, only to come to grief against Loki and... oh man, I love this game! The beast’s eye beams always blow holes in the floor and when I try to jump to safety, I fall down the holes. Can you please give me a solution to my problem, it’s really getting me down.

*T Newman, Northampton*

Loki is not as hard as he looks actually, but the problem with his “eye beams” is a difficult one. First things first, though. Walk into the room and stand next to him. When he lifts his leg, walk under it. Now before Loki can finish you, blast a few of whatever you’re carrying upwards towards him. He should respond and then jump out of the way. Jump back (but not down the hole) and continue firing upwards. A few more hits and he should die. Good riddance.

**ON THE ROAD**

I’ve just bought the fab Road Rash, but I keep coming to grief in level three. Have you got any general tips (but no cheats)?

*W Wilkinson, Manchester*

General tips huh? Well, the most obvious tip is to drive on the right-hand side of the road. No seriously. Always watch out for oncoming traffic when you’re going over hills or bumps in the road and always get the first punch if you’re trying to overtake someone. The traffic cops are very dodgy and it takes a lot of hard work to weave through them. The best tip, however, is to race the same track a few times and build up your money so that you can buy a better bike and therefore get through to the next level.

**WE STILL NEED YOUR MEGA DRIVE QUESTIONS!**

The MEGA MEDIC still wants to hear from all you gamers out there. Believe it or not, no matter how specific, how general or how stupid your question may seem, Paul Mellorwick will do his utmost to give you a printed answer.

And remember, if you don’t ask, there’s no hope for you (or something like that). So put your questions down in writing and send them to MEGA MEDIC, Beaufort Court, 30 Monmouth Street, Bath, Avon, BA1 2BW.

November 1992 MEGA 79
Here we go again... into the previously unknown worlds of crazy challenges, strange happenings, secret rooms, sneaky cheats, and... er, well... oh, just read it!

**WACKY CHALLENGES**
Yes, it's silly challenge time again, and here are another five games for you to ponder over. Rather than try to show off who's best at which game, MEGA's come up with some completely silly and not-to-be-taken-seriously challenges. If you can do them, good on ya, if you can't, who cares?

**ROAD RASH**
This is a well groovy bike game and you can check out the exclusive preview of Road Rash 2 on page 28 of this edition of MEGA.

When you've finished reading the preview, load up your old Road Rash cart and get out on the highway. Try to knock at least six riders off their bikes in one race and then finish first. Do this and you can call yourself a real Road Rasher.

**SPIDERMAN**
OK, so you finished this game a long time ago and it didn't take you long, right? Well, try it again but this time start the game and keep dying. When you've got only four hours left on the clock, go for it. Now if you die, time really will be against you.

**COLUMNS**
This one is for only extremely sad people. Load up Columns and play the normal game. Now keep going for five hours and see if you can get more than 11,000,000 points.

**CALIFORNIA GAMES**
OK, so you can get round the BMX course easily and collect the waiting Harley at the end. Well, try to get round the course doing the most back-flips possible, more than 20 and you're one serious BMXing dude. Well done.

**MARBLE MADNESS**
A pretty fab coin-op conversion but some people say it's too easy. So, if you're one of these smart arses, try this challenge out for size — it should keep you going for a while. It's easy enough to get through to level six normally, but finish every level with no seconds on the clock.

Now, you'll start each level with a set time (rather than adding on the extra time you had left from the previous level). It's a lot harder this way and if you can still finish it, well, you're a Marble Madness God then, aren't you?

**SEGAE SECRETS**
So you think you've discovered everything that your game has to offer, do you? Well, just look here...

1. **THUNDER FORCE III**
This is a bit of a difficult one. Finish the game (yes, completely) and watch the end sequence. Now press buttons A, B and C to get the pilot to wink at you. OK, so it's completely useless and untuny but Neil thinks it's cute.

Fancy getting "eyed-up" by a computer sprite? Then this little tip is for you then

2. **SUPER MONACO GP**
OK, OK, calm down. After last month's Super Monaco GP strange happening; we've had quite a few letters saying that the decapitated head trick doesn't work. It's well worth seeing, so I'll explain it again and show you the screenshot to prove it works.

When you come up to the line on the second Monaco race in wet conditions and as long as you're first, second or third place, press and hold down buttons A, B, and C. Now watch the fun.

3. **SHARE YOUR SECRETS**
If you've enjoyed our Mega Drive gimmicks, it seems only fair that you share some of your own personal findings with us.

There'll be a prize for the person who sends in the best game secret, wacky challenge or hidden happening each month. So, put pen to paper (and crayon to map, if necessary) and send your secrets to: ARENA, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

---

**STRANGE GOINGS-ON**
So, you think you know a game inside out, do you? You've played it for three months and finished it at least ten times, and that's it, you've cracked it?

Well, here's where we show you differently, indeed, where we show you the strange little extras which programmers build into their games. They might be completely silly little things which add nothing to the game except the excitement of finding something unexpected, or they might be extras which are essential to the completion of the game.

If you think you've spotted something a bit out of the ordinary in one of your favourite games, then make sure you let us know.

In the meantime, take a look at the three strange happenings which we've found for you this month.

1. **HELLFIRE**
This game includes one of the oddest things I've ever seen. Play through level one until you get to the prize column section — you know, the ones with prizes in them.

Fly through all these columns and collect the prizes. Blow up the last one and you'll see a robot woman dancing on the remains of the columns. She can't be destroyed or picked up and it doesn't do anything to the game.

2. **TOE JAM & EARL**
An extremely weird game, with an even more extreme ending. When you've completed the game (by collecting all the ship pieces), you'll be told to follow the Yellow Brick Road. Well don't.

Explore the bottom right-hand corner and all the way along the very top of the last level. You'll find all sorts of prizes and other things which make the game ending even more enjoyable. Go on, try it and see.

3. **TWO CRUDE DUDES**
This is not so much a strange happening, more of a little cheek.

Select the two-player game but play by yourself. Now you've got a permanent weapon to use — player two. Pick him up and just throw him at the opposition. No problem. His power does go down every time you throw him and he does die, so you'd better save him up for when things get really tough.
IF YOU'VE BEEN FOLLOWING SUPER PLAY, YOU'LL KNOW THAT EVERYBODY ELSE HAS, TOO.

This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's Super Play.

From the very first issue it became clear – for the most accurate, honest reviews, for the first news and previews, for the best overview on the entire world scene for 1992's hottest new console, there is now a new place to be.

Super Play is never less than 100 pages – and sometimes a whole lot more. When the machine specific Super Nintendo competition struggles to make 94 pages, that's a massive difference in commitment to the SNES straight away.

Super Play is put together by Future Publishing - the people behind Total!, the multi-format Nintendo market leader, as well as market leading computer and video titles in every sector. We've got this big by being the best, and we're not stopping now.

Super Play has a commitment to cover every Super Nintendo game as it comes out – all the official UK games, plus the best, most playable ones from America and Japan the minute they get imported. Unlike some magazines, which concentrate on just one side of the story, you get the complete picture with Super Play.

SUPER PLAY:
CATCH THE EXCITEMENT FOR YOURSELF.

For the best in Player's Guides, news, features, comment on existing games and – of course – new game reviews, nobody brings you as much for the Super Nintendo as Super Play. For those who've been following the Super NES, the launch of Super Play was when everything really got started. For the competition, it's going to be a long, heart-breaking year.
The Top 100 bravely returns, but with a few crucial changes. No, MEGA hasn't backed down on any of its controversial placings (what do you think we are? - The Team), but now, for your delectation you'll find: a) last month's reviewed games slotted into the system; and b) ads from people wanting to sell or swap their carts. So if you see something you like, just get on the blower- it's easy. And, if you want to place a free ad in the next issue of MEGA, fill in the form on page 83 and send it in pronto...

2. NHLPA HOCKEY
Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA

It's quite possible that this is the most famous video game ever- it's certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

Yeah, it's a bit easy to finish but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in Sonic The Hedgehog and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse immediately- you may be dead.

MEGA says: Still the most technically stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.

TO SWAP: Sonic The Hedgehog
0334 293937
0745 340204
0202 874401
0430 827234
051 639 4098
0272 880 6691
0708 446196
0488 862 447

3. SONIC THE HEDGEHOG
Publisher: Sega
Price: £34.99

MEGA says: Even better than the original (MEGA rated it 92% - it would have got more if it hadn't been a sequel). NHLPA Hockey is bigger, better and bloodier than its older brother, and it truly kicks. A fantastic game that no Mega Drive owner should be without.

TO SWAP: Sonic The Hedgehog
0334 293937
0745 340204
0202 874401
0430 827234
051 639 4098
0272 880 6691
0708 446196
0488 862 447

4. HELLFIRE
Publisher: Sega
Price: £44.99

MEGA says: The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one. (And you'll probably have to wait a long, long time for someone to write one, anyway).

TO SWAP: Hellfire
0695 633032
Swap plus E4 - 021 422 4159

MEGA says: Hellfire, the only serious competition to Aero Blasters in the space-blast department, is number one in a different field. If the Mega Drive's ever seen a more accurate coin-op conversion than this, we'd like to know what it is. A clever and imaginative shoot-'em-up, Hellfire makes you think before you zap with your switchable weapons system which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes it a bit easy to complete, but hey- nothing's perfect.

TO SWAP: Hellfire
0695 633032
Swap plus E4 - 021 422 4159

MEGA says: Great stuff, although it pales a bit in the frenetic action department when you put it alongside Aero Blasters. If you find that one bit too demanding, though, this'll be right up your street. Hellfire really is a superb game.

MEGA says: The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one. (And you'll probably have to wait a long, long time for someone to write one, anyway).

TO SWAP: Super Monaco GP
0904 708269
0367 53194

MEGA says: In both two-player and single-player modes, John Madden Football '92 is the most exciting, blood-churming, charming, absorbing, frustrating and adrenaline-pumping game we've ever played.

TO SWAP: John Madden '92
0942 216480
051 638 4068
Swap plus E4 - 021 422 4159

MEGA says: The best American Football game ever? Yep. The best sports game of any kind ever? Definitely. The best Mega Drive game of all-time full stop? You bet. And you'll take on anyone who says otherwise...

MEGA says: Greatest 50th anniversary ever. That's it.
game the Mega Drive has to offer in the genre.

MEGA says: If you want a boat-em-up, there is no alternative (well, except Golden Axe 2).

TO SWAP: Streets of Rage 01 554 0050 0202 874401 0642 762000 (Jap); 0952 753576 Swap plus £4 = £022 412 4159

FOR SALE: Streets of Rage £25 = 061 504 1106

7. QUACKSHOT
Publisher: Sega
Price: £39.99

Yes, it’s another platformer; yes, it’s another Disney licence; yes, it’s a bit of a clone of Mickey Mouse’s Castle Of Illusion, but none of that matters one little bit. Why not? Because Quackshot (even labouring under the burden of starring Donald “can’t even speak properly” Duck) is rather fun. This is the game that Fantasia should have been. It looks lush, it sounds lovely, and it’s action-quicked (I’m really sorry about that) from start to finish.

MEGA says: Are you dead? We said get it!

TO SWAP: Quackshot 0272 754775 0454 318789

FOR SALE: Quackshot Offers – 01 366 6443 £16.20 – 0978 357941 £25 – 0689 895048

8. ROAD RASH
Publisher: EA
Price: £39.99

So you’ve played Super Monaco 2 to death, huh? You’re after more racing, but something with a bit more of an edge to it, right? You want Road Rash, mate. It might sound like a nasty disease that you get after spending too long in a sweaty boiler suit, but in fact, Road Rash is a brilliant motorbike racing game with a difference – you don’t just get to overtake your competitors, you get to smash their heads in as well! Hurdle down five dangerous courses at suicidal speeds (avoiding traffic and speeding cops as well as other racers), make your fortune only to spend it all on new and ever-faster bikes, and wear your knuckles down by riding alongside your enemies and punching them in the face. There are loads of bikes, loads of violence and five whole stages – this game really has got the lot.

MEGA says: Superbly atmospheric full-throttle romp that’s arguably even more entertaining than Super Monaco GP, if a little less sophisticated. Whatever the arguments, though, there’s no denying that Road Rash is a true classic. We advise you not to miss this one.

TO SWAP: Road Rash 0708 341424 0227 452992 Swap plus £4 = £021 422 4159

FOR SALE: Road Rash £16 – 061 308 4191

9. RAINBOW ISLANDS
Publisher: Tailo (IMPORT)
Price: (see importer)

Already hailed as the best 16-bit computer game of all time, Rainbow Island has come to the Mega Drive and, miraculously, has got even better. The impressively addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive’s Rainbow Islands you get a whole extra game on top! Well, it’s more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you’ll ever see in an arcade platformer. At once incredibly simple and deeply complex, Rainbow Islands is up there at the peak of the platform programmer’s art.

MEGA says: If you’ve got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

TO SWAP: Sword Of Vermillion Swap plus £4 = £021 422 4159

10. PGA TOUR GOLF
Publisher: EA
Price: £39.99

There isn’t a lot of competition in the golf field (shouldn’t that be “course”?) – Ed) when it comes to Mega Drive games, but what there is, PGA Tour is miles ahead of it. The graphics are exquisite, the control is practically perfect, loads of people can play at once, it’s got every option you could possibly want, and there’s even a battery back-up. Nothing else so far captures that elusive “wandering around a beautiful landscape pausing occasionally to batter a harmless little ball around with a series of big sticks” atmosphere as well as PGA does. World Class Leaderboard comes close, but if golf isn’t your bag (ho, ho), then this is your game.

MEGA says: This is the best golf game there is, and also the best Mega Drive game for more than two players. Why not club together (sorry) with your mates and buy it?

TO SWAP: PGA Tour Golf 0942 216480 0985 353484 Swap plus £4 = £021 422 4159

11. SWORD OF VERMILLION
Publisher: Sega
Price: £49.99

Try not to be put off by the fearsome price tag on this one, because if you’re into all that RPG hacking ‘n’ slashing malarky, this’ll be money well spent.

Sword Of Vermillion is probably the best game of the type on the Mega Drive and, in a market that’s becoming more crowded by the day, that’s no mean feat. Big, sick and sexy.

MEGA says: Look, you’re as well to spend £50 on something excellent as waste £35 on something average, aren’t you? Quality costs (and in this case it certainly does), but it’s usually worth it.

TO SWAP: Sword Of Vermillion Swap plus £4 = £021 422 4159

12. PHANTASY STAR 3
Publisher: Sega
Price: £49.99

A completely huge RPG, with loads of different worlds and a whole gang of characters to control. Try to complete this one in a night without using the battery back-up...

MEGA says: It’s a lot of money but in terms of hours of fun per pound, you’ll be hard pushed to beat this one.

TO SWAP: Phantasy Star 3 £25 – 0792 232152

13. AERO BLASTERS
Publisher: Kenco (IMPORT)
Price: (see importer)

If you’re one of the not-very-many people who’ve played this brilliant game in the arcades (under the name of Air Blasters more likely than not), you won’t need telling what a fantastic, all-action, exciting and varied blastathon it is. If you aren’t one of those people, then be told right now – Aero Blasters is the fastest, meanest, sexiest, joyop-dropping-gliest, sweatiest shoot-em-up there’s ever been. It is more impressive-looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-year boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you’ll ever get from your console.

MEGA says: One of the best Mega Drive shoot-em-ups ever without the tiniest shadow of a doubt. Your game collection shouldn’t be without it.

14. GOLDEN AXE 2 (INC. GOLDEN AXE)
Publisher: Sega
Price: £39.99

What’s that? You want some beat-em-ups? OK, here’s a real golden oldie (well, a game with deep roots anyway). If you’re one of those strange people who likes nothing better than to wander in strange times through strange lands lurching lums out of the previously-happy inhabitants, then you’ll probably like Golden Axe better than anything else in the whole wide world.

The sequel did nothing to alter the linear gameplay (Ax, Gillus or Tyris still start heading right and just keep going) and the two games are all to intents and purposes identical. It’s still a simple walk-along-and-hit-fire-a-lot-whenever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it’s all very repetitive, the scenery is pretty enough to make you want to keep at it until you see the end. Whether you’ll want to play it again after that is a different matter altogether.

MEGA says: The best game in a very limited genre. But why are beat-em-ups always so easy to complete? Who knows?

TO SWAP: Golden Axe 2 061 748 6155 0965 330302 (Jap) Swap plus £4 = £021 422 4159

FOR SALE: Golden Axe £28 – 0532 573575

15. DESERT STRIKE
Publisher: EA
Price: £34.99

Yes, okay, so it’s in extremely poor taste, but you can’t deny that Desert Strike is one of the most excellent pieces of blasting fun that the Mega Drive’s ever played host to. Sometimes it can feel like you’re fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter’s all-purpose winch. But even if you’re not the xenophobic type, you’ll be hard pushed not to have a great time with this atmospheric and action-packed shoot-em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. Desert Strike is a great game, and that’s the only thing that really matters.

TO SWAP: Desert Strike 0745 324802

021 459 7576 0952 353484 Swap plus £4 = £021 422 4159

FOR SALE: Desert Strike Offers – 0924 279837 £18 – 061 308 4191

16. THUNDERFORCE 4
Publisher: Sega
Price: £39.99

Reviewed in Issue 1 of MEGA

The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than Thunderforce 3. It’s anything, the goofy graphics (and they really are rather goofy, er, ‘radio!’) get in the way of the action – there’s just too much going on on-screen at any one time.

MEGA says: Looks great, lots to blast through, looks great, solid shoot-em-up action, looks great and er, nothing really that could be described as special. It really does look great though.

FOR SALE: Thunderforce 4 Offers – 0924 279837

17. THUNDERFORCE 3
Publisher: Sega
Price: £35.99

Of course, with the arrival of Thunderforce 4, it might seem a bit ludicrous to rush out and buy this now. But if you don’t, you’ll be missing out on some of the best blasting mayhem this side of er, anywhere. But not only that. You’ll also be missing out on the chance to make your mates go ‘Wooh!’ at some of the best visual effects yet seen on the Mega Drive. It’s not all cosmetics though – Thunderforce 3 is a damn fine shoot-em-up in its own right. If you’re a zapping fan, this is another one of those ‘must-haves’, basically.

MEGA says: Gorgious blaster which is perhaps slightly better to look at than play, but that’s...
TOP 100

probably because it's so bloody wonderful to look at.

TO SWAP: Thunderforce 3
081 554 0050
Swap plus £4 — 021 422 4159

18. REVENGE OF SHINOBII
Publisher: Sega
Price: £34.99

Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

Mega says: Super stuff, with top special effects and just plain special gameplay (if you can be 'plain special', that is).

TO SWAP: Revenge Of Shinobi
0272 565691
Swap plus £4 — 021 422 4159

FOR SALE: Revenge Of Shinobi
£30 — 081 504 1106
Offers — 081 366 6443

19. TAZ-MANIA
Publisher: Sega
Price: £39.99

The most cartoon-like Sega game so far, Taz-Mania stars that lovable psychopath, the Tasmanian Devil, in a Sonic-like game of epic (in everything but game size) proportions. It's beautiful. It's hilarious, but it's also a bit repetitive and not too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you are a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

Mega says: Brilliantly entertaining, but not all that demanding. Taz-Mania is perfect for the kids, and for those of you who can afford to spend lots of dosh on games which you'll finish in three days.

TO SWAP: Taz-Mania
Swap plus £4 — 021 422 4159

FOR SALE: Taz-Mania
£25 — 081 534 1014
£25 — 0792 232152
Offers — 0225 248326

20. JAMES POND 2 — ROBOCOD
Publisher: EA
Price: £39.99

Converted from, but significantly improved upon, the 16 bit computer classic, RoboCod was the game that took Sonic at his own game and didn't make a half bad stab at it. It's a little, er, spacey in parts, but for the most part this gigantic platformer is busy and impressive. Exceptionally pretty, and funny too, this is one of the best hedghog clones you can buy.

Mega says: Great little game, with a different feel to most platformers (largely thanks to your extendable character...). A right good laugh, and no mistake.

TO SWAP: James Pond 2
0294 330681
Swap plus £4 — 021 422 4159

FOR SALE: James Pond 2
£23 — 0089 659048

21. CASTLE OF ILLUSION
Publisher: Sega
Price: £39.99

Mickey Mouse, eh? Don't you just love him? No matter what he does, no matter where he goes, his little mousey ears always stay perfectly round. Yep, even when he appears in really lovely platform adventures like this one, with all manner of strange and beautiful Disney-style fantasy creatures trying to kill him in a deeply unfriendly manner as he tries to rescue his sweet mousey babe from the excellently-named witch Mirzabel. What a trooper he is.

Mega says: A lovely platform epic in the style of (whisper it) Mario, except without all that tedious button-balking.

22. LHX ATTACK CHOPPER
Publisher: EA
Price: £39.99

Reviewed in Issue 1 of MEGA

The Mega Drive's first chopper-'em-up and only the second genuine flight sim (albeit in an action-orientated way). The graphics are supremely detailed and suffer from only a slight jerkiness while the action remains fast and, indeed, furious.

Mega says: Anyone who's ever seen Apocolypse Now or Wings Of The Apache will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole Eastenders (long-drawn-out series) of missions will find plenty to get their teeth stuck in to.

23. DECAP ATTACK
Publisher: Sega
Price: £39.99

Decap Attack (originally released as Magical Hat Turbo Adventure) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game. Controlling a character who can chuck his proper head (his name's Chuck D Head, good eh?) and who has an extra, telescopic head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

Mega says: Popeyish graphics, but don't let that put you off this gorgeous and funny platformer.

TO SWAP: Decap Attack
01488 682 447
FOR SALE: Decap Attack
Offers — 091 386782

24. GHOULS 'N' GHOSTS
Publisher: Sega
Price: £34.99

Reviewed in Issue 1 of MEGA

A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures. Ghouls 'n Ghosts is simply one of the best arcade games around.

Mega says: Ghouls 'n Ghosts is the business — and, for once, the tough difficulty tuning guarantees decent value for money, as well as being great short-term arcade fun. Go for it!

TO SWAP: Ghouls 'n' Ghosts
£21 — 0792 3232152
£26 — 0532 573575
Offers — 0136 666443

25. POPULOUS
Publisher: EA
Price: £39.99

Immensely strange and original God-simulator game in which you hold sway over the very shape of the land itself, as you try to create an army of followers to defeat an opposing deity. Slightly forbidding at first with a mass of controls to get the hang of, but once you're in, you'll probably never want to come back out.

Mega says: One of the most compulsive games ever invented. There's nothing else like it on the MD so, evengamers everywhere, don't miss it.

TO SWAP: Populous
0850 353 484
0488 682 447
Swap plus £4 — 021 422 4159

FOR SALE: Populous
Offers — 091 278937
Offers — 0635 866744

26. TOEJAM AND EARL
Publisher: Sega
Price: £39.99

Speaking of multi-player action, though, it doesn't get a lot more entertaining than this. Toejam (urgh) and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane. You'll love it.

Mega says: Another OK game which becomes completely essential when played with someone else. Got any friends? Buy this. Haven't got any friends? Buy this and make some.

TO SWAP: ToeJam and Earl
Swap plus £4 — 021 422 4159

FOR SALE: ToeJam and Earl
£18 — 061 308 4191

27. SPEEDBALL 2
Publisher: Virgin Games
Price: £34.99

Reviewed in Issue 1 of MEGA

This game is Mega Drive violence at its most extreme.

Mega says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, John Madden Football), this is about as good as arcade sports games get. Speedball 2 is totally vicious and totally excellent.

Nominally a future sports sim, Speedball 2 is actually football meets roleball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, though, which means that for an all-round sporting experience Speedball 2 is hard to beat (up) — especially in two-player mode.

Mega says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, John Madden Football), this is about as good as arcade sports games get. Speedball 2 is totally vicious and totally excellent.

TO SWAP: Pit Fighter
Swap plus £4 — 021 422 4159

28. PIT FIGHTER
Publisher: Tengen
Price: £37.99

Ooh look, it's another beat-'em-up. Ay, yes, but wait... this one's different. How come? Well, it's got digitised graphics, guy. That means the fighters you take on in this simulation of that ugliest of 'sports' (if fighting, that is) look incredibly realistic, which means you can imagine that it's a real human being you're knocking the living daylight out of. You said person.

Mega says: Pretty dull and morbidly dubious beat-'em-up fare. You won't find much prettier BEUs, but gameplay- wise you could do a lot better than this.

TO SWAP: Pit Fighter
Swap plus £4 — 021 422 4159

29. SHINING IN THE DARKNESS
Publisher: Sega
Price: £49.99

A manmoth, gorgeous RPG (as opposed to a gourmand 'colossal' RPG, which would be a completely different proposition involving attractive elephants, wouldn't it?) with lovely aesthetics and gameplay which will keep you entertained for months. Shining In The Darkness is probably the Mega Drive's most accessible RPG,
so comes highly recommended to anyone who fancies giving the genre a try.

MEGA says: A bit of a must for RPG fans, but even if you're not into the genre, give this a try. You might find that you're pleasantly surprised.

TO SWAP: Shining in the Darkness
Swap plus £4 - £21 422 4159

FOR SALE: Shining in the Darkness
£29 - 0253 796388
£24 - 0480 477471
Offers - 0924 279837
Offers - 0225 428326

30. PHANTASY STAR 2
Publisher: Sega
Price: £59.99

Not quite as big and sexy as Phantasy Star 3, obviously, but pretty impressive all the same.

MEGA says: Great stuff, but at this price it's strictly for the absolute fanatics.

31. F-22 INTERCEPTOR
Publisher: EA
Price: £38.99

There aren't many flight simulators around on the Mega Drive, which, to be honest, is most of the reason why this is the best one. The graphics are fab, but the gameplay gets repetitive a bit too quickly for our liking.

MEGA says: If you want a flight sim, this is about as good as they currently get. Luckily, MICROPROSE has some fantastic up, down, flying around, looping-the-loop-type stuff in the pipeline.

TO SWAP: F-22 Interceptor
0706 341244
081 575 7126
Swap plus £4 - £21 422 4159

32. STRIDER
Publisher: Sega
Price: £44.99

Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of Strider. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but Strider does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the money by itself.

MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only Sonic) that'll make them go "gosh, wow!" the most.

TO SWAP: Strider
0990 763576
0498 665 447

33. ESwat
Publisher: Sega
Price: £34.99

The game they give away with the Game Gear, and it's easy to see why - it's worth buying one of the lousy little machines just to play this, except, of course, you don't have to. This brilliant cross between Tetris and xTakx is better on the Mega Drive than anywhere else, thanks mainly to the fact that the graphics are big enough to let you actually see what's going on. Great stuff solo, but the two-player head-to-head "flash" game is very competitive and totally wonderful. The best Mega Drive puzzle game going.

MEGA says: Buy another joypad, buy Columns, and then invite some of your friends around. Then see if you can get them to leave.

TO SWAP: ESwat
0222 619663
0992 763576

34. SHADOW DANCER
Publisher: Sega
Price: £34.99

Ultra-cute platform thing with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as Sonic, so they must have been a bit disappointed with its lack-lustre performance sales-wise. The graphics aren't at all bad, and remember - you don't have to be great to be good.

ESwat with a dog, basically.

MEGA says: More fab scrolling beat-'em-up action, and you'll find yourself getting really attached to your little ninja pooch, too. The baddies are truly bad and the ninja scum that Joe's fighting against put up a decent enough fight. There are plenty of secret bonuses and hidden goodies to keep the interest factor up. Well worth a bang - check it out.

TO SWAP: Shadow Dancer
081 354 0050
071 596 4150
081 4222 022
Swap plus £4 - £21 422 4159

FOR SALE: Shadow Dancer
£1.15 - 081 534 1014

35. COLUMNS
Publisher: Sega
Price: £34.99

The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There's lots of puzzles, lots of cartoon graphics and lots of fun to be had.

MEGA says: Krusty's Super Fun House is one of a rare breed of game: a licensed title that manages to combine a big name with a decent game. Good job splitting stuff.

TO SWAP: Krusty's Super Fun House
Swap plus £4 - £21 422 4159

36. TERMINATOR
Publisher: Virgin
Price: £39.99

You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it. That's it, eh?

MEGA says: Lovely game, but there's not nearly enough of it.

39. TWO CRUDE DUDES
Publisher: Data East
PRICE: (see importer)

Well, it's a beat-'em-up and it's got some crude dudes in it. Er...

MEGA says: A fairly accurate version of the coin-op Crudd Busters and it's OK. The whole game looks good and plays OK but it's just too easy to finish.

TO SWAP: Two Cruude Dudes
0745 342852

40. AFTERBURNER 2
Publisher: Sega
Price: £34.99

The arcade version of Afterburner (all style and no content) threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope desperately for the best.

MEGA says: Afterburner 2 is excellent short-term blasting, but it's thinner than gold plated on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try Hellfire or Aero Blasters for starters.

TO SWAP: Afterburner 2
0850 553 5053
0357 531494
0408 862 447
Swap plus £4 - £21 422 4159

41. BUCK ROGERS COUNTDOWN TO DOOMSDAY
Publisher: EA
Price: £49.99

Tacky graphics but tons of depth in this strategic RPG thing. But where's Tweeky?

MEGA says: Very nice, but wouldn't it have been better to use the licence for a good old-fashioned shoot-'em-up? MEGA thinks so.

TO SWAP: Buck Rogers
Swap plus £4 - £21 422 4159

42. NEW ZEALAND STORY
Publisher: Tailto (IMPORT)
Price: (see importer)

Another classic coin-op that's seen its inceptions a couple of times. The Mega Drive version takes an unexpected twist by being less of a conversion than a re-arrangement of the original. Alas all the cut scenes found in the arcade game are present and correct, but the level layouts and structures are almost completely different. While this is a bit of a bummer for arcade perfectionists, it means that New Zealand Story fans now have a whole new game to play, and that can't be a bad thing.

MEGA says: New Zealand Story on the Mega Drive is as cute, clever and addictive as it ever was, so who cares if all the bits and are in different places? Not us, that's for sure.

43. TEAM USA BASKETBALL
Publisher: EASN
Price: £39.99

Reviewed in Issue 1 of MEGA

Incorporating Bulls Vs Lakers (the two games are basically the same) and replacing Celtics Vs Lakers, this is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.

MEGA says: Shame its: a) just a tad too easy; and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.

44. TRUXTON
Publisher: Sega
Price: £34.99

Shoo 'em-up, huh? Vertical scrolling, huh? Bit easy to beat, isn't it?

MEGA says: Well yes, but on the whole, Truxton is a decent enough effort. It's good fun to pick up and play every now and again, but I'll never change
your life, or even give you one especially wonderful evening.

TO SWAP: Truxton
(Jap): Swap plus £4 – 021 422 4159

WANTED: Truxton
(British): 061 4425018

45. DRAGON'S FURY
Publisher: Tengen
Price: £39.99
Reviewed in Issue 1 of MEGA

It's a pinball game.

MEGA says: And it's lovely.

46. OLYMPIC GOLD
Publisher: US Gold
Price: £39.99

The graphics may be lush, but at the root of it all, it's just a creative way to pump up the living daylight's out of your joypad.

MEGA says: Pretty dull by yourself, but excellent fun when you've got a few mates round.

TO SWAP: Olympic Gold
0708 446196
0946 403019
Swap plus £4 – 021 422 4159

47. WORLD CLASS LEADERBOARD
Publisher: US Gold
Price: £37.99

Well, it's pretty good, but it's not really PAGA Tour, now is it?

MEGA says: No it isn't. Unless you've absolutely golf-loopy nuts and just have to have every available sim, get PAGA and settle for that.

48. BATTLE SQUADRON
Publisher: EA
Price: £39.99

Amiga conversion time again,

but this vertically-scrolling blaster looked pretty dated even when it originally appeared about two years ago, and it hasn't really improved with age. Good solo zapping action, but nothing to really hold your attention.

MEGA says: Bog-standard vertical zepara game with a little or nothing to make it stand out from the crowd. More repetitive than most.

49. BLOCKOUT
Publisher: EA
Price: £34.99

Your brain will never forgive you. Imagine Tetris, played looking down a well, with three-dimensional vector-graphic wire-frame blocks which can be moved, turned and rotated in each of the three axes. Having problems imagining it? Just try playing it, mate.

MEGA says: Complete mind torture, but if you're a professional mathematician or more laid back than a particularly relaxed sloth, you'll get some serious puzzling fun out of this one. Strictly for the hardy, though.

TO SWAP: Blockout
Swap plus £4 – 021 422 4159

50. F1 CIRCUIT
Publisher: Nichibutsu
(IMPORT)
Price: (see importer)

This game is second only to the Super Monaco GP twins, F1 Circuit looks ropey but plays well. The Formula One tie-in is well implemented and playing the game makes a fairly realistic representation of putting you in the cockpit of the real thing. In other words, you'll crash a lot.

MEGA says: If realism gets your motor running (even if it's at the expense of lush graphics), then check this out.

TO SWAP: F1-Circuit
(Jap): Swap plus £4 – 021 422 4159

51. DAVID ROBINSON BASKETBALL
Publisher: Sega
Price: £39.99

A decent basketball game that tells you just what's going on as it plays.

MEGA says: As with Joe Montana 2, it's not as good as John Madden, but it's not as bad as Joe Montana 2, great for people with no friends. And the blind (Not sure about that last one – Ed).

TO SWAP: Sports Talk Basketball
Swap plus £4 – 021 422 4159

54. DOGDEBBLE
Publisher: Sega Japan
(IMPORT)
Price: (see importer)

Reviewed in Issue 1 of MEGA

The best of a whole clutch of basketball games recently released by various people. Though still not up to Team USA Basketball this one boasts by far the smoothest, fastest action, and some of the nicest effects too. If basketball's your bag (ahem), this is your kind of shopping trolley. (What? – Ed.)


Volleyball meets Speedball in this strange, but entertaining Japanese game. The idea is to knock your opponent's team members out of the court with a high-speed chuck of what can only be) either a cannon or medicine ball. Decidedly strange, inevitably violent and great fun – like self-taunting a vulture to your friend's anorak.

MEGA says: Not sure about this vultuwanorak business, but Dogdebbel remains a good two (or more) player game.

55. ARCUS ODYSSEY
Publisher: Renovation
(IMPORT)
Price: (see importer)

A lovely looking 3D game, which scores points for offering some of the best simultaneous two-player action going.

MEGA says: Arcus Odyssey is OK by us.

56. JOE MONTANA 2 – SPORTS TALK FOOTBALL
Publisher: Sega
Price: £34.99

MEGA says: A really enjoyable platformer, packed to the brim with variation, lovely little touches and more imagination than a dozen lesser efforts in this overcrowded genre.

TO SWAP: Chuck Rock
051 638 4068
Swap plus £4 – 021 422 4159

FOR SALE: Chuck Rock
025 – 091 534 1014

59. TETRIS
Publisher: (IMPORT)
Price: (see importer)

Okay, hands up everyone who doesn't know about Tetris. Three of you, eh? Well, pay attention to this time. Tsch.

MEGA says: The biggest and sexiest puzzle game of all eternity comes to the Mega Drive. If, by some incredibly unlikely fluke, you don't already have a Tetro game, then get this one now. Either that or you'll have to buy a Game Boy.

60. 688 ATTACK SUB
Publisher: Sega
Price: £34.99

MEGA says: Almost excellent for two-player head-to-head. If you can pick it up cheap, you may like it.

63. SPIDERMAN
Publisher: Sega
Price: £39.99

Simulator with a bit of zapping and some pleasant aesthetics.

MEGA says: PING!... Not the kind of thing you ever PING!... imagine anybody buying a Mega PING!... Drive for, but good at what it does.

TO SWAP: 688 Attack Sub
0672 610049
Swap plus £4 – 021 422 4159

FOR SALE: 688 Attack Sub
£20 – 0238 447440
£20 – County Durham 410 6905

61. STAR CONTROL
Publisher: Ballistic
Price: £39.99

Massive but not actually all that complicated strategy game, trading with zappy and tactical bits thrown in as a life-preserver.

MEGA says: A bit of a lark with a chum if you're after something different, but kinds dull if you're on your own.

FOR SALE: Star Control
£17 – 081 534 1014

62. HERZOG ZWEI
Publisher: Sega
Price: £34.99

Eight-way scrolling, view-from-above, simultaneous two-player, head-to-head, split-screen shoot-and-think-em-up with bags of strategy. It could have been a classic, but didn't quite manage to hang together.

MEGA says: No, it's not as good as John Madden. Football game fails to lace the boots or pump the padding of the boy from Electronic Arts. Nice try but no cigar.

MEGA says: It's not as good as John Madden but it talks to you. Perfect for gridiron fanatics with no friends.

TO SWAP: Joe Montana 2
Swap plus £4 – 021 422 4159

FOR SALE: Chuck Rock
£25 – 091 534 1014
whenever a spider can." So how come you never see him getting trapped in a bath then, eh?

MEGA says: Pretty run-of-the-mill platform game, lifted out of the ordinary by some pretty spiffy graphics and a nice line in enemies. This is, however, still really only for web-slinging fanatics and the Manic Street Preachers (evidently they're big fans).

TO SWAP: Spiderman
Swap plus £4 – 021 422 4159

64. CORPORATION
Publisher: Virgin Games
Price: £39.99
Gigantic and tough 3D, RPGish Amiga conversion with some top 3D blasting bits in it. The idea is that you're a secret agent briefed with the unenviable job of trying to establish whether rumours of a company creating killer genetic mutants is true or not. It's involving and absorbing although it can get a bit repetitive if constantly creeping around mutant-infested buildings inches from death, isn't your idea of a good night out.

MEGA says: For RPG fun with a bit more blasting and a bit more brain-stretching than usual, this is a pretty damn good buy.

65. TEST DRIVE 2
Publisher: Ballistic
Price: £34.99
A two-player, head-to-head driving game that sounds as if it should be great, but somehow never quite ends up being what you'd expect.

MEGA says: Enjoyable serious-ish, two-player driving/crashing game, which you may never be able to buy. Life's a bitch, eh?

TO SWAP: Test Drive 2
Swap plus £4 – 021 422 4159

66. TROUBLE SHOOTER
Publisher: Vic Tokai (IMPORT)
Price: see importer
Madison and Crystal take to the skies to kick some alien as but in an entertaining shoot-em-up with a choice of five special weapons, some seriously whacked-out bosses and five levels of constant action.

MEGA says: A tad too small and a tad too easy, but while it lasts, Trouble Shooter is right good stuff.

67. ARNOLD PALMER TOURNAMENT GOLF
Publisher: Sega
Price: £34.99
More golf? Haven't we covered that one already? Of "course" we have! (Another joke like that and you're fired. I'm not joking – Ed.)

MEGA says: PGA Tour's the game you want.

68. GAMES – THE WINTER CHALLENGE
Publisher: Ballistic
Price: £39.99
Pretty run-of-the-mill snowbound sports sim with eight ice-tastic events. As ever, lots of laughs with your buddies, but a real snoozerathon if you try it solo.

MEGA says: This one's been kind of overtaken by Olympic Gold as the Mega Drive's premiere multi-event sports game, but it's still a good game again. It's just not a particularly outstanding game, at all.

MEGA says: Nothing special, nice graphics, no particular challenge – but nothing new whatsoever. An above-average sideways-scrolling shoot-em-up that's worth a look.

71. JAMES POND
Publisher: Sega
Price: £34.99
The prequel to Robocod, but a more inferior game. Some cute platform/winning around fun, but nothing that'll really set your head on fire. Er, not that you'd especially want it to.

MEGA says: The 12 levels won't last you too long, and you'll probably get a bit bored before the end, anyway. This is, however, still good for a few plays.

TO SWAP: James Pond
0787 476770
Swap plus £4 – 021 422 4159

75. CALIFORNIA GAMES
Publisher: Sega
Price: £39.99
Halfpipe skateboarding, footbag, roller-skating, surfing and BMXing; these Californians sure know how to have a great time, don't they? This multi-event game is a lot of fun to get into, but there's no real long-term appeal.

MEGA says: Put the £40 in a bank account for about fifty years at 12% interest, then go to the USA yourself. Sorted.

TO SWAP: California Games
0956 763575
Swap plus £4 – 021 422 4159

76. BUDOKAN
Publisher: EA
Price: £39.99
Martial arts type beat-'em-up, which requires a little more thought than most. At the end of the day, it's still a lot of wiggling the joystick, hitting the buttons and hoping for the best, though.

MEGA says: If beating computer people up in four different "sparring" events, is where you get your thrills, this is one of the less brain-roting ways in which you can go about it.

77. ZERO WING
Publisher: Sega
Price: £34.99
Of all the millions of horizontally-scrolling shoot-em-ups for the Mega Drive, Zero Wing is probably the easiest. You'll finish this within three attempts, which is a bit of a shame as it's otherwise about as good as the genre gets. Lots of nice big aliens, smooth and precise control, and decent weaponplay make it lots of fun to play, but there's not much point when you've already finished it.

MEGA says: A reasonably, playable shoot-'em-up, but way, way too easy for all but the most unco-ordinated.

TO SWAP: Zero Wing
Swap plus £4 – 021 422 4159

78. THUNDERCRACKER 2
Publisher: Sega
Price: £34.99
Basicallly, Thundercracker 3 with some different scrolling bits, but not quite as good.

MEGA says: OK, but why bother with this when there's Thundercracker 3 (or Thundercracker 4 for that matter) out there? Or Aero Blasters or Heatline, come to that.

TO SWAP: Thundercracker 2
081 4222 022

FOR SALE: Thundercracker 2
£10 – 061 398 4191

79. TURRICAN
Publisher: Ballistic
Price: £39.99
A supremely popular home computer game, but maybe that just shows how easy all these Amiga and ST owners are to please. Turrican is an absolutely colossal platform- leaping, shoot-'em-upping, landscape-exploring, epic of a game. But after a while you start thinking, 'Oh good, another 100 screens to plough through before I get to the next interesting bit. I wouldn't mind, but they're exactly the same as the last 100 screens'.

MEGA says: It's decent enough for a while, but if you've got the patience of the high boredom threshold needed to get to the end, you're a better man than any of us.

80. EUROPEAN CLUB SOCCER
Publisher: Virgin Games
Price: £39.99
This football game was previously seen on home computer formats as the extremely popular Manchester United Europe. The fact that it is now the best Mega Drive football game around isn't so much down to it being brilliant, but because there are only about two competitors, both of which are rubbish. Still, this is slick, fast and enjoyable, and although it's easy to beat, you'll get months of fun from the two-player mode. Well worth a look for footy fans.

MEGA says: The undisputed Mega Drive soccer king, but that title will probably go out of the window when Mega Drive's Kick Off makes an appearance. Wait for that and then make your own judgement.

TO SWAP: Euro Club Soccer
Swap plus £4 – 021 422 4159
84. GRAND SLAM TENNIS
Publisher: Telenet (IMPORT)
Price: (see importer)

MEGA says: Good fun in a two-player mode, but severely limited for a solo outing. We could describe this mediocre tennis game as a lack of balls, but that would be a tad harsh, so we won’t.

MEGA says: Unfortunately, this is the Mega Drive’s only tennis game but it really isn’t anything special. But...

85. ROLLING THUNDER 2
Publisher: Namco (IMPORT)
Price: (see importer)

The original Rolling Thunder was a fantastic coin-op, and Rolling Thunder 2 on the Mega Drive is a fair copy. But the sprite movement is severely limited, letting down what could have been a great, basic platform-game shooting.

MEGA says: Not bad at all, but not in the same league as Revenge Of Shirobi et al.

TO SWAP: Rolling Thunder 2 Swap plus £4 – 021 422 4159

86. JEWEL MASTER
Publisher: Sega
Price: £34.99
This is a platformer which has some nice touches of originality (wearing different combinations of rings creates different special weapons), but you don’t have to use any of the clever stuff in order to finish it inside two days. Insanely easy and not very exciting.

MEGA says: Not really a jewel, more of a december set...

90. BONANZA BROS.
Publisher: Sega
Price: £34.99

MEGA says: Pity it wasn’t a very good coin-op then, it isn’t

91. GYNOUG
Publisher: Sega
Price: £39.99

MEGA says: One of the best platformers around, and one of the few games which can lure girls to your joypad too.

TO SWAP: Gynoug Swap plus £4 – 021 422 4159

92. FORGOTTEN WORLDS
Publisher: Sega
Price: £39.99

MEGA says: Not suitable for children’s claims the packaging. This is meant to conjure illtinted stirrings of excitement in every red blooded child in the shop but...

MEGA says: Of course, the game completely fails to live up to its own “negative” hype and instead delivers a boring, repetitive, bog-standard gore-’em-up.

TO SWAP: Splatterhouse 2 Swap plus £4 – 021 422 4159

96. CASH
Publisher: Tailo (IMPORT)
Price: (see importer)

An RPG platformer with plenty of barbarian-slicing action that’s just too easy to finish.

MEGA says: Shame, because otherwise it’s really quite good.

97. EVANDER HOLLYFIELD’S “REAL DEAL” BOXING
Publisher: Sega
Price: £49.99

James ‘Buster Douglas’ Boxing was the Mega Drive’s first boxing game and it was quite fantastical appealing. BIG sprites but almost zero gameplay, limited challenge and well, a bit of a no-hopper all round really. The news is that Sega’s latest contender is hardly any better.

MEGA says: Just as Mike Tyson lurks in jail, we’re hoping that a decent boxing game isn’t too far around the corner. Evander Holyfield (although not a complete dud) fails to go the distance.

98. SPACE INVADERS ’91
Publisher: Sega USA (IMPORT)
Price: (see importer)

Not the same game as the lathy Super Space Invaders on the Master System, Space Invaders ’90 is a strange “update” of the first-ever coin-op shoot-’em-up. It’s a lot faster and a lot zappier, with some neat power-ups and tough new baddies, but somehow it just doesn’t capture the classy atmosphere of the original. You’d be better off with a Power Base Converter and the Master System version of Super Space Invaders, to be honest.

MEGA says: Fun for a while, and the contoured-ground effects are nice, but really you’d need to have a lot of money to burn to think about buying this.

99. HARDBALL
Publisher: Balistic
Price: £39.99
Baseball from Balistic.

MEGA says: It’s another baseball game, but it’s not as good as Sports Talk Baseball. And one baseball game should be enough for anyone really. Don’t you think? And it’s not going to be this one – if that’s not labouring the point.

100. RAMBO 3
Publisher: Sega
Price: £24.99
Lots of view-from-above, brain-dead blasting (what did you expect), but not a lot more.

MEGA says: Sort of like Gaufilet meets, er, Rambo. Only more violent, and less complicated.

TO SWAP: Rambo 3 0367 53194
FOR SALE: Rambo 3 £10 – 061 308 4191

NEXT MONTH
All the games that never made it to the Top 100 in all their mediocre “glory”. PLUS the start of a brand new series of features in which we reveal the good, bad and ugly titles in each game genre.
MORE CARTS FOR SALE OR SWAP...

Alex Kidd:
Swap - 0293 264108
Swap plus £ - 021 422 4159
(IVP): Swap plus £4 - 021 422 4159
Offers - 091 3867822
Offers - 092 2793277
£98 - 0969 808048

Alien Storm:
Swap plus £4 - 021 422 4159

Altered Beast:
Swap - 0040 702059
Swap - 021 817670
Swap - 0002 870156
Swap - 0222 619253
Swap - 0277 655691
Swap - 0480 022 447
(IVP): Swap plus £4 - 021 422 4159
£5 - 081 501 1106
£10 - 0955 56536
£15 - 0233 793680
£25 - 0490 477471
£25 - County Durham 410 6905
£25 - 081 501 2556
866744

Arrow Flash:
Swap - 0272 356591

Caliber 50:
Swap - 0367 53194

Crude Busters:
Swap - 0505 353 484

David Robinson Basketball:
Swap plus £4 - 021 422 4159

Devil Crash:
Swap plus £4 - 021 422 4159

Golden Axe:
Swap - 0488 682 447

Dynamite Duke:
Swap - 0488 682 447

EA Hockey:
Swap - 0243 604621

Fists of Steel:
Offers - 0225 428326

Galleys:
(IVP): Swap plus £4 - 021 422 4159
£25 - 0480 477471

Ghostbusters:
(IVP): Swap plus £4 - 021 422 4159

Golden Axe:
Swap - 0488 682 447
Swap plus £4 - 021 422 4159
Offers - 091 3697822
£20 - 0233 44740

Granada X:
Swap plus £4 - 021 422 4159

Joe Montana:
Swap - 0488 682 447

John Madden Football:
Swap - 081 876 2159

Jordan Versus Bird:
Swap plus £4 - 021 422 4159

Kabuki:
Offers - 0225 428326

King's Bounty:
Swap - 0222 619253

Magical Hat:
Swap - 0896 353 484
Swap plus £4 - 021 422 4159
£15 - 0233 44740

Marble Madness:
Swap plus £4 - 021 422 4159

Merry:
Swap plus £4 - 021 422 4159

Midnight Resistance:
Swap plus £4 - 021 422 4159

Moonwalker:
Swap - 0490 441530
Swap - 0904 708259
£20 - 0532 573575
£25 - 091 417 8544

Mystic Defender:
Swap - 0272 356591

Outrun:
(IVP): Swap plus £4 - 021 422 4159

Phelous:
(IVP): Swap plus £4 - 021 422 4159

Powerball:
Swap plus £4 - 021 422 4159

Senora Super Monaco II:
£30 - 0792 232132

Sol Deace:
Swap plus £4 - 021 422 4159

Stormlord:
Swap plus £4 - 021 422 4159

Street Smart:
Swap - 081 876 2159

Super League:
Swap - 0708 446196

Super Off Road Racer:
Swap - 0708 446195
Swap plus £4 - 021 422 4159

Super Real Basketball:
Swap - 0896 3497
Swap - 081 554 0050

Super Thunder Blade:
£20 - County Durham 410 6905

Sword of Odin:
Swap - 0222 619253

Toki:
£25 - 081 502 2598
(IVP): Swap plus £4 - 021 422 4159

Wonderboy 3:
Swap plus £4 - 021 422 4159

World Cup '90.
Swap - 081 554 0050

World Cup '92:
£25 - 0959 690438

World Cup Italia '90:
Swap - 0992 763576
Swap - 081 4222 022
Swap - 0430 441530
Swap plus £4 - 021 422 4159

Wrestle War:
Swap plus £4 - 021 422 4159

Zany Golf:
Swap - 0367 53194

WANT A FREE AD?

EGA will advertise your cart swaps or sales for FREE. Simply fill in the form on the right, cut out or photocopy if (continue on a separate sheet of paper if necessary) and send it to: Cart to Cart, EGA, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Although you can charge whatever price you like, EGA recommend that carts in excellent condition with full instructions and packaging should be sold for half the RRP.

CONDITIONS

We don't want any trade ads. We can't take responsibility for the quality of the products which appear in these ads. We reserve the right to amend or refuse ads (if they're illegible, they're out). Please sign the following declaration (but get your parent or guardian to sign if you're under 16) to say that your ad is legal.

Signed Date / / / }
Subscribe to MEGA and you’ll enjoy early each month, but you’ll also get video! That, as they say in the

Last month: NHLPA Hockey. This month: Sonic 2. Next month? MEGA’s already proved that it brings you the best reviews first. £23.40 ensures that your monthly instalment doesn’t dry up until the beginning of 1994 – and it means you get a brilliant vid from Manga Video thrown in for free, too!

FREE!

SUBSCRIBE TO MEGA AND WE’LL GIVE YOU A COPY OF THIS BRILLIANT £12.99 VIDEO FROM MANGA VIDEO!

TOKYO 2019...

When just popping out...

for some noodles...

could cost you your life

AKIRA

2019

NEO-TOKYO IS ABOUT TO EXPLODE
ot only get your copy o get a FREE Japanese trade, is a bargain

1. The very first copies of MEGA each month go to our subscribers – in most cases more than a week before the rest reach the newsagents.
   - That means you'll be up to a week ahead of all the other Mega Drive owners in the country!

2. Each subscriber copy comes with a letter from the editor, which tells you about the issue and any last minute stories or game news.
   - Note: this offer is exclusive to subscribers.

3. You get your copy delivered to your door absolutely free!
   - MEGA's so good it's bound to sell out. Why take that risk?

4. As a very, very special incentive, we'll throw in a brilliant video from Manga Video, worth £12.99, completely and utterly free!
   - You've probably heard about the art of Japanese animation... now's your chance to see some of it for yourself without it costing you a penny!

12 ISSUES OF THE WORLD'S BEST MEGA DRIVE MAGAZINE PLUS A COPY OF AKIRA FOR JUST £23.40? OK MATEY, COUNT ME IN

<table>
<thead>
<tr>
<th>Country</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>UK</td>
<td>£23.40</td>
</tr>
<tr>
<td>Europe</td>
<td>£39.95</td>
</tr>
<tr>
<td>Rest of World</td>
<td>£51.95</td>
</tr>
</tbody>
</table>

MEGA ISSUE ONE WITH FREE EASN BADGE £2.50

MR    MRS    MISS    Please tick SURNAME

STREET

POSTAL TOWN

COUNTY    POST CODE

Please return this coupon (together with your cheque if applicable) in an envelope to the following address:

MEGA, Future Publishing Ltd, FREEPOST, Somerton, Somerset TA11 6TB

A SECOND CHANCE TO SEE ISSUE ONE

Missed Issue One
of MEGA! Then you missed:
- The six-page review of NHLPA Hockey
- Red Dwarf's Kryten trying his hand at Thunderforce III
- The formula behind EASN's jock strappin' sports masterpieces
- MEGA's argument-inducing, pint-spilling Top 100 Mega Drive games (and, of course, the party-pooping ten worst Mega Drive games of all time)
- Over 60 essential game tips
- Olympic Gold and Golden Axe 2 given the full Rip 'n' Tip treatment

But it's never too late to right a wrong (well, not in this case anyway). Fill in the coupon below to secure the start (and even a full year's supply) of your MEGA magazine collection. You never know, in 100 years time they may be worth loads.

METHOD OF PAYMENT

[ ] Card
[ ] Cheque
[ ] Postal Order

Card Number

Exp. date

Signature

Date

Please make all cheques payable to: Future Publishing Limited

THIS COUPON IS VALID UNTIL 30 NOVEMBER 1992 ME/MAG/1192
Warehouse offers you a selection of the finest dealers in the country. To advertise, call Julie Fisher on 0225 442244

X-GEN VIDEO GAMES

**SPECIAL OFFER**

Super Nintendo + Super Mario World + US/JAP

Convertor £170.00

**SUPER NES**

<table>
<thead>
<tr>
<th>Price</th>
<th>Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>44.00</td>
<td>Actrizzer</td>
</tr>
<tr>
<td>44.00</td>
<td>Addams Family</td>
</tr>
<tr>
<td>45.00</td>
<td>Turtles in Time</td>
</tr>
<tr>
<td>45.00</td>
<td>F-1 Exhaust Heat</td>
</tr>
<tr>
<td>45.00</td>
<td>Final Fight (Guy)</td>
</tr>
<tr>
<td>45.00</td>
<td>Final Fight</td>
</tr>
<tr>
<td>45.00</td>
<td>Game Master</td>
</tr>
<tr>
<td>45.00</td>
<td>Gradus III</td>
</tr>
<tr>
<td>45.00</td>
<td>Magic Sword</td>
</tr>
<tr>
<td>45.00</td>
<td>Lemmings</td>
</tr>
<tr>
<td>55.00</td>
<td>Street Fighter 2</td>
</tr>
<tr>
<td>55.00</td>
<td>Mythical Ninja</td>
</tr>
<tr>
<td>45.00</td>
<td>Super Tennis (UK)</td>
</tr>
<tr>
<td>39.00</td>
<td>Super R-Type (UK)</td>
</tr>
<tr>
<td>45.00</td>
<td>Rival Turf</td>
</tr>
<tr>
<td>45.00</td>
<td>J. Madden Football</td>
</tr>
<tr>
<td>45.00</td>
<td>Ghosts 'n' Ghosts</td>
</tr>
<tr>
<td>45.00</td>
<td>Contra Spirits</td>
</tr>
<tr>
<td>45.00</td>
<td>Super Smash TV</td>
</tr>
<tr>
<td>45.00</td>
<td>Zigg 11</td>
</tr>
<tr>
<td>45.00</td>
<td>Top Gear</td>
</tr>
<tr>
<td>45.00</td>
<td>WWF-Wrestlamania</td>
</tr>
<tr>
<td>45.00</td>
<td>Castlevania IV</td>
</tr>
</tbody>
</table>

**NEO GEO**

<table>
<thead>
<tr>
<th>Price</th>
<th>Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>38.00</td>
<td>Alisia Dragoon</td>
</tr>
<tr>
<td>36.00</td>
<td>Burt Simpson</td>
</tr>
<tr>
<td>36.00</td>
<td>Castle of Illusion</td>
</tr>
<tr>
<td>30.00</td>
<td>Fantasia</td>
</tr>
<tr>
<td>29.00</td>
<td>Golden Axe 2</td>
</tr>
<tr>
<td>30.00</td>
<td>Krusty's Funhouse</td>
</tr>
<tr>
<td>25.00</td>
<td>Road Rash</td>
</tr>
<tr>
<td>25.00</td>
<td>Spitfirehouse 2</td>
</tr>
<tr>
<td>35.00</td>
<td>Arch Rival</td>
</tr>
<tr>
<td>23.00</td>
<td>Bare Knuckle</td>
</tr>
<tr>
<td>30.00</td>
<td>P22 Interceptor</td>
</tr>
<tr>
<td>34.00</td>
<td>Firenzo Wrestling</td>
</tr>
<tr>
<td>30.00</td>
<td>James Pond 2</td>
</tr>
<tr>
<td>30.00</td>
<td>Roll Thunder 2</td>
</tr>
<tr>
<td>35.00</td>
<td>Terminator</td>
</tr>
<tr>
<td>30.00</td>
<td>Ghouls 'n' Ghosts</td>
</tr>
</tbody>
</table>

**MEGA DRIVE**

<table>
<thead>
<tr>
<th>Price</th>
<th>Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>39.00</td>
<td>Alisia Drive</td>
</tr>
<tr>
<td>36.00</td>
<td>Bert Simpson</td>
</tr>
<tr>
<td>34.00</td>
<td>Castle of Illusion</td>
</tr>
<tr>
<td>30.00</td>
<td>Fantasia</td>
</tr>
<tr>
<td>29.00</td>
<td>Golden Axe 2</td>
</tr>
<tr>
<td>30.00</td>
<td>King of Monsters</td>
</tr>
<tr>
<td>70.00</td>
<td>Ghost Pilot</td>
</tr>
<tr>
<td>70.00</td>
<td>Ghosts 'n' Ghosts</td>
</tr>
<tr>
<td>70.00</td>
<td>King of Monsters</td>
</tr>
<tr>
<td>70.00</td>
<td>King of Monsters</td>
</tr>
</tbody>
</table>

**WIN! WIN! WIN!**

**COMPETITION**

Answer this simple question to be entered into our monthly draw to win a Neo Geo or equivalent value software of your choice.

What is the main character's name in Ghouls 'n' Ghosts?

Send your answer with your name & address to the address on the right.

Trade in deals available on most games.
MEGADRIVE!
MEGADRIVE!
MEGADRIVE!

Did someone mention MEGADRIVE?

WHATEVER YOUR MEGADRIVE NEEDS,
CONSOLES, GAMES, PERIPHERALS
GIVE PAUL A RING ON
0440 712631
HE CAN TELL YOU WHAT WE HAVE
AND HOW INEXPENSIVE IT IS.

ASK HIM NICELY AND HE’LL EVEN OFFER TO
BUY YOUR UNWANTED GAMES (PROVIDING
YOUR DOG HASN’T GIVEN THEM A
CHEWING THAT IS)
DON’T FORGET – IT’S PAUL ON 0440 712631

SORRY, IT’S MAIL ORDER ONLY UNTIL THE NEW PREMISES ARE SORTED OUT.

25 KINGS MEADOW, KEDINGTON, SUFFOLK
CB9 7NH

MEGADRIVE (UK)
SONIC
COLLINS
£70.00
£95.00
GAMEGEAR
SONIC AND PS1
£118.00

MEGADRIVE (JP)
COLLINS
£15.00
£50.00
WITH SONIC
INC POSTAGE
GAMEGEAR
SONIC AND PS1
£118.00

MEGADRIVE TITLES
GAMEGEAR TITLES
MASTER SYSTEM TITLES

ALL TITLES AVAILABLE

FAIRY CHECK DISCOUNTS
GAMEBYTE
0813354224

GAMEBUSTERS CLUB
ANNOUNCE THE SEARCH FOR
GAMEBUSTER OF 1993

USERS OF MOST POPULAR GAME SYSTEMS ARE
INVITED TO ENTER THE CHAMPIONSHIP FIRST HEATS.
WIN HUNDREDS OF POUNDS WORTH OF PRIZES

FOR AN OFFICIAL ENTRY PACK AND ENTRY FORM WRITE INC.
YOUR NAME, ADDRESS, AGE, TEL-N0 AND A CHEQUE/PO FOR
£1.50 PAYABLE TO GOODTIMES.

PO BOX 2840, LONDON W6 0ZF
PLEASE ALLOW 28 DAYS FOR DELIVERY
Consolemania

24 Bridge Street, Milnrow, Rochdale, Lancashire
Telephone/Fax 0706 343411

Master System Control Pad 6.00 Mega Drive Control Pads 13.00
Master/Mega Power Packs 10.00 Standard Aerial Lead 2.00
Master System Cleaner 6.00 Mega Drive Cleaner 6.00
Mega Drives 123.00 Mega Drive MACHINE ONLY 88.00

CONSOLEMANIA EXCHANGE SCHEME

Master System 2.75 Mega Drive 3.75 Game Gear 2.00
These prices are INCLUSIVE of postage and packaging.
Send your cartridge complete with a list of games you would like to receive in
order of preference, if we are unable to find one of your choice you will
receive your full money back, within 3 working days.

Spare parts and repairs for the Amiga & Atari ST Computers, ring for price list.
Please make cheques/Payments payable to CONSOLEMANIA

KRAZY KONSOLES * KRAZY PRICES * CALL US NOW!

CONSOLEMANIA

WE'LL FIX IT!

Tel: 081-677-5113 Fax: 081-677-5175

REPAIRS

FROM: CONVERSIONS TO:
PAL 1 - SCART

MASTER SYSTEM £12.00 £22.00 £17.00
MEGA DRIVE £18.00 £22.00 £17.00
MEGA CD-ROM £30.00 N/A N/A
GAMOSCAPE £12.00 £28.00 £15.00
N.S.E. & CLONE £12.00 £36.00 N/A
SUPER FAMICOM (JAP) £18.00 £22.00 £15.00
SUPER NINTENDO (USA) £29.00 £20.00 £17.00
GAMORADIS £12.00 £23.00 £18.00
PC ENGINE £18.00 £29.00 £22.00
SUPER GRAFX £30.00 £39.00 £22.00
PC CD-ROM MK1 & 2 £30.00 £39.00 £22.00
PC-101 £30.00 £18.00 £15.00

ATARI 2600 £12.00 £24.00 N/A
ATARI 5200 £12.00 £24.00 N/A
ATARI LYNX £11.00 £18.00 N/A

IN SNE * SUPER FAMICOM / MEGA CD-ROM / GEM / CONVERSION TO PLAY JAPANESE OR ENGLISH GAMES ON EUROPEAN OR WORLD MACHINES, PLEASE TELEPHONE FOR A QUOTE. ALL CONSOLE ACCESSORIES REPAIRED, JOYSTICKS, CONTROLLERS ETC. PLEASE TELEPHONE FOR A QUOTE.

PLEASE MAKE ALL CHEQUES/POSTAL ORDERS PAYABLE TO T.D.B. TRADING, 10 MITCHAM LANE, SREATHAM.

London: SW16 6EG
THE LARGEST SUPPLY
FOR MEGADRIVE &
CARTRIDGES
WE EXCHANGE
CARTRIDGES FROM
ONLY £5.00.
ALL NEW GAMES
CHEAPEST IN UK
CALL US TODAY!
ALSO THE
CONSOLE CLUB
CALL FOR DETAILS
TRADE ENQUIRIES
WELCOME
0529 415299
3 White Hart Mews, Sleaford, Lincs

HILLYDYE COMPUTERS
14 House Ln Close, Wheathampstead, Herts AL4 8TN

GAMES AT £24.99
Alex Kidd In The
Enchanted Castle
Art Alive
Double Dragon
Fatal Labyrinth
Flicky
Mega Drive Power Football
Rambo III
Super Off Racer
Turrican
World Cup Italia `90
Zoom

GAMES AT £29.99
After Burner II
Alien Storm
Alien Tank
Altered Beast
Arnold Palmer Tournament
Golf
Arrow Flash
Blockout
Bonanza Bros
Burning Force
Crackdown
Cyberball
Dark Castle
Decapattack
Dynamite Duke

Eswat
Fire Shark
Forgotten Worlds
Gain Ground
Ghostbusters
Golden Axe
Hell Fire
Herzog Zwei
JB Douglas Boxing
Jewel Master
Joe Montana
Jordan vs Bird
King’s Bounty
Klax
Last Battle
Moonwalker
Monster Lair (Wonder Boy III)
Monster World III
Mystic Defender
Phelge
Revenge of Shinobi
Shadow Dancer
Sonic the Hedgehog
Space Harrier II
Street Fighter II
Super Hang On
Super League Baseball
Super Manaco Grand Prix
Super Real Basketball
Super Thunderblade
Test Drive II

The Games - Winter Challenge
Thunderforce II
Truxton
Twin Hawk
Wrestle War

GAMES AT £32.99
698 Attract Sub
Abrams Tank
Back To The Future 3
Battle Squadron
Budokan
Bulls vs Lakers
California Games
Castle of Illusion - Mikey
Mouse
Centurion
Dessert Strike
Dick Tracy
DJ Boy
EA Hockey
F-22 Interceptor
Faery Tale Adventure
Fantasia - Mickey Mouse
Fatal Rewind
Golden Axe II
Gynoug
Hardball
Hard Drivin
Headbangers Ball
James Pond

GAMES AT £35.99
aldias Draupnir
Ghouls ’n Ghosts
Immortal

John Madden 1992
Joe Montana II
Kid Chameleon
Killing Game Show
Marble Madness
Mario Lemnux Hockey
MERCs
Midnight Resistance
Olympic
OutRun
Pacmania
PGA Golf
Populous
Quack Shot - Donald Duck
Road Rash
Robocod - James Pond II
Speedball II
Spiderman
Star Control
Super Hydride
Sword Of Sodan
Toe Jam & Earl
Tokki
Xenon 2
Zany Golf
Zoro Winr

GAMES AT £40.99
Buck Rogers
Hollow World
Might & Magic
Phantasy Star III
Rings of Power
Shining in the Darkness
Starlight
Sword of Vermillion
Where In Time Is Carmen Sandiego?

GAMES AT £49.99
Phantasy Star II

CONSOLES &
ACCESSORIES
MEGA DRIVE + SONIC
£114.99
GAME GEAR + COLUMNS
£94.99
GAME GEAR + SONIC
£114.99
ARCADE POWER STICK
£32.99
INFRA RED REMOTE
£32.99
CONSOLE TV TUNER

FOR ANY ENQUIRIES
PLEASE CALL
0836 514514
This is the letters page and I'm Neil West. I'm terribly interesting and also terribly clever. That's why I take control of the letters page each month. (Hang on, I wrote this – Andy.) Oh pants, get him off

DEADLY MOVES AND STREET FIGHTER TOO
Dear MEGA,
Congratulations on a brilliant first issue, keep up the good work. I'll definitely be buying your mag on a regular basis.

Street Fighter II on the Super NES. But will it ever appear on the MD?

Please can you give me any information on Deadly Moves as it is branded as Sega's answer to Nintendo's Street Fighter II. Also, is Street Fighter II coming out on the Mega Drive, as several magazines are saying that it will be out some time early next year?
Looking forward to issue two and your reply.
Colin Mitchell, Bexhill On Sea

Dear Colin,
Everybody's been asking about this. So if you want some info, go and look at our reply to Leigh Chandler's letter (STARTS IN THEIR EYES), in which we tell him everything we know.

SHOOT-'EM-DOWNS
Dear MEGA,
Why do magazines always give shoot-'em-ups a bad name and a low percentage mark in their reviews?
Matthew Kirby, Stockport

Hellsfire - a classic shoot-'em-up. If only the rest were as good as this

Dear Matthew,
We're not sure that magazines give shoot-'em-ups a raw deal. We certainly won't. But the thing is that so many companies churn out game after bog-standard game that's either too easy, or exactly like every other shoot-'em-up on the market.
So it's only very rarely that an original and challenging blaster comes along (a good example being Hellsfire). If there ain't enough there, or we've seen it all before, we'll give these games the panning they deserve.

TAZ VS SONIC
Dear MEGA,
I love your magazine and I am going to buy every issue that comes out, but my trouble is that I am not very good at choosing games and I was wondering if you could give me any help.
I like a game with some action and cuteness in it and I have already bought Wonder Boy and Krusty's Super Fun House. I wasn't as pleased as I could have been with the games, so could you give me any advice?

My favourite characters are the Tazzmanian Devil and Sonic The Hedgehog. I have neither of these games but have played both of them.
Robert Burrows
Bretton, Barnsley

Dear Robert,
Basically, if you want to take the guesswork out of buying games, always buy MEGA and we'll try to be as accurate as possible with our reviews.

As for the two games you mentioned, Sonic The Hedgehog is indeed a fab game, but to be honest it is a bit on the easy side. If you're a fairly competent gamer, it might be better to go for Taz-Mania, which is harder, but also a great game. Quackshot and The New Zealand Story should also be right up your street. Check them out in MEGA's Top 100 listing, which starts on page 82.
THE CURIOUS LETTERS OF HAROLD S BLOXHAM

Yes, he's still at it. That deranged old ex-colonel Harold S Bloxham has been hassling the stars in his quest to wipe out the Beeblebubian disease that is video gaming. Sadly we feel that he is doomed to failure. After completely failing to get the support of Claire Rayner last month, it would appear that those clean living people at Blue Peter are also not at home with the outlandish theories suggested by this deluded old crusty. Never mind Harold (you sad, mad old fool) perhaps next month you'll hit upon a celebrity who is as monumentally twisted as you are.

September 19, 1992

Harold S Bloxham
Beaufort Court
30 Monmouth Street
Bath
BA1 2BW

Dear Mr Bloxham,

Thank you for your letter about children playing video games, dated 1st July, which reached this office yesterday. I am afraid I do not share your catastrophic view of the dangers of such games. Children will often be very attracted to the latest fad, but most will pass on to something else in a relatively short while. Far from eroding the brains of our future leaders, one could argue that such games develop fine preparation for a future leader.

While I did not get where I am today by playing such games, I did manage to do so on a diet of battleships and hangman during double Latin and copious helpings of Lion, Champion, Victor and Hotspur - surely the equivalents of today’s video games.

I feel that by offering a lively, challenging and interesting alternative in the shape of a topic, live magazine programmes encourage children to seek out new experiences. I am doing my bit to make sure the nation’s children are offered some variety in their diet.

Yours sincerely,

Lewis Bronze
Editor
Blue Peter

PS I enclose a signed photo of the team for your grandson. Not a video games player, I take it?

P.S. Any chance of a photo?

Harold S. Bloxham
Beaufort Court
30 Monmouth Street
Bath
BA1 2BW

1st July 1992

Dear Blue Peter,

I am writing to express my extreme concern about the ‘craze’ of ‘video-games’ that is currently sweeping the nation’s youth. It is a trend I find both sinister and disturbing.

These so-called ‘home consoles’ are eroding the brains of our future leaders. I am reliably informed that youths spend hours upon hours starling aimlessly into their tv screens hell bent on decimating aliens, foreigners and all manner of outlandish and fictitious life-forms.

In my day, children were taught to respect life in all its miraculous diversity. I’m quite sure that you didn’t have to destroy aliens from the evil planet Zab.

As a prominent TV ‘personality’ I have no influence on your views on this pernicious exploitation of our children, and what action you intend taking.

Yours sincerely,

Harold S. Bloxham

P.S. Any chance of a photo?

Poor old Harold. The only thing he got out of Jason Donovan was a signature and a rather sickly display of ivory dental work

November 1992 MEGA 97
LETTERS

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

He's back, and he's more dangerous than ever. Floyd, our resident stunt MEGA Drive has been rather busy recently. Only last week he set fire to himself, leapt from a radio antenna and landed in a bucket full of boiling oil. He escaped largely unharmmed, although he informs us that he has since been unable to run a copy of Altered Beast with any degree of success (still, no great loss). This month, he's performing a motorcycle stunt - not bad for an inanimate machine with no limbs, we have to admit. If you own a stunt MEGA Drive, send in a photo of it doing something ludicrous and we'll send you a prize (but only if it gets printed). Entries should come to: Stunt MEGA Drive, MEGA, 30 Monmouth Street, Bath, BA1 2BW

Like a bat out of hell, our fearless stunt MEGA Drive hits the road

SHINING QUESTIONS

Dear Sirs,

This is a "Thank You" letter. At last I can read a mag which is dedicated to my machine and which has more than a smattering of "grown-up" content. How refreshing to have realistic reviews (and so well presented), which do not have astronomical percentage marks. And (dare I say it) there's even an interview. You asked if you should have more adventurous content. YES PLEASE!

David Austin, Newcastle

The fab, Shining in The Darkness. The sequel is coming soon...

The Mega Drive has great adventure games on it already (Shining in The Darkness is a very good example) and has vast potential for even better to come. My main interest is adventure gaming and that is why I personally bought my Mega Drive. Question: Any news on when Shining Force will be released in the UK?

Leigh Chandler, East London

Dear Leigh,

1. Take a glance at the letter headed THEY SEEK IT HERE for news of the Mega CD.
2. We'll do as much as we can on imported games, but we'll also be concentrating on covering every official release. We'll cram in as much as we can.
3. Well, it's possible that it's being worked on in secret, but no-one's heard anything, so it looks like there won't be a Mega Drive version of Street Fighter II. But never mind. There will be a couple of worthwhile alternatives like the much awaited Streets of Rage 2 or Deadly Movies (apparently a Street Fighter II clone).
4. As you can see from this month, we're doing Dominik Diamond, but as for future issues, well we'll just have to wait and see who we can get. One thing's for sure though, they'll get bigger and bigger until eventually who knows? We may even end up playing Streets of Rage II with God (then again, perhaps not).

Dear Sir,

I've just bought MEGA magazine - congrats, it looks like you've just come up with the road all us Mega Drive freaks need (even, at 28, relatively OAP computer game freaks like me)!

I was interested in the NHLPA Hockey Review. But listen, there's just one piece of editorial judgement I just cannot, cannot understand, right (and this goes for Sega Power mag too). Why is EA Hockey SO superior to Mario Lemieux Hockey (so slapped) when it's a great game. Does this make me totally insane, crazy or just plain do-lally?

Dear MEGA,

We'll give you: 4 billion in cash, 2 Ferrari F40s, a Lamborghini Diablo, a Porsche 959, a Sega CD, a Wondermumps, a little Sonic that sticks up in your car window, an Eggplant.

(A NOTE FROM THE EDITOR: This letter rambled on and on like this for bloody ages, so we'll just skip to the end, shall we?)

... four tickets to the movie premiere of ET and 50 Pepsi cans (empty) if you give us Quackshot starring Donald Duck, Mario and Luigi (alias Michael and Edward Parsons) Manchester

PS. If you don't send us Quackshot, we'll send you as guest hosts on Rainbow demonstrating Game Boys.

Dear Moronic ones,

You are indeed frighteningly mundane. It must have taken you, ooh, seconds to become that humourous. The penalty for this crime of comedy is a prize. Is it a game? No. Is it a T-shirt and badge? No. It is, in fact, a balaclava helmet. Now go away.
YOU TALK, WE LISTEN

Thanks to everyone who returned their questionnaires from issue one. Here are some of the more amusing replies we got:

How many people read your copy of MEGA (including yourself)?
“Three, plus the cat.”
“Not bloody one, they can buy their own.”
If you could change anything about MEGA, what would it be?
“More reviews and tips and naked women.”
Which other console mags do you read?
“None. I’ve looked through them in the shops but never bought any – all crap.”
If you could change anything about MEGA, what would it be?
“More reviews, more tips, more naked women.”
“Paper quality. Have Andrez got anything to do with it?”
What are your three favourite TV programmes?
“All TV on BBC1 and BBC2 is crap. That’s why I’ve got a Mega Drive.”
On a more serious note, many of the suggestions that were made will be implemented over the coming months. This is your mag as much as ours, so write in with any ideas you have, and we’ll make sure MEGA will get even better and better.

No, I’m just mad at you lot for backing the EA format so much. Listen. I bought ML Hockey, played with the great variety of options (more than EA!), and eventually found my way into the Exhibition game demo and started my own league! Yes, 240 hours, home and away, and my team (on the one-player mode) St Louis (because, like my football team Wimbledon, they play in blue) is currently fourth (New York are top). The computer plays the rest of the games for me and some of these are quite eventful and memorable too.

Inspired, and egged on by Sega Power’s superior review of EA compared to ML, I bought EA and found all the speed, neat gameplay and options weaker. Fewer stats, no names of teams and players, and the gameplay (when interrupted) slips horrible to a halt.

EA Hockey is without doubt the best ice hockey game on the market. I could go on, but I won’t (OK, ML’s sound effects could be better, and anyway…). Just to say, like the soap powder ads, can I swap my hardly used EA cart for any spare ML carts you have hanging around? My ML Hockey cart will be worn out very, very soon.

NHLPA does appear to be an improvement on EA, but I (maybe the only man in the world) would rather have ML’s format. Please lock me in the loony bin with ML Hockey if you’re ever visiting Tonbridge. I (and Mr Lemieux) DEMAND a reply.

David Challnor, Tonbridge

As a journalist, can I have a job please? I’m serious.

Dear David,
Well, I too think ML Hockey doesn’t quite deserve the slagging it gets, but I must admit that it is by far the inferior of the two. OK so ML may have more features, but at the end of the day it’s playability that counts and I reckon on this score EA Hockey wins hands down. So it looks like you are, indeed, completely and utterly mad. Oh and about the job, we’d like to be able to arrange an interview with you, but frankly, we can’t be bothered. Ha! No seriously, we already have all the quality staff we need, thank you.

SPEED FREAK

Dear Mega,
I have heard a rumour that the Mega Drive run time has beaten SNES. If this is true how come the SNES is supposedly the better machine. Could you please straighten this out for me?

A Jones, Edinburgh

Dear A,
Yes it’s true, the Mega Drive can run the 100 metres in 12.10 seconds and the SNES does it in 13.54. Seriously though, the Mega Drive does have a faster processor than the SNES, but the SNES produces more colours etc, because it has extra chip that the Mega Drive hasn’t. So there you go.

BIG BEEFY BLOKES (AND WOMEN)

Dear Mega,
My two favourite programmes are American Gladiators and WWF Wrestling and I also like the WWF Wrestlegame coin-op. Can you tell me what American Gladiators and WWF Wrestling will be like and if you know of a Wrestlegame?

Martin Woods, Liverpool

Dear Martin,
Some good news and some bad news. American Gladiators is still in the early stages, but includes all the games on the show and should be a right laugh. WWF Wrestlermania will be released on the Mega Drive soon and it’s a copy of the SNES game which although limited was great to play. The WWF coin-op, though, doesn’t show any signs of being in the making as yet. But, if we find out anything, we’ll let you know.

SUPER SMASHING LOVELY MONACO

Dear MEGA,
Being new to the Mega Drive scene, I’ve a little problem that I hope you’ll be able to help me with. I’ve read the reviews on Super Monaco GP 2, saying that it’s a slight improvement on the first and all that, but what was the first one like? I want to buy SMGP2, but not if the first one was crap.

Gary Chalmers, Newport

Dear Gary,
If only all problems in life were this simple. SMGP was (and still is a brilliant game). SMGP2 is an updated version, but it does have three extra tracks, improved graphics and more importantly, a battery back-up. If you’ve got the money, then buy SMGP2, it’s well worth it.

PHONE FROLICS

Well, we did it. On a rainy Thursday evening, we all sat in our office until 8pm, ate far too much pizza, drank huge amounts of wine and beer and ended up slurring down the phone to all those readers who rang up for a chat.

If you decided not to bother, it all went something like this…

What do you think of MEGA compared to other Mega Drive mags?
“IT’S better, more adult. The language used is more grown-up, which is what we desperately needed.”

How can we improve the mag?
“Put full solutions in the tips.”
“IT would be good to see reviews of older games, especially for people like me, who have only had a Mega Drive for a short time. There must be loads of good games that simply aren’t talked about any more.”
“Get rid of the charts.”

Name one thing that you think should be taken out of the mag.
“Photographs of the team. You’re a pretty ugly bunch of b****es aren’t you?”
(Cue silent indignation, followed by hysterical drunken laughter. By this point we’d all had a beer too many and didn’t really give two hoots.)

See, it’s fun. So, if you want to talk to us (we’re really funny, zany, whacky guys), we’ll be doing it again on Thursday 22 October. So for more details, look for the phone logo on page 9. Hurrah!

WRITE TO US

That’s right, we want to hear from you. Send all your letters (unless they’re crap) to:

MEGA MOUTH
30 Monmouth Street
Bath
B1A 2BW

November 1992 MEGA 99

CONSEQUENCES

On dear, it’s official. You are lot as just as pitiful as the MEGA team. Thomas Cantile of Surrey came up with the outrageous twaddle below, but what’s more outrageous is that he actually gets a prize for doing it. Still, you’ll have to try even harder next month – the cap we received this month was bad enough, but we’re sure your efforts can get more contrived yet!
If you don’t do any better, not only will you pass up the chance to win a prize, you’ll also again prove yourselves to be tedious folk, with no sense of fun whatsoever. Bitter and twisted? Us! Hmph!

A loud knocking on the front door heralded the arrival of Neil’s long lost twin from Morocco and her mysterious elephant-shaped package. The moment as she entered the living room bearing her strange gift Paul’s legs immediately began vibrating in a violent and really quite alarming fashion.

“Oh GDD,” he cried, “here go my hydraulic inserts again.” And with that he flew from the room at approximately 32 miles per hour leaving a cloud of dust and a large smouldering furrow in the carpet behind him.

“Oh dear,” said Neil’s Aunt sheepishly, “I hear that’s my fault.” And by way of an explanation she hastily unwrapped the package to reveal a massive electrocumpus.

“As I’ve gradually been getting nearer Britain, the influence of my elephantine magnet has no doubt been affecting Paul’s low devices,” she explained.

And looked puzzled.

“Why a magnet though, what on earth do we need such a thing for?”

“Aha,” said the Aunt triumphantly, “for the great tomato picking section of course.”

“Oh dear,” Neil thought to himself, “she’s finally gone bat-shit.”

Then, to make things worse, something even stranger happened. A squat, red-faced, and rather haggard-looking postman entered the room and announced that he had, in his possession, a small punnet of strawberries, that he was supposed to deliver to a lighthouse just off Portland Bill. Unfortunately, there had been a bit of a mix-up and the lighthouse keeper had given him this as a forwarding address. This was strange enough in itself, but the most spooky thing of all was that it wasn’t even strawberry season.

How will Neil’s Aunt pick tomatoes with a magnet?

How far will Paul travel before his legs behave normally again?
And, where on earth did a lighthouse keeper get such delightfully scrumptious strawberries at that time of year?

Dunno! Perhaps YOU could tell us…

Just jot down the next rambling chapter of this ridiculous epic on a piece of paper and send it to us at the following address: MEGA CONSEQUENCES, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Remember, this story is painful enough as it is, so try to keep your prose to around 200 words long. If you’re lucky enough to get your words printed, we’ll send you a prize. And that’s probably more than you deserve.
WIN £1,00 OF SCALEX

What zooms around the carpet and scares the crap out of your cat?
A mouse with an Uzi, or this!

So let's pretend we're boys again and fight over who's going to be Nigel Mansell. Vrooooom!

This is such a MEGA prize we feel it only correct that we should make the compo as difficult as possible. We're going to think of a number between 1 and 100,000 and you must tell us what it is... (Don't be bloody silly - Neil). OK then, let's try this for size:

1. If a million scalextric sets were assembled end to end, they would extend from London to another famous world capital city. What we want to know is how many beans make five?
   a) Not a clue
   b) Er, is it twelve?
   c) Five, presumably

2. Neil's favourite record is currently:
   a) Heartbreak Hotel by Elvis Presley
   b) Oh Carol by Neil Sedaka
   c) A L'il' Ol' Wine Drinker Me by Dean Martin

3. Those weeny little Scalextric cars are scaled-down versions of real ones. But what is the scale?
   a) 1:24
   b) 1:32
   c) 1:35

Entries on a postcard by 30 November, 1992, to the: Andy's naffed off with Dean Martin Compo, MEGA, Lazahold, PO Box 10, Sunderland, SR4 6SN. Also write your name, age and address on the postcard and "NO" if you don't wish to receive direct mail from selected companies.
COMPETITION

CART ATTACK!

Game Genie is the business when it comes to cheating. It'll tear your games wide open in seconds, and we've got 25 to give away

RUNNER-UP PRIZES

Well, normally in competitions the runners-up get some cackey little token gesture of a prize. Not so with MEGA. To the ten lucky runners-up, a Scalextric speedway set will be given, and to keep in line with the motor-cycling theme, a copy of EA's Road Rash will be thrown in. So not only will you be able to play this superb Mega Drive game, but when your eyes get sore from looking at the screen, you can have a bash at miniature carpet-based racing too. A more generous offer we can't imagine, so get filling in those blank postcards!

10 Runner-Up prizes to be won

High-speed motor-cycle violence courtesy of Electronic Arts. We've got ten copies of the brilliant Road Rash to give away!

SPEEDWAY 500

And, runners-up also get a Scalextric speedway set

THE RULES

Members of the Mega team would like to enter this compo themselves, but there are certain rules that have to be obeyed. And by jingo, here they are:
1) No one from Future Publishing, Horby or Electronic Arts is allowed to enter. (Oh, or anyone from Midland Bank because they sent a particularly venomous letter to a MEGA member recently... (Er, Midland Bank folk are actually quite welcome - Neil).
2) The Editor's decision is final (and usually quite horrendously wrong, but there you go).
3) Entries must be received by November 30 1992 by the latest. Chop, chop!

Bronby Hobbies has donated 25 of these little beauties for us to give away.

Basically, the Game Genie is a cartridge that plugs into your Mega Drive, then you plug the game you want to play into it. The Genie comes with a pretty meaty book containing a variety of codes for more than 70 games, and all you do is enter the codes you want to use and you're away.

But what do these codes do? The answer is almost anything, really. From something as simple as infinite lives, time, or energy to more bizarre things like making enemies move faster, giving you extra high jumps or multiplying points scored in the game. Some of the effects that you can achieve have to be seen to be believed. And if the code you want isn't in the book, you can either wait until Bronby release extra codes via the press (we'll be featuring codes in MEGA in the near future) or try working out your own. By a method of adjusting existing codes you can even come up with new ones.

Right, so all you need to do is win one of these remarkable gadgets is send us in a tip, cheat, complete solution, whatever. The most ingenious, surprising or brilliant ones will receive a shiny new Genie in the post. Send your stuff to: What do tips mean? PRIZEES!, MEGA, 30 Monmouth Street, Bath, BA1 2BW.

All entries must be received by 30 October (yes, October) 1992.
If you didn't take advantage of the money-saving bargains in last month's issue of MEGA, here's another chance. Go on, treat yourself - you'll be glad you did.

**ACTION REPLAY PRO**
Want to create your own cheats for infinite lives and power? Want to discover levels you didn't even suspect existed? Action Replay Pro is the one for you! As used by MEGA... Note: Action Replay Pro doubles as a Japanese cart adaptor - saving you a good tenner on top!
Price £44.99
Code MEGACT

**ZY FI SPEAKERS**
Nothing adds to the atmosphere of a game like good sound effects and music. But if you're depending on anything less than these beautifully sharp and clear 8-watt speakers, you're not getting the full force of Sega gamesplaying. Everything you need, including all connectors, is included.
Price £35.99
Code MEGSPE

**NUBY SOFT PAK**
You don't want to go leaving your valuable carts exposed to the slings and arrows of outrageous cups of boiling-hot coffee, do you? Store them where you know they'll be safe. Holds eight: bound to impress. A major advance in cart safety. Guaranteed not tested on animals. Well, OK: not much.
Price £9.99
Code MEGS5

**MEGA BINDER**
When you subscribe to MEGA and get your free Akira video - see page 90 for full details - you're going to need somewhere to keep all those copies neat and, furthermore, tidy. We've got just the item. Buy it. Note: your MEGA binder also doubles as a handy big fat juicy spider swatter.
Price £9.99/£11.00
Code MEGBIN/2

---

**LOOK OUT! IT'S THE ORDER FORM. OH GO ON THEN: RUSH ME...**

- Mega Binder Price £5.99 (or £11 for two) Code MEGBIN (2 = MEGBIN2)
- Action Replay from Datel Price £44.99 Code MEGACT
- Zydec Zy Fi speaker system £35.99 Code MEGSPE

(please specify in box the quantity of each product you require)

MR MRS MISS Please tick SURNAME

STREET

POSTAL TOWN

COUNTY POST CODE

Please return this coupon (together with your cheque if applicable) in an envelope to the following address - no stamp required if posted in UK:
MEGA, Future Publishing Ltd., FREEPOST, Somerton, Somerset TA11 6TB

METHOD OF PAYMENT
[ ] Cheque
[ ] Postal Order

Card Number

Exp. date

Signature

Date

Please make all cheques payable to: Future Publishing Limited

MEGA ISSUE 2/1192
WIN A SEGA MEGA CD
0839 36 39 06

WIN SEGA GAMES!!!
Mega Drive - Game Gear - Master System II
BATMAN 0839 36 39 08
TERMINATOR 2 0839 36 39 09
ALIENS 3 0839 36 39 10
TEST DRIVE 2 0839 36 39 11
SONIC THE HEDGEHOG 0839 36 39 12
SUPER MONACO
GRAND PRIX 0839 36 39 13
F22
INTERCEPTOR 0839 36 39 14

WIN WIN WIN WIN WIN
NINTENDO GAMEBOY
0839 36 39 16
SUPER NINTENDO
0839 36 39 17
ATARI LYNX
0839 36 39 18

CALL CHARGES: Calls cost 36p/min cheap rate, 48p/min all other times. Make sure you ask your parents’ permission before you call. Maximum call length 5 mins, maximum call cost £2.40. Awesome PO Box 1650 B1 1AA
The Future Entertainment Show
Earls Court November 5-8 1992

See, play and the latest SEGA
All this — and so be there, of course: best software, smartest Sega owners.
buy all SEGA Games!

Sonic, too!

For Christmas games at the best prices, cheapest dealers and the latest games, including Sonic II. Everyone’ll be out on November 5th to 8th from 9.30 am. If you're really smart, you'll phone the Priority Line and save yourself time and cash.

To be this smart takes SEGA owners:

phone 051 356 5085 now

Priority tickets

I would like to order advance tickets for the Future Entertainment Show and save £1.95 per ticket. Please send me adult tickets at £5.95 each, under-14 tickets at £3.95 each.

Method of payment

Please make all cheques payable to:
FUTURE ENTERTAINMENT SHOW

Card number

Expiry Date

Signed

Address

Post code

Name

Please complete this form to:
FUTURE ENTERTAINMENT SHOW

Box 2, Ellemere Port, Wirral, CH31

3EA
Here we go again. It's Shut Down, the part of the magazine in which we feebly try to predict what we'll be able to bring you next month.

W e may sound as if we know what we're on about, indeed, you may even think by our tone that our word is practically law, but don't believe a word of it.

No, all the items on this page, with the exception of the compo and the quiz answers, are about as certain as the future of a bikie in the driving seat of a car that is teetering on the edge of a precipice with nothing to aid his escape but a small length of twine and a tea strainer.

REVIEWED: JAMES BOND - THE DUEL

There's good news for all you Bondophiles (made up word, sorry). We'll be reviewing the hell out of James Bond - The Duel in the very next issue of MEGA.

REVIEWED: JOHN MADDEN FOOTBALL '93

John Madden '93. We review it in issue three.

On last month's Shut Down page we promised the Madden '93 review this month. However, that was then, this is now, and due to circumstances beyond our control, we couldn't deliver.

But, bear with us, for next month we will absolutely, definitely, 100% guaranteed, be reviewing Madden '93. Honest. Trust us, we're journalists!

REVIEWED: BATMAN RETURNS

In next month's MEGA, not only will we not be interviewing Michael Keaton but we will not be bringing you explicit details of Michelle Pfeiffer's love life either. No, but we will be able to bring you the review of Batman Returns on the Mega Drive. Happy?

WHOA! HOLD ONTO YOUR STRIDES IT'S... THE AS ON THE BACK PAGE

If you haven't already done so, quickly avert your eyes and look at the Os in The News, which can be found on page 11. Jot down your answers, check 'em against the ones below and see how you did. Any prizes? No. Fame and fortune? Afraid not. Fun and frivolity? Undoubtedly.

1. Dr Maybe
2. Marble Zone
3. John Madden '92, NHLPA Hockey and Sonic The Hedgehog
4. Ten
5. Yes, it was, but it was never a particularly successful one
6. Robo and Molo
7. Death Adder
8. Hiryu
9. Helicopter
10. Press Up, Down, Left, Right then A and Start simultaneously while Sonic's waving his finger on the title screen
11. December 1991
12. One hour
13. Streets Of Rage. In all the other games you play the part of a child
14. Double Dragon. Player one is always allocated Billy, player two gets to play Billy's brother
15. Splash Gordon
16. Revenge of Shinobi
17. After Burner II
18. Gyro
19. Spinner
20. Taz-Mania

TIPS

Oh lord, we'll have far more tips than we can outline here. Why don't you just make sure you come back next month and prepare to have your socks blown off?

NEXT MONTH: THE HISTORY OF SEGA

Yes, we'll be bringing you a mammoth feature on this ludicrously big Japanese company. So, if you want to seriously nark people off with your enviable knowledge of the gaming industry, stick with us.

WIN!

THE MEGA TV STARDOM COMPETITION...

On the second month of MEGA, my true love gave to me, a coin-op and... or, signed photos of Saint (that's Ian St John) and Greats (that's Jimmy Greaves). Yes, we know they're a bit crap, but remember, you win the coin-op too!

This is the score: we want you to get yourself into a situation in which you appear (albeit briefly) on television, holding a copy of MEGA. Then, when the programme is shown, video it and send us the tape - you should tape enough of the programme to ensure that we know it hasn't been faked.

The winner will be the first person to send us a video tape of a programme on which a copy of MEGA is clearly visible. However, if your efforts lead to dodgy deals and trouble with the police, then we'll just deny everything. Send this month's entries to: "Well, they're a bit crap, but remember, you win the coin-op too!"

1 - 8 points: If your brain were removed from your skull and placed next to a large turd, even the world's most noted neuro-surgeons (and indeed, turd farmers) would have a hard time trying to tell them apart.

9 - 14 points: That's not so bad. Indeed, if your brain were again placed beside a turd, only a large group of chiroprists would be puzzled as to the difference (but at least they'd know it wasn't a foot).

15 - 17 points: Truly wonderful. Now you could place your brain next to the brain of a renowned Sega expert and those neuro-surgeons wouldn't be able to tell the difference.

18 - 20 points: This is quite remarkable. If Einstein's brain were placed on the left and yours on the right then the neuro-surgeons would say something like: "Well, while that one on the left probably belonged to a renowned physicist and that one on the right is considerably smaller, it must be said that whoever owned it was undoubtedly the most intelligent Sega expert who ever stood upon dry land," probably.

See ya next month.
now this is MEGA...

calling all Mega Drive, Master System and Game Gear Fans -
this is the SEGA -

PowerPlay

Club

CHECK THIS OUT -
* Guaranteed low price cards - 15% or more discount
* Computer managed swap scheme
* Discounts on hardware and accessories
* Hottest new imports - fast
* Regular special offers and extra special discounts
* Advance Order Service - you'll get it as soon as it's available
* Helpful, happening + well informed staff (honest!)
* Newsletter with hints, tips, news and reviews
* Exclusive club products
* 24hr ordering facilities
* Free competitions - prizes worth £1000s
* Exclusive club membership card
* 100% SEGA

LESS THAN £1.00 PER MONTH
...all this and much more for under £1.00 per month and you get discount vouchers worth more than £10.00 when you join - are we crazy or what?!?

JOIN NOW
If you join NOW you will get £20.00 worth of discount vouchers as well as a special members card. We must be completely bonkers! Or send for a free Info Pack (either way you won't even need a stamp).

FREE COMPETITION*
As an added bonus you will be entered into our free competition with a first prize of either a Game Gear, Mega Drive or 3 carts of your choice. You don't have to join to win!

* The competition winners are picked every two months. Winners notified by post.

GIVE US YOUR PERSONAL DATA

Yes I want to join NOW. I enclose £11.00 cheque or postal order made payable to PowerPlayClub. Credit cards accepted.

Card No. ______________________ exp _______

My system is: Mega Drive [ ] Master System [ ] Game Gear [ ]

Please send me the latest Info Pack so that I can join the -

name _______________________

address _______________________

post code _______________________

PowerPlay Club

FREEPOST
CHICHESTER WEST SUSSEX PO19 1BR
Tel: (0243) 531194 Fax: (0243) 531196
"The Character Animation is Absolutely Stunning!"
"Got a Master System? Get this – You Won't Play Any Better"
SEGА PRO 96%

"Mega Drive Owners Will Buy MS Powerbase Converters Just To Play This! What More Can I Say Apart From It's Bloody Brilliant!"
SEGА FORCE 94%

"A Truly Superb Platform Game With Amazing Graphics And A Serious Long Term Challenge"
MEAN MACHINES 91%

"This Has Got To Be The Best Animated Cart Ever For The Master System."
SEGА POWER 92%

"The Whole Design Of Prince Of Persia is Perfect...And Not Just Graphically, But In The Actual Gameplay Itself."
GAME ZONE 94%

Need We Say More!

DOMARK

MASTERSYSTEM AVAILABLE LATE SEPTEMBER  GAME GEAR AVAILABLE LATE OCTOBER