

PLAY **LETHAL ENFORCERS II** ON YOUR MEGA-CD TODAY!

# Mega POWER



**MARCH 1995**

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**ISSUE 19**

not an official sega publication

**THE ONLY GUIDE FOR SEGA MEGA-CD OWNERS!**

## LETHAL ENFORCERS II

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**REVIEWED:**

**Corpse Killer  
Slam City  
ESPN Baseball**



9 770969 843055

**LETHAL ENFORCERS II ★ CORPSE KILLER ★ SLAM CITY  
ESPN BASEBALL ★ PANIC! ★ KEIO FLYING SQUADRON  
THE STORY OF THOR ★ STRIKER**

**FEATURED**

**INSIDE**

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# PRESS

# s t a r t

**W**elcome to another fun-packed issue of Mega Power. We may have only 36 pages, but it's quality that counts – and we're saving the environment too! Once again, I have to apologise for the non-appearance of the planned JVC *TimeCop* demo. This is due to two reasons: the game is yet to be completed, and it hasn't yet been decided who's going to distribute it.

Never mind, we have a stonking alternative for you in the shape of *Lethal Enforcer II* – many thanks to Konami for that. It's a great demo, letting you play through the entire first level of this enjoyable Wild West shoot-out.

Inside this issue, we review the latest batch of Mega-CD releases, including the latest Digital Pictures FMV games *Slam City* and *Corpse Killer*, along with *ESPN Baseball*, *Panic!* and *Keio Flying Squadron*. And this month we also have room for a couple of cartridge reviews: namely Sega's stunning arcade adventure *The Story Of Thor* and their new soccer game *Striker*.

I hope you enjoy both the demo and the magazine and continue to read Mega Power in the months ahead. Not 'arf!

Phil King

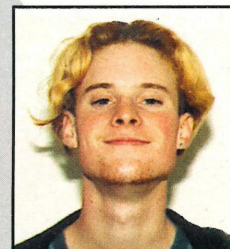
## phil king

Phil has been toting his gun on the *Lethal Enforcers II* demo this month, channelling his aggression on the Wild West bandits. Meanwhile the football genius managed to come second in a recent SNES *Superstar Soccer* office tournament (losing to Ryan in the final), even though he'd never played the game before.



## ryan butt

Our brand-new reviewer joins us from the strange realms of Super Gamer where he was a champion on countless SNES games (spit!). But now he's seen the light and converted to the wonderful world of Sega, including of course the Mega-CD. I'm sure you'll all welcome this veteran gamesplayer to the Mega Power team.



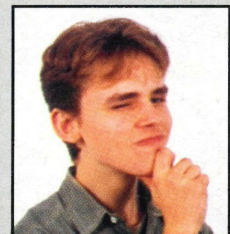
## mark hill

In the recent reviewer reshuffle, long-time SEGAPRO writer has recently defected to Paragon's dedicated tips mag SEGA XS. However, the good news is that you'll still be able to read his authoritative opinions on Mega-CD and Mega Drive games here in Mega Power!



## mark pilkington

There weren't any gasps of amazement when we learned that Pilky, who recently passed his driving test, had managed to wreck his new Maestro car – he'd only had it a week! However, the gamesplaying gosling explained that it wasn't his fault: a car cut him up on the motorway and he panicked and lost control. Yeah, we believe him!



Extra-special thanks to DREAM MACHINES in Hartlepool (0429 869 459) and VIDEO GAMES CENTRE in Bournemouth (0202 527 314) for supplying our import games.

# MEGA POWER

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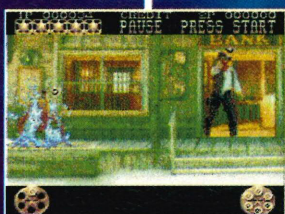
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SNES Games, & Sega Solutions.

# MEGA

# COMP

COVER DISC



Howdy Sherriff! Find out how to blast the bandits in this month's playable *Lethal Enforcers II* disc demo. Get ready for a Wild West shoot-out on page 10...

## Reviews

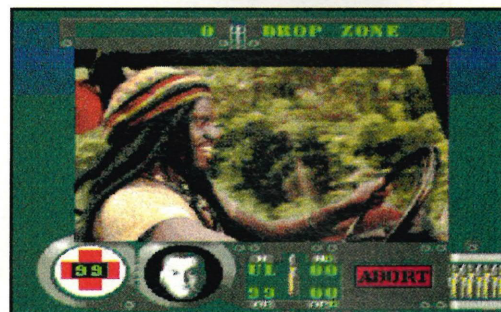
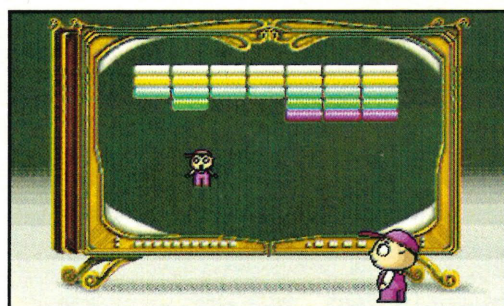
### KEIO FLYING SQUADRON.....14

Virgin finally release a translated version of JVC's wacky side-scrolling shoot-'em-up, but does it really use the CD?



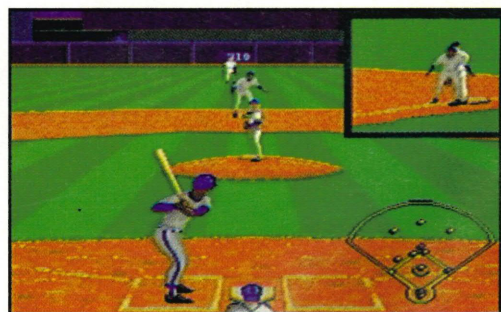
### PANIC!.....16

One of the strangest 'games' we've ever played, this is a conversion of the Japanese release *Switch*. It's seriously weird, few months ago. Now he's kicking onto the Mega-CD.



### CORPSE KILLER.18

It's tropical terror in Digital Pictures' latest FMV shoot-'em-up as you face hordes of zombies on a voodoo island.

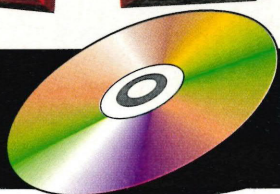


### ESPN BASEBALL .....20

Another conversion of a cartridge that appeared some time ago, this sports sim aims to score a home run.

# POWER 19

# EVENTS

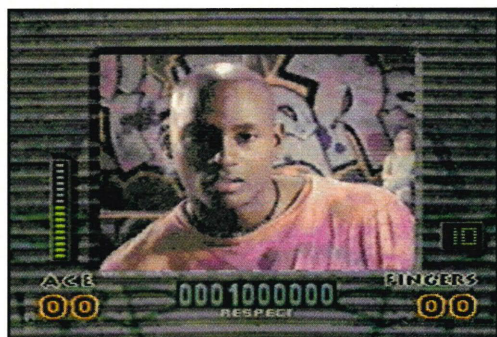


## Reviews



### SLAM CITY .....22

Digital Pictures' FMV basketball sim comes on no less than four discs and lets you take on NBA star Scottie Pippen.



### THE STORY OF THOR .....24

Sega's new arcade adventure features impressive graphics and lots of armed combat. We give you the whole story.



### STRIKER .....26

Yet another football game kicks off on the Mega Drive, this time from Sega themselves. It even features three different pitch views.

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m a r c h 1 9 9 5

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### CHARTS .....08

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Top tips for your Mega-CD and Mega Drive games including *Sensible Soccer*, *FIFA Soccer* and *Pitfall*.

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Missed some of our earlier issues and cover-mounted disc demos? Order them from the comfort of your park bench.

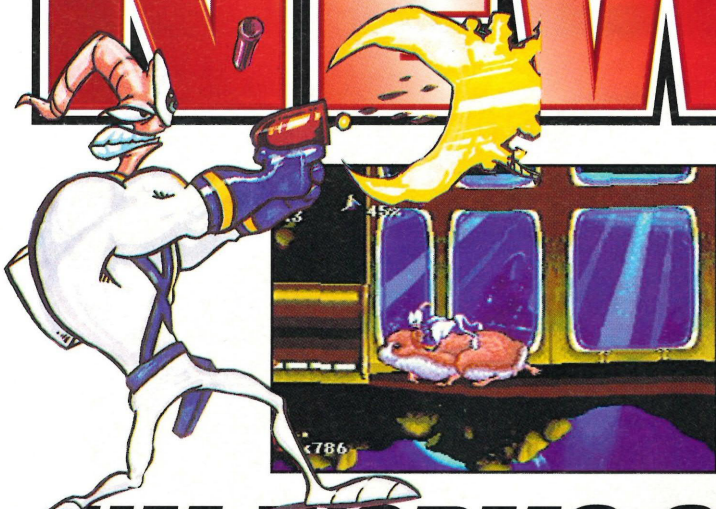
### NEXT MONTH .....34

Mystic Maggie reads her tarot cards to predict which dazzling demo will be on next month's cover disc. Will she ever get it right?

MEGA POWER



# POWER NEWS



## JIM WORMS ONTO CD

**Y**es, *Earthworm Jim* will soon be blasting onto the Mega-CD! US-based Shiny Entertainment, led by legendary programmer Dave Perry, are currently working on an enhanced Mega-CD version of the smash-hit platform shoot-'em-up. The great news is that as well as the usual CD enhancements of improved presentation and sound, it will boast some extra levels to its cartridge counterpart.

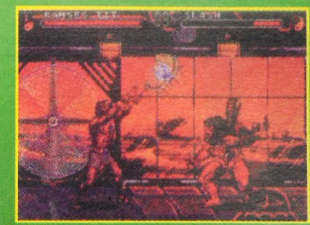
The latter has been a blockbuster success,

thanks to its mixture of brilliantly drawn cartoon graphics, off-the-wall humour, and expertly designed gameplay. The diverse soundtrack was another great feature of the cartridge, so this should be an even bigger aural treat on CD.

Unlikely hero Jim is a worm who has turned on his enemies after an alien spacesuit fell on him, effectively giving him arms

and legs. Now he can carry a gun to blast the baddies throughout the many platform levels – or alternatively use his own worm body as a whip to kill them! He also uses his body as a helicopter rotor, to bungee-jump, and to hook onto chains.

Destined for a summer appearance, Mega-CD *Earthworm Jim* will be released officially in Europe by Interplay. It promises to be the best version yet of this top-notch title. It's a platform game, Jim, but not as we know it.



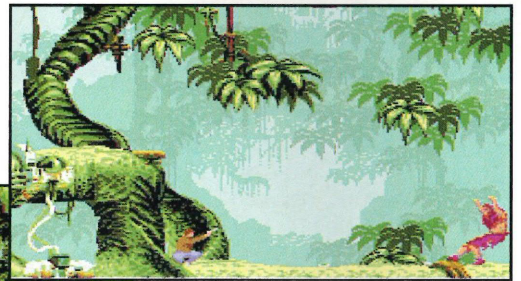
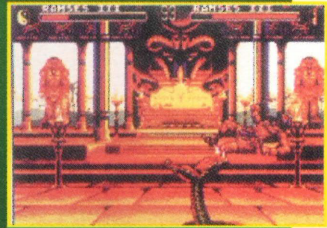
The new CD version of *Eternal Champions* features better graphics, new moves, and hidden fighters.

## ETERNAL CHAMPIONS

**O**ne of the most eagerly awaited CD conversions due this spring is Sega's own *Eternal Champions* CD. Far from being a simple beefed-up portover of the popular Mega Drive beat-'em-up, it is being completely revamped with more fighting moves and new characters available. Apparently you can even play as a chicken that's hidden somewhere in the game, as well as discovering other secret fighters.

On the technical side, the graphics have been enhanced with smoother fighter animations and more parallax in the scrolling backgrounds.

Some spectacular *Mortal Kombat*-style death scenes are also promised by Sega. We hope to have a review of this promising game next issue.

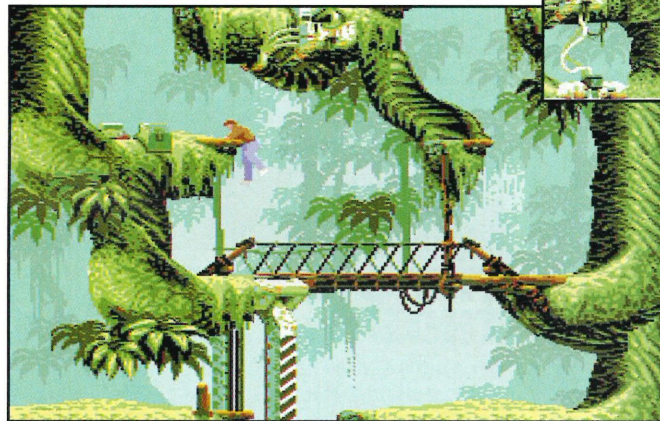


## GO GO, POWER RANGERS!

**T**he good news is that *Mighty Morphin' Power Rangers* is coming to the Mega-CD. The even better news is that it's completely different game to the rather dodgy Mega Drive beat-'em-up.

The CD version features lots of Full Motion Video of the Lycra-clad heroes up against giant rubber monsters etc. As with previous FMV fighting games, as you watch the footage, icons appear on-screen telling you which buttons to press. Get it right and a chime will sound, followed by the video results of your actions. Foul up and a buzzer will indicate that you've lost some of your energy.

It all sounds a bit like the dreadful *Masked Rider Zo* to us, but hopefully it will be more playable. Sega Europe say they're not yet sure if they're going to release it officially – but it will definitely be available on import soon.

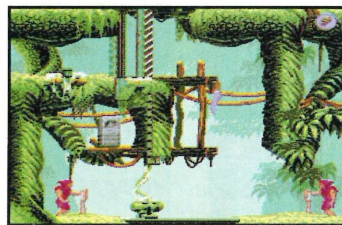
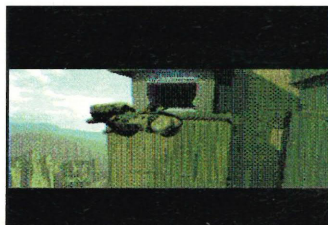


## SEGA PRO FLASHES BACK

ed demo – as expressed in replies to many inquisitive readers' letters. However, the game's creators at Paris-based Delphine Software were very keen for the demo to see the light of day, hoping that maybe another software house would spot it and choose to release the game.

The SEGAPro demo disc shows just what this great CD conversion is like. It features the impressive rendered game intro and gives you a limited playing time on the first level. You can order the SEGAPro back issue (#42) with this cover-mounted disc on from our mail-order department – phone Karen on (01202) 780578.

**STOP PRESS:** We've just heard that US Gold have decided to release *Flashback CD* in Europe. They must have seen our brilliant demo!



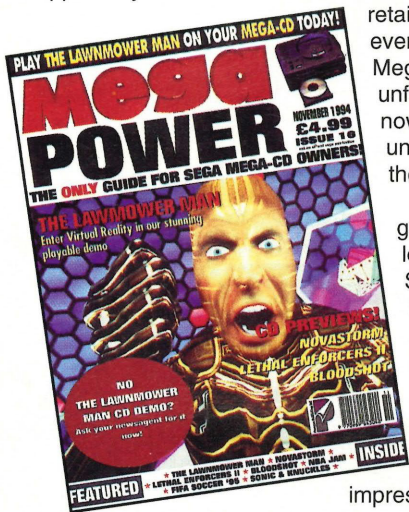
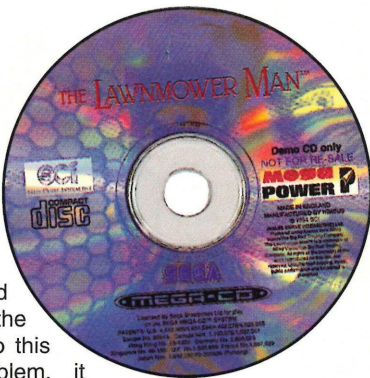
# FAULTY LAWNMOWERS

Time Warner Interactive have recalled all copies of *The Lawnmower Man* on the Mega-CD because of a disc fault. Apparently none of the thousands of discs sent to

retailers would even load up on the Mega-CD. Due to this unfortunate problem, it now seems that the game is unlikely to be released at all. If there's any change in the situation, we'll tell you immediately.

Based on the 1993 science-fiction movie, the CD game incorporated FMV footage from the film and lots of impressive rendered graphics. Developed by SCI, it comprised ten diverse playable levels ranging from puzzle sections to 3-D flying and platform scenes.

Mega Power featured a two-level cover-mounted demo on Issue 16. Ironically, this works perfectly and is still available from our mail-order department (see page 33) – probably the only way you'll now be able to see this graphically impressive CD game.



# POWER dates

## February

36 Greatest Holes	Sega	Mega 32X	UK
Addams Family Values	Sony	Mega Drive	UK
After Burner	Sega	Mega 32X	UK
Another World 2	Virgin	Mega-CD	UK
ATP Tennis	Sega	Mega Drive	UK
Bonkers	Sega	Mega Drive	UK
Cosmic Carnage	Sega	Mega 32X	UK
Daffy Duck	Sega	Mega Drive	UK
Eternal Champions	Sega	Mega-CD	UK
F1: WCE	Domark	Mega Drive	UK
Kawasaki Superbikes	Time Warner	Mega Drive	UK
Ristar	Sega	Mega Drive	UK
Space Harrier	Sega	Mega 32X	UK
Spider-Man TV	Acclaim	Mega Drive	UK
Star Gate	Acclaim	Mega Drive	UK
Surgical Strike	Sega	Mega-CD	UK
True Lies	Acclaim	Mega Drive	UK

## March

Asterix: Power Of			
The Gods	Sega	Mega Drive	UK
Bloodshot	Domark	Mega-CD	UK
Bloodshot	Domark	Mega Drive	UK
Cadillacs And Dinosaurs	BMG	Mega-CD	UK
Corpse Killer	Digital Pictures	Mega-CD	UK
Dark Seed	Cyberdreams	Mega-CD	UK
Ecco 2	Sega	Mega-CD	UK
Eternal Champions CD	Sega	Mega-CD	UK
Flying Nightmares	Domark	Mega-CD	UK
Links	Virgin	Mega-CD	UK
Loadstar	BMG	Mega-CD	UK
Marko's Magic Football	Domark	Mega-CD	UK
Metal Head	Sega	Mega 32X	UK
Mortal Kombat II	Acclaim	Mega 32X	UK
NBA Jam Tournament	Acclaim	Mega Drive	UK
NBA Jam Tournament	Acclaim	Mega 32X	UK
Road Runner:			
Desert Demolition	Sega	Mega Drive	UK
Samurai Shodown	Sega	Mega Drive	UK
Skeleton Krew	Core	Mega Drive	UK
Slam City	Digital Pictures	Mega-CD	UK
Soulstar	Core	Mega 32X	UK
Story Of Thor	Sega	Mega Drive	UK
Striker	Sega	Mega Drive	UK
Super Motocross	Sega	Mega 32X	UK
Supreme Warrior	Digital Pictures	Mega-CD	UK
Time Cop	JVC	Mega-CD	UK
World Cup Golf	US Gold	Mega-CD	UK
X-Men 2	Sega	Mega Drive	UK

## April

BC Racers	Core	Mega 32X	UK
Brutal	GameTek	Mega 32X	UK
Corpse Killer	Digital Pictures	Mega-CD 32X	UK
DiscWorld	Psygnosis	Mega-CD	UK
Elite	Sony	Mega Drive	UK
F1: WCE	Domark	Mega-CD	UK
Fahrenheit	Sega	Mega-CD	UK
Fahrenheit	Sega	Mega-CD 32X	UK
Fatal Fury	JVC	Mega-CD	UK
Kids On Site	Digital Pictures	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD 32X	UK
Samurai Shodown	JVC	Mega-CD	UK
Slam City	Digital Pictures	Mega-CD 32X	UK
Street Racer	Ubi Soft	Mega Drive	UK
Supreme Warrior	Digital Pictures	Mega-CD 32X	UK
Surgical Strike	Sega	Mega-CD	UK
Surgical Strike	Sega	Mega-CD 32X	UK
Syndicate	Domark	Mega-CD	UK
Theme Park	Domark	Mega-CD	UK

## May

Earthworm Jim	Interplay	Mega-CD	UK
Judge Dredd: The Movie	Acclaim	Mega Drive	UK
Kids On Site	Digital Pictures	Mega-CD 32X	UK
Mighty Morphin:			
Power Rangers	Sega	Mega-CD	UK
Wirehead	Sega	Mega-CD	UK

## SHINING CD

One of the finest ever Mega Drive RPGs, *Shining Force* is currently being converted to the Mega-CD. Sega are looking to release the CD version in March.

Anyone familiar with *Shining Force* will know that it is still one of the most challenging RPGs available. On the Mega Drive it boasted excellent graphics, combined with brain-teasingly difficult puzzles and some fun combat scenes. All of these attributes look to have been passed on to the Mega-CD version, and the fantasy roleplaying atmosphere should benefit from even better presentation and sound. We'll bring you more details as we get them.



## MEGA-CD TAKING OFF

Following the high-flying success of *Tomcat Alley*, Sega are to release another FMV flight game this spring. *Midnight Raiders* puts you in the role of a rookie pilot going on a top-secret mission – hmm, sounds familiar.

This time, as well as dogfighting with enemy fighter planes, you take on tanks and choppers, quickly aiming your on-screen target at the Full Motion Video images before they get too close. As with *Tomcat Alley*, real actors have been used to create a film-style story line – including another attractive female co-pilot for the love interest!

A special 32X CD version of the game is also planned, featuring much-enhanced video quality with 32,000 colours. However, this – along with the other 32X

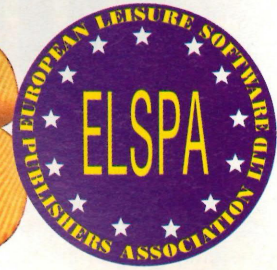
CD titles – has now had its release delayed until April/May.

By the way, if you're tempted to buy any of the 32X CD games currently available on import, don't do it unless you've got an all-American system (MD, M-CD and 32X) – as you can't use Datel's CDX adaptor with the 32X.



MEGA POWER

# TOP 10



## high street charts

■ Compiled by Gallup in association with ELSPA

### MEGA-CD

1	[2]	6	FIFA International Soccer
2	[RE]	4	WWF: Rage In The Cage
3	[NE]	1	Novastorm
4	[3]	13	Sonic CD
5	[9]	5	Prince Of Persia
6	[6]	9	Thunderhawk
7	[1]	2	Star Wars: Rebel Assault
8	[RE]	2	Black Hole Assault
9	[5]	9	Ecco The Dolphin
10	[RE]	2	Sherlock Holmes

## independent charts

■ Compiled with the help of independent stores

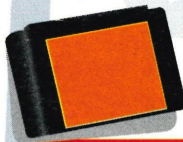
### MEGA-CD

1	[NE]	1	Heart Of The Alien
2	[NE]	1	Corpse Killer
3	[3]	6	Vay
4	[5]	2	Revengers Of Vengeance
5	[NE]	1	Slam City
6	[4]	6	Heimdall
7	[1]	6	Star Wars: Rebel Assault
8	[6]	12	Lunar - The Silver Star
9	[9]	2	Loadstar
10	[10]	2	Dungeon Master II



## MEGA DRIVE

1	[1]	2	FIFA Soccer '95
2	[3]	2	Micro Machines 2
3	[2]	2	The Lion King
4	[NE]	1	PGA Tour Golf 3
5	[NE]	1	Cannon Fodder



## MEGA DRIVE

1	[1]	2	FIFA Soccer '95
2	[3]	2	Micro Machines 2
3	[NE]	1	Beavis And Butt-Head
4	[5]	3	Battletech
5	[4]	2	The Lion King

# RECOMMENDED

Phil and Mark reveal the games they've been playing this month...

## LETHAL ENFORCERS

mega-cd

Konami's blast-'em-up sequel goes back to the Wild West for some furious shoot-out action. Using joypads or Justifier light guns, one or two players shoot it out in six multi-scene levels, ranging from a bank robbery to a stage-coach holdup and saloon showdown. The CD version features an improved soundtrack and speech, and runs slightly faster than its cartridge counterpart. Of course, you can all try out the first level on this month's playable disc demo - yee-hah!

phil: "I'm really glad we got this for the disc demo. It's a whole lot of fun to play."

mark: "Slightly faster and harder than the cart version, this is a riot with two players."

## THE STORY OF THOR

mega drive

Sega's latest arcade adventure puts you in the role of Prince Ali, who's discovered a mysterious golden armlet. It turns out this has magical powers and can control four elemental spirits. But you've got to explore vast scrolling landscapes and buildings to find them, before going after the wearer of the evil silver armlet. Programmed by Ancient, the creators of the *Streets Of Rage* games, it features great graphics and hard-nosed combat action using a variety of weapons.

phil: "The excellent combat sets this game apart and above most arcade adventures."

mark: "A brilliant game where the involving action lives up to the graphical glitz."

## HEART OF THE ALIEN

mega-cd

We reviewed the *Another World* sequel last month, but didn't have room to include it in our recommended list, so here it is now! In this visually stunning arcade adventure you play the alien Buddy who came to the aid of hero Lester in the first game (also included on the same disc for mega-value!). It's a vast quest as the superbly animated Buddy solves countless puzzles, jumps over hazards, and uses his multi-purpose whip/laser against hordes of baddies and nasty creatures.

phil: "One of the best arcade adventures ever, and great value with two games in one."

mark: "Top-notch graphics and sound create a fantastic atmosphere for the excellent action."



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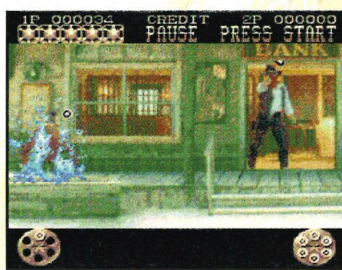


**Also featured:**  
Tohshinden - PlayStation  
Victory Goal - Saturn  
Chaotix - Mega Drive 32X  
Alien Soldier - Mega Drive  
Sim Isle - PC CD-ROM  
Return Fire - 3DO

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# Mega POWER DEMO DISC

# 12



That sure hit him where it hurt. Ouch!

Splsh! You shot that bloke and he fell into the trough!

## Controls

- A** .....Fires your gun (or other currently held weapon).
- B** .....Has no function.
- C** .....Reloads your gun – do this or you won't be able to fire!
- D-pad** .....Moves your gun sight around the screen.
- START**.....Pauses the game. Also continues play when you lose a credit.

# LETHAL ENFORCERS II

# Gun Fighters

## How to play your demo

**O**kay, kid, so you think you're fast on the draw? Well it's time to find out for real in our special playable disc demo of Konami's Wild West shoot-out, *Lethal Enforcers II*. Yee-hah!

In the year of our Lord 1873, you're the Sheriff of Pecos, the wildest town in the west. And if you plan to keep the job for long, you'll have to be a real sharpshooter. All manner of bandits, Indians and Mexicans are trying to send you to Boot Hill. The idea is simple: blast them with your six-shooter before they kill you!

You aim your gun by moving the cross-hair around the screen. It's best to aim for the badies' heads or chests, as one well-aimed bullet will kill them – rather than several body shots. It's do or die as you only have a short time to shoot the bandits before they fire back, reducing your energy (shown by the sheriff stars below your score). If this reaches zero, you're forced to use one of your credits to continue playing (by pressing START).



In this Mega Power demo, you can play right through the game's first level: The Bank Robbery. Here the robbers appear from all parts of the screen, sometimes holding hostages – be careful not to shoot innocent bystanders as it reduces your energy.

Hidden in some of the scenery, or revealed by shooting baddies, are better weapons including a rifle, double barrel and cannon. However, some of these have limited ammo, and all are lost as soon as you're hit.

Good luck, kid... you'll need it. And one last word of advice: remember to keep reloading your gun (by pressing C) or you'll be a sitting duck!



Shoot the blokes who pop up in these windows and they'll fall to the ground – just like in the movies.



You've just shot that baddie in the leg, but it's better to hit them in the head or chest. Grab that flashing weapon icon for a double-barrelled gun.

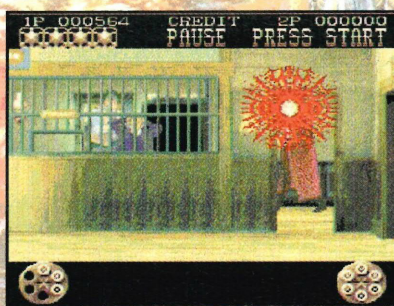
# GET ON THE CASE

**O**ur special cutout inlay lets you store your demo disc with style in a proper CD case. The inlay has been designed to fit either slimline jewel cases (as used by singles) or standard ones (albums).

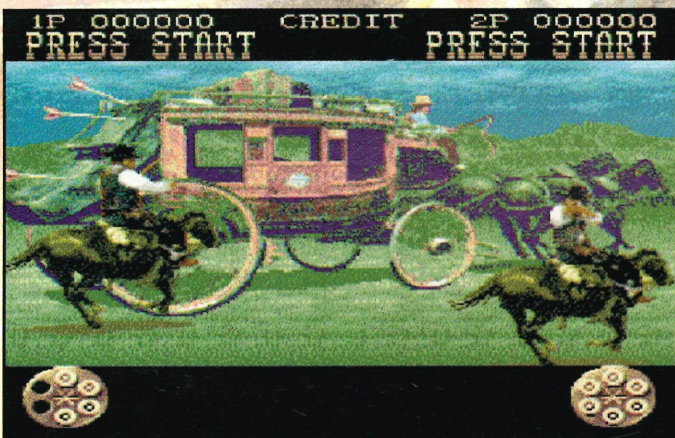
For a slimline case, simply cut around the dotted line, score along the fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess.



Uh oh. You shot the baddie alright, but you also hit his innocent hostage with your double barrel.



Yow! You've just been hit by the guy at the door. You've got to be quicker on the draw if you want to win.



You can see rolling demos of later levels by leaving the title screen for a few seconds. This is the game's second level where you come up against horde-riding bandits and arrow-firing Indians.

## OVERSEAS READERS

**Y**ou can obtain a copy of the *Lethal Enforcers II* demo by ordering it directly from Mega Power. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #19 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through... tel: +44 1202 780578; fax: +44 1202 299955.

### THE DEMO

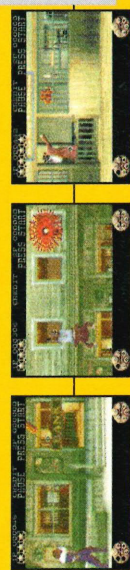
Mega Power proudly presents a playable demo of Konami's *Lethal Enforcers II: Gunfighters*. Mosey on down to the Wild West and unholster your six-shooter for some rootin'-tootin' action. This demo lets you play right through the game's first level: a bank robbery where you have to shoot the bandits before they kill you. Avoid the innocent bystanders and grab the special weapons as you try to clean up the town of Pecos in this fast and furious shoot-out.

### CONTROLS

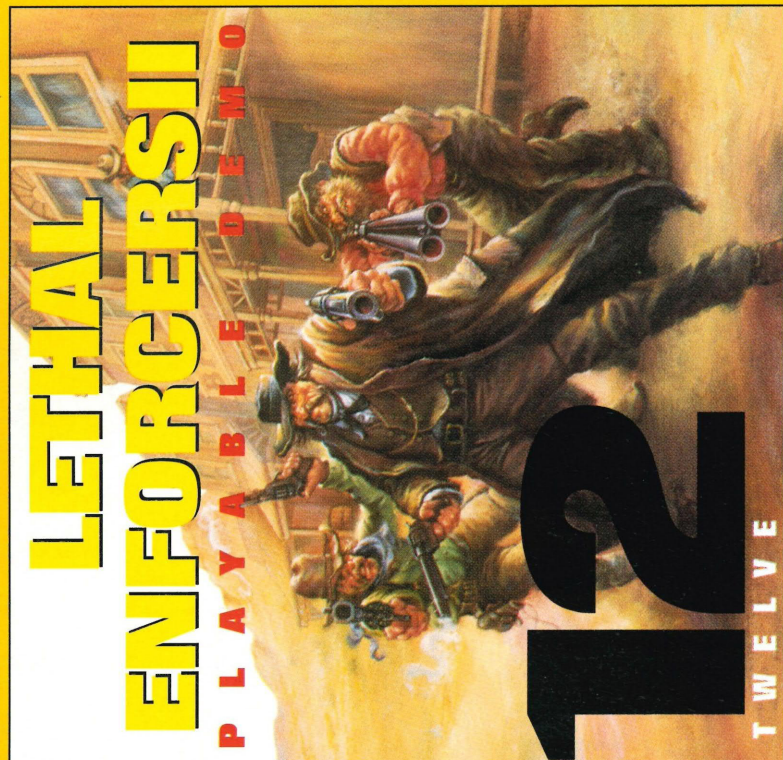
- A Fires your gun (or other weapon).
- B Has no function.
- C Reloads your gun.
- D-pad Moves your gun sight around the screen.
- START Pauses the game.

### CREDITS

Many thanks to Konami UK and Konami HQ for all their cooperation. Special thanks to Jon Sloan. Copyright 1994 Konami. All rights reserved.



MEGA POWER PRESENTS



MEGA POWER PRESENTS

LETHAL ENFORCERS II

PLAYABLE DEMO DISC 12

12

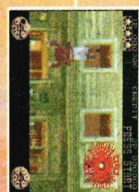
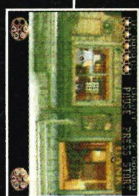
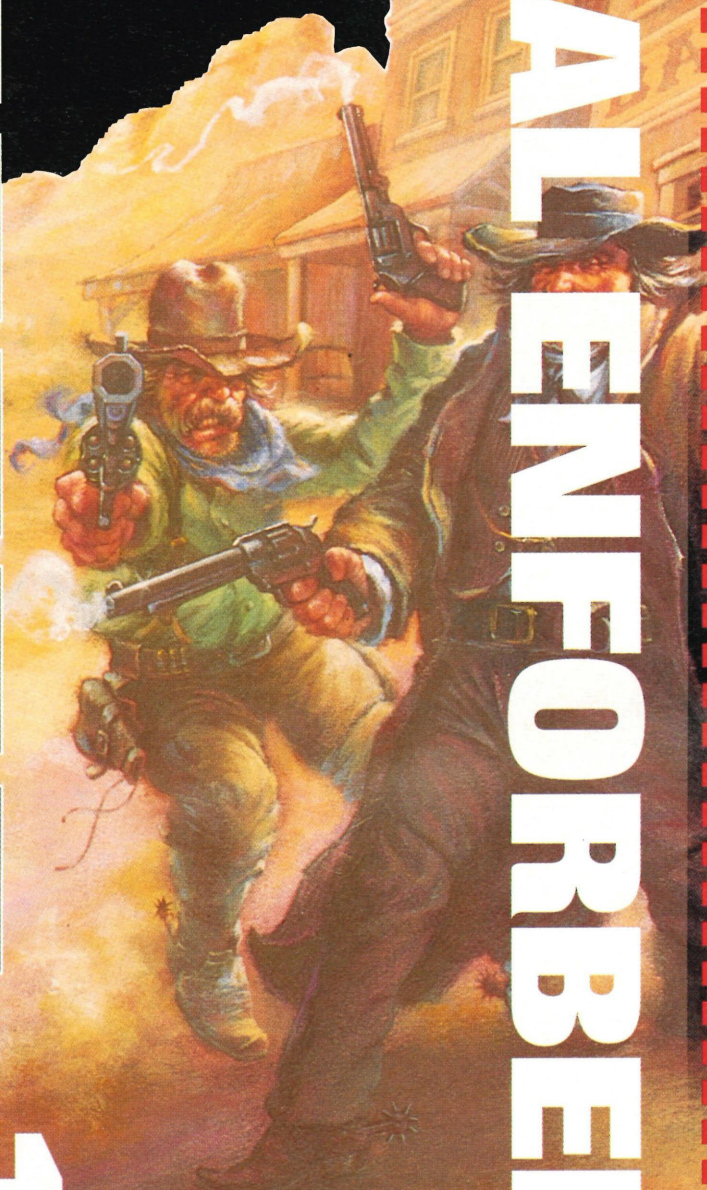
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TWELVE

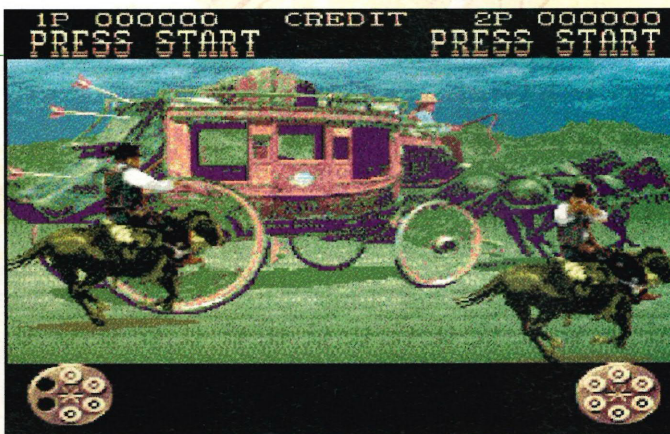
TWELVE

12

# LETHAL ENFORCERS II



T W E L V E



## Gunning for Glory

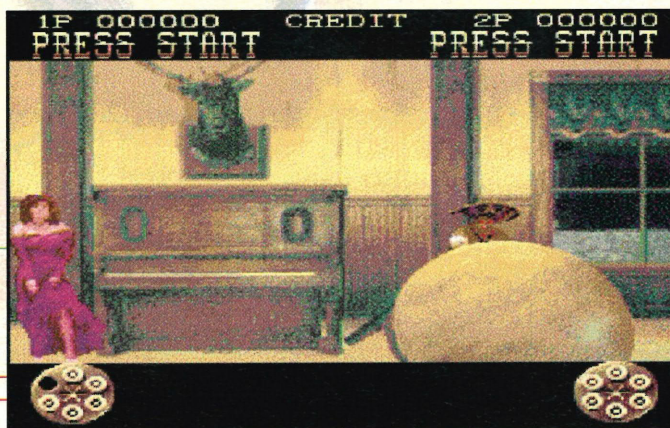
The full game's second level has you trying to stop a stagecoach hold-up.

If you enjoy our special playable demo of *Lethal Enforcers II*, then you'll love the game proper. A great conversion of Konami's classic coin-op, it boasts six lengthy levels, each made up of several screens. As well as the demo's bank robbery, scenes include a stagecoach hold-up (with horse-riding bandits and arrow-firing Indians), a saloon shoot-out featuring knife-throwing Mexicans, and a train robbery.

It's a very challenging and enjoyable game – particularly with a partner to help you in two-player mode. The digitised graphics are effective and accompanied by excellent CD music and sampled speech – the CD version is also a fiver cheaper than the cartridge!

And if you own a Justifier light gun (as packaged with the original *Lethal Enforcers*) it's even more fun. We gave the game a well-deserved 90% in Issue #17.

The horse-riding bandits and Indians on the second level present a harder moving target.



Watch out for Mexicans and pistol-packin' mamas in the saloon.

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# Keio Flying Squadron

**From the land of the rising sun comes perhaps the wackiest shoot-'em-up since *Parodius*, and JVC are about to unleash it on English soil – are they mad? Ryan Butt finds out.**

**H**ave you ever stumbled across a key and not known what the hell it unlocks? Well this is exactly what happened to young Rami ('ere, wasn't he a member of the Stone Roses?), a normal everyday teenage girl growing up in 17th Century feudal Japan.

However, rather than rusty old bike locks and doors of houses demolished ten years earlier, this particular key guards the Secret Treasure of her alien ancestors (the plot thickens!) who landed on Earth thousands of years prior to this tale.

One day though, her beloved key was pinched by someone, or rather something resembling a twisted raccoon, who we later learn is in fact a doctor named Pon with an IQ of astronomical proportions. Pon knows the score on what the key unlocks, and so Rami, along with her trusty dragon Spot (everyone had one in those

days ya know!), must embark on a very perilous mission to retain the key to her fortunes before the wicked Pon swags the lot.

*Keio Flying Squadron* swoops through seven hefty levels of shoot-'em-up action so diverse the only thing missing is flying pigs. Each level

tells a different chapter to the story as it unfolds through all kinds of spaced-out scenery.

There are power-ups aplenty up for grabs that continuously upgrade your weaponry from simple multidirectional cannons to rain-forest-maiming missiles, all of which cut through the

**...Definitely worth a look if only for the drug-induced intro**

retaliating waves of Pon's devilish hench-things with varying degrees of ease.

We mentioned *Parodius* earlier (a madcap SNES title) because that is the only game that springs to mind that is even remotely on the same wavelength as this.

Picture it... the waves of minions that attack in their hordes consist of floating boaters, rocket-spewing cows, crazy octopuses and kamikaze birds – all of which attack poor old Rami from all angles. Then of course no shoot-'em-up would be complete without mega end-of-level guardians, and the ones in this game are nothing like the

standard mother-ships and robotic spiders encountered in other games of this genre – no siree, you've got horse-drawn carts that sprout cannons from every conceivable pore, huge battleships, flying fortresses, armoured trains, and then finally Dr Pon in the most formidable contraption ever imagined, but that's a secret!

Can Rami retain her valuable heirloom and rid the world of Pon and all his deranged side-kicks? Who knows, but one thing is for sure, you're guaranteed a bundle of laughs finding out.



Hmm, this takes me back to the 'good old days' of games like *R-Type* and *Salamander* – and it's nice to see that the side-scrolling shoot-'em-up is still with us after all these years. This one's about as original as they

get: let's face it, it's flipping barmy. Never mind the wacky plot, the action's just as madcap with some of the strangest baddies you've ever seen – an ox-drawn cart for a big boss, I ask you!

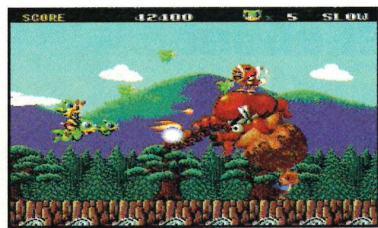
Despite this perturbing wackiness, it plays surprisingly well with a range of weapon power-ups to upgrade your... erm, dragon with a bunny-girl sitting on it! The music deserves a special mention too: really catchy stuff.

Apart from this, the game hardly uses the capabilities of the Mega-CD at all – it could easily have been done on cart. Nevertheless, a fun little blaster.

PHIL



Your little bunny-girl rides her pet dragon towards a huge boat.



The big bosses in this game are totally wacky, including this sea monster.



Armed to the teeth, Rami and Spot shoot their weapons at this load of strange-looking baddies.

Shoot all the weird animals and things.



Collect the power-ups: this one gives an extra dragon drone.

In this section you blast away at a long freight train.



The cartoon intro is completely and utterly barmy!



Shoot-'em-ups have always been a favourite of mine, but severely tongue-in-cheek ones that parody other games and generally rip the piss out of the entire gaming world in general have got to be a must!

Keio Flying Squadron is very easy to get into, and when your puny dragon is beefed-up to the ears with state-of-the-art weaponry, you feel nothing can possibly prevent you from zooming straight through this game in a matter of minutes. However, the challenge is awesome, and with three difficulty levels to wade through, you'll not tire of this in a hurry.

For a Mega-CD title, I expected more variety in the graphics. What's here is tidy, colourful and totally loopy, but some multidirectional levels would have been nice and the enemies could have been spiced up a bit.

The sound is also deceiving, starting off jolly, pacy and very catchy – it soon grates on your concentration and acts more of a hindrance in the long run.

Keio Flying Squadron is definitely worth a look if only for the drug-induced intro, but shoot-'em-up fanatics may well come away feeling as though it needed that extra oomph to elevate it to true classic status.

RYAN

# MP

"This side-scrolling shoot-'em-up harks back to the old days, but it's surprisingly playable – although hardly pushing the Mega-CD to its limits!"

10	○	○	○
9	○	○	○
8	○	○	○
7	○	○	○
6	○	○	○
5	○	○	○
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## KEIO FLYING SQUADRON

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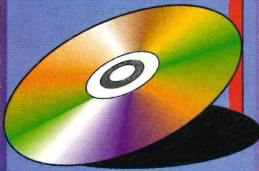
UK RELEASE

GAMEPLAY	81
GRAPHICS	83
SOUND	79
ADDICTION	80

## OVERALL

**80**

REVIEW

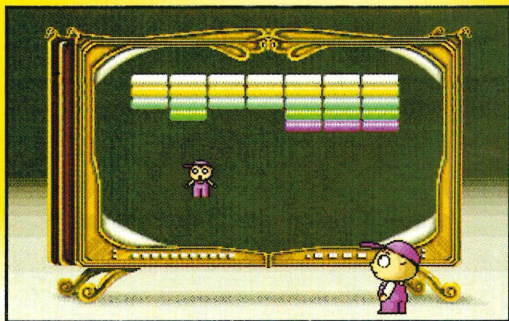


**Playing games is all about pushing buttons right? Well, in Data East's new game, pushing buttons is ALL that you do. Ryan Butt investigates.**



Roll over Beethoven...literally!

# PANIC



The little boy discovers an ancient game of Breakout. I wonder what he'll do next.



Credit to Panic! for taking a slightly different route than the other assortment of other CD games around, but is there any demand, let alone point, to this type of thing? The gameplay is nonexistent: pushing buttons and watching the outcome can only get so riveting before your attention turns elsewhere. Granted, there are a lot of different things (be they funny, crude, or just downright stupid) to see, and it will take time to get through it all, but once you've done it, what possible reason could you have to play it again?

The graphics are fair, not brilliant by any stretch of the imagination. In fact they mostly look like some badly drawn Nickelodeon cartoon. However, for better or worse, I couldn't stop myself from bursting into rapturous laughter at some of the sketches - mainly because whilst playing it through for the first time, you could never guess what was going to happen next. The sound is absolutely great, though. The tunes are okay, but I'm on about the speech - it's completely hatstand! At frequent points throughout this game you'll be bombarded with a barrage of loony drivel that can't help but be enjoyed.

Apart from that though, there is nothing in this package that could be seriously recommended, if you've got money to burn then give it a whirl by all means, but if not, avoid this like the plague!

**RYAN**

**T**his game first surfaced a year ago in Japan under the name of *Switch*. It was a wild and wacky blend of comic routines and Monty Python-type humour that offered mucho laffs but little gameplay - mainly due to the incomprehensible foreign lingo. It was all Greek to me, or maybe Japanese.

Well now the game has finally been ported over to American soil where everything remains unchanged and true to the original version - except for the title and the oodles of spaced-out speech that are now, thankfully, in English.

So just what exactly is the crazy world of *Panic!* all about? In a word... madness!

A computer virus has slipped into the computer network and threatens to infect and corrupt every system in the world unless an urgent solution is found. Who ya gonna call? ELSPA? NASA? Big Ears the bobby? No, just sit back, relax, and leave everything up to one boy and his dog, a hapless duo of degenerates who'll be only too happy to slip into the net and root out the problem.

The game begins with the twosome confronted by a panel of buttons, and your task is to simply select a button... push it, and then wait to be either transported to the next destination, or (if you're lucky!) watch a tripped-out sequence unfold around the location in question. You may be standing in front of the famous Mona Lisa painting only to see it transform into a hideous werewolf, or perhaps a snake-haired Medusa, who'll turn the boy into stone. You could be stood by a phone and unexpectedly have a huge tongue slither out of the receiver and lick you, or alternatively, have the blasted device puke all over your trainers. Whatever the situation, press the wrong button and you'll be guaranteed that the following turn of events will be far from normal!

Out of the variety of buttons presented to you, one will warp you further into the game, one is a dastardly hot-spot that will cause major worldwide cities to be reduced to rubble, and the rest will... just

freak you out!

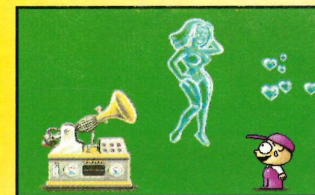
The whole purpose of this merry jaunt through advanced button pressing is to reach the central computer and do blobby battle with the deranged virus that threatens the future of man and machine working together in perfect harmony.

*Panic!* offers 100 different scenarios, each offering about six to ten buttons to be pressed, so there's no doubting the vastness of it all. Despite the sheer simplicity of the game, the humour is aimed mainly at adults... I mean, would you let your kids watch little boys yanking their guts out as makeshift parachutes, or perhaps dogs growing women's breasts?

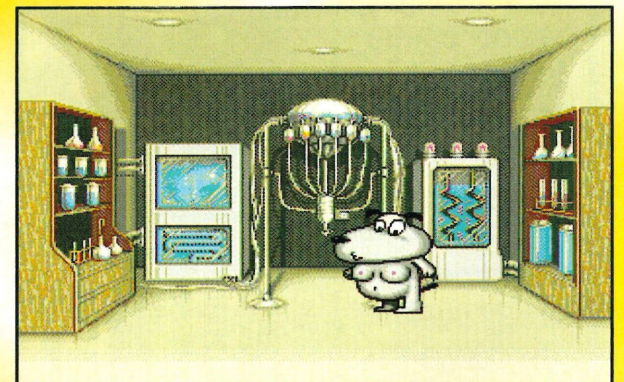
**...I was laughing out loud at some of the scenes**

The upshot of it all is a highly enjoyable hour or two spent laughing insanely into your tinnies before ripping the CD out of the player and using it as an ashtray whilst you spend the rest of the evening watching *Withnail And I*, or some other equally amusing movie.

**MP**

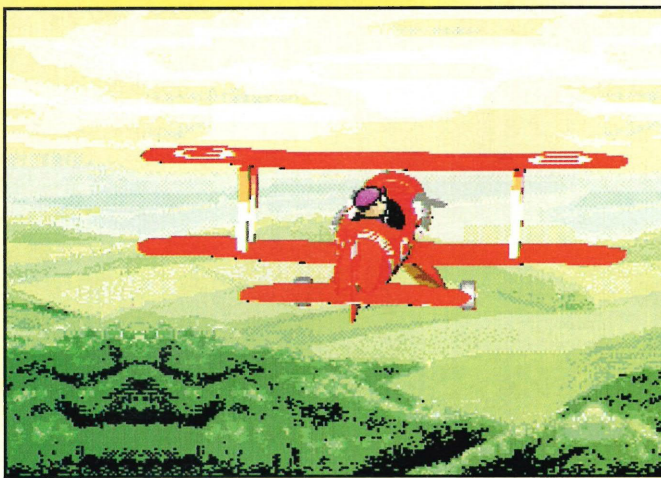


Ay up, what's all this then? No wonder the little guy's grinning!

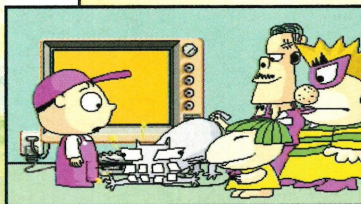


Ahem. The little boy's dog even grows breasts! Just one of the many wacky scenes in the game.



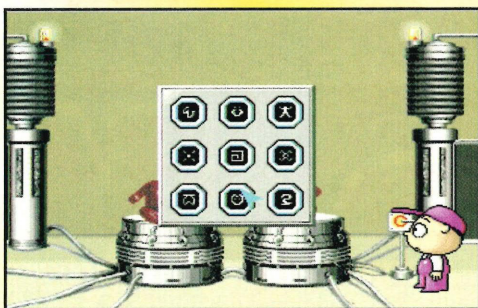


Erm, has this kid got a spooky family or what? That green-haired girlie looks just like a Lemming!

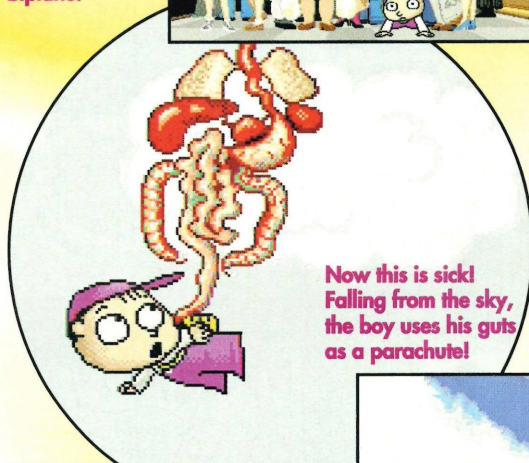


You'd absolutely mad to fork out 50 quid for this complete load of nonsense, although it is very amusing for the first few goes. I was laughing out loud at some of the scenes, mainly because they were just so barmy. One of my favourites was the lawnmower scene, where the mower does all sorts of strange things including mowing away the house behind and even turning into a dog-mower to fetch a stick! In fact, the animations are often so hilarious that it's a real disappointment when you find the button that transports you to the next location. Wacky cartoon graphics and totally over-the-top sound (lots of silly noises) complete the surreal atmosphere. The trouble is that once you've seen the funny scenes once, or maybe twice, you don't want to watch them again. And £50 is a hell of a lot to pay for something with such a limited life span.

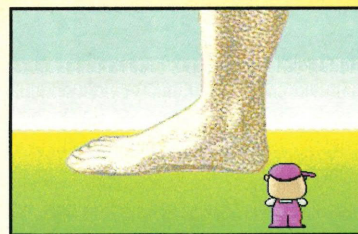
**PHIL**



(Above) The little boy takes a ride in a biplane.



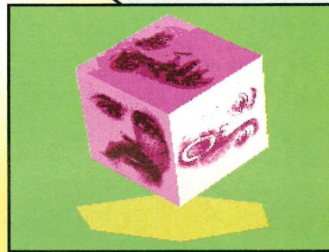
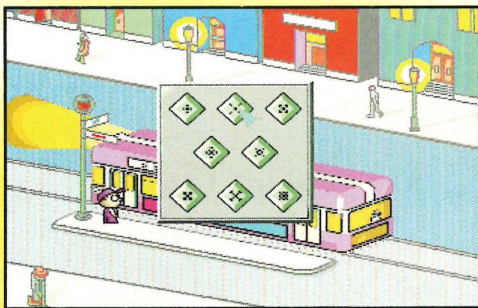
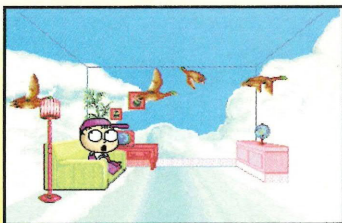
Now this is sick! Falling from the sky, the boy uses his guts as a parachute!



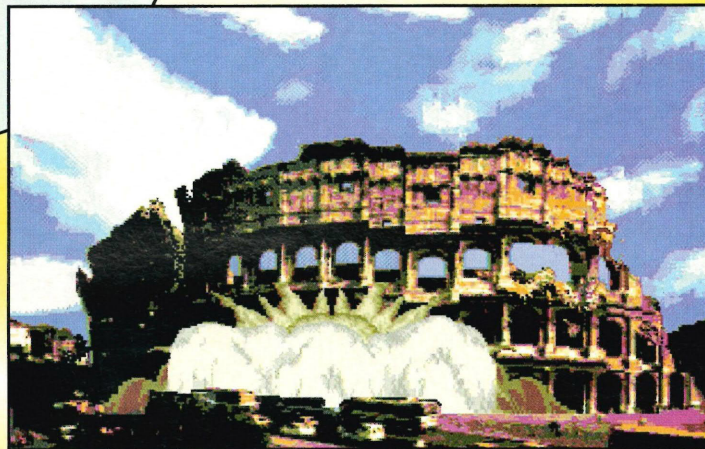
(Left) There you have it: proof that Bigfoot exists! (Below) Rome in ruins, all because you pressed the wrong button!

In this scene you get a choice of nine buttons to press. There's no telling what they'll do.

Some of these scenes are just plain weird. Obviously the product of some deranged minds.



What the bleedin' hell's going on here then? I wouldn't fancy playing poker dice with this strange cube thing. Barmy.



**MP**

"One of the strangest CD releases ever, this is more of an animation showcase than a game. Incredibly funny at times, but its life span is very limited."

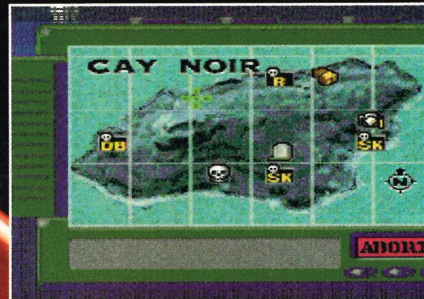
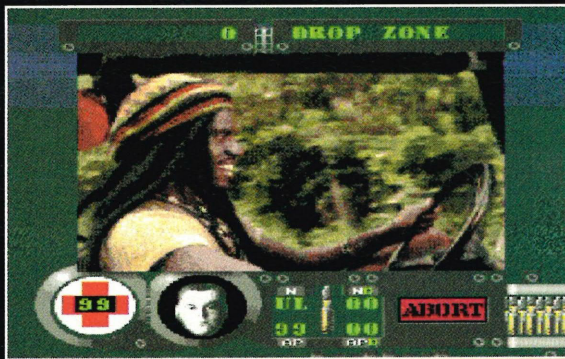
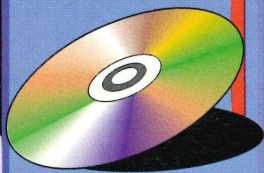
# PANIC

**DATA EAST**  
**£49.99**  
**OUT NOW**

1 PLAYER    MEDIUM ACCESS    SAVE GAME    US RELEASE

GAMEPLAY	24	<b>OVERALL</b> <b>42</b>
GRAPHICS	51	
SOUND	69	
ADDICTION	31	

# REVIEW



(Left) The island of Cay Noir. You move around the various locations by selecting them on this map.

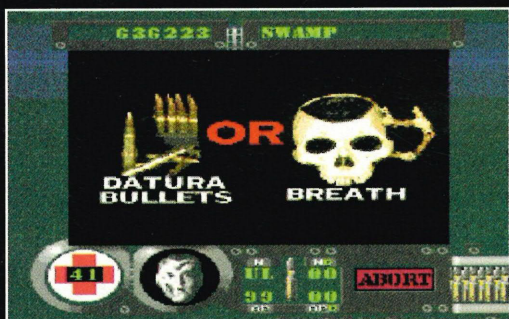
(Left) The Rastafarian Winston has lots of helpful info about zombies.



Mark Hill finds himself in voodoo hell on a Caribbean island. Can he escape the FMV madness before he's turned into a walking corpse?

# Corpse

# KI



The choice is yours: Datura bullets for killing the tougher zombies, or breath to restore your life – with your low energy, I'd advise going for the latter.

**O**n an uncharted island you find yourself dying of a voodoo poison. The screams of the living dead approach you – their half-eaten corpses advancing to chew pieces out of your guts. They are intent on you becoming another vicious cannibal commando. These stinking rotters won't stop for anyone.



Later on in the game, the main island map is replaced by this zoomed-in version, giving you four choices of where to go next.

Digital Pictures, the company that created the controversial *Night Trap*, have released another 'Mature Audience' title with Full Motion Video exploiting scenes of violence and uncivilised behaviour. Horrid corpses advance, screaming, attacking with blood dripping from their mouths, rags of flesh between their teeth. Ooooh, now that's nasty!

This FMV game is set on an island in the West Indies. Add a character with a Bob Marley appearance, then include a sexy blonde journalist and you've got a team of real zombie killers hot on the news story and intent on staying alive.

Through the lush green jungles on the island you are driven from battle to battle in a Land Rover. Reporter Julie, eager for your help and always full of information, offers helpful clues in this mystery – while the Rastafarian treasure-hunter Winston knows a thing or two about voodoo, so listen to his handy hints.

The zombie ambushes are frequent wherever you go on the island. Dr Hellman, crazed cult leader of the zombies, knows you are out there. His man-munching monsters from the grave are closing in. Your only hope is to blow them away. Not an easy task as they are already dead!

Like many FMV mystery adventures, you move around by selecting icon locations on the island map screen. As a location is completed – all zombies blown to bits – others appear so you are continually seeking out new locations and gathering new clues.

**...Your weak involvement with the story soon becomes evident**

Datura, Graveyard and Zombietown are three of the many places to visit. Each tends to use the same zombie attack sequences too. The area marked AP Bullets is an ammo location. A variety of supplies often pop up such as ZP Bullets to give yourself and your team that fighting edge. Datura-coated bullets, Hanja Root (power) and Ju-Ju Sticks (special shielding powers against Black Magic Men) are other assets you'll find along the way. Such items must be used wisely as there are different weapons required for different zombies.

The shooting sections scroll across a location from left to right with hordes of repetitive zombie sprites attacking – some walking, others flying. Very similar to *Lethal Enforcers*, you must throw

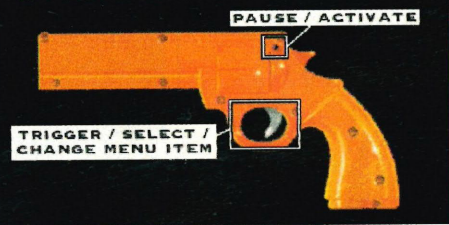


Hmmm, it's all very nice to watch. Lush tropical island trees, laid-back characters, clear speech. Even the zombies look terrifying in their digitised FMV form. It's such a shame these sequences crop up time and time again. It

makes the gameplay as brain-dead as the brainless dead corpses themselves. I'd rather buy a Corpse Killer film. Like many of these FMV CD adventures, you play for the first time and enjoy watching the plot thicken, but soon become tired of hearing the same conversations and seeing the same zombie personalities. Much of the time you'll see the shooting sections using differing backdrops but almost identical zombie attack sequences. You can't fault the graphics or sound – it's the staying power you want to worry about. Currently available on import, this has a price-tag around £50. Acclaim's forthcoming official release should hopefully be cheaper, but it's still a lot of dosh for a title that offers so little true interaction.

**MARK**

# GAMEGUN™



You can either play the game with a joypad, moving an on-screen cursor, or use a light gun to blast the zombies.

(Left) This military commander bloke briefs you on your most dangerous of missions.

The journalist Julie wants you to help her get her big story. She's also very Foxy, eh?



The mad Dr Hellman taunts you with video footage of the terrible things he's doing to your comrades. The sadistic swine!



Coming from Digital Pictures this is a real disappointment. It certainly isn't up to the standard of their previous FMV shoot-'em-up Ground Zero Texas. At least that had more variety in its shooting sections – plus the strategy of switching between cameras to kill the enemies, and the fun of guessing which humans were really aliens.

In Corpse Killer all you seem to do is shoot hordes and hordes of zombies – which look like they've come straight from the Ministry Of Silly Walks! Sure, there are a few different types, but they all attack in much the same way, so the shooting action soon gets very repetitive.

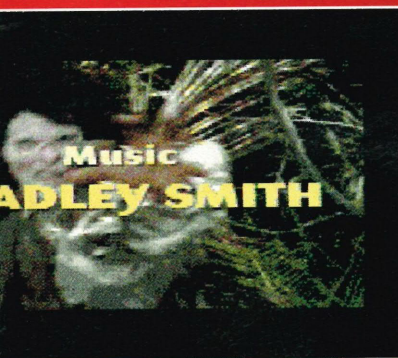
On the good side, plenty of excellent FMV footage (all shot on location in the Caribbean) gives this extended entertainment with some truly tropical terror to witness. But as with other FMV games there's that usual limitation. You can carve your own path to some extent through the film, but when it comes down to interactive and skilful controls, your weak involvement with the story soon becomes evident.

**PHIL**

# Killer

your cursor across the screen hoping nothing will get too close to diminish your energy. The light gun (Sega Menacer or Gamegun) is preferable. Joypads tend to make cursor control slightly trickier.

From the Cult Killers to the tough Mercenaries, you have zombies here with differing personalities. Can you get the right weapons to blow their rotting corpses apart or will you die in agony? It's an epic and frightening challenge.



As with Digital Pictures' previous games, there are film-style credits.



Go on, shoot those zombies before they get their dirty hands on you!

**MEDIA POWER**

# MP

"A good movie but poor in the interactive gameplay department. Every scene sees you blasting away at the same digitised zombie attacks."

10	○	○	○
9	○	○	○
8	○	○	○
7	○	○	○
6	○	○	○
5	○	○	○
4	○	○	○
3	○	○	○
2	○	○	○
1	○	○	○
	GROUND ZERO TEXAS	CORPSE KILLER	LETHAL ENFORCEMENT II

## CORPSE KILLER

DIGITAL PICTURES  
£TBA  
OUT MAR



1-2 PLAYERS



MEDIUM ACCESS



SAVE

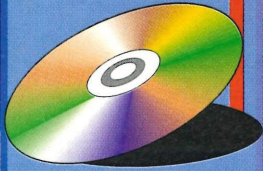


UK RELEASE

GAMEPLAY	57
GRAPHICS	80
SOUND	87
ADDICTION	59

## OVERALL

**59**



# ESPN

## Mark Hill grabs his bat and steps up to home plate to see if the Mega-CD's debut baseball sim scores a home run...

**Y**ou would never have hit a home run on the Mega-CD because up until now there has been no trace of a baseball title on the format. Batter up though, folks: *ESPN Baseball Tonight* is here! Evening TV presenters Chris Berman and Dan Patrick welcome you up into the studios, then it's down to the diamond under the floodlights for the best seats in the house as two teams pitch and strike with the best professionals in the baseball business.

Baseball is baseball – a glorified game of rounders the Americans just love! The popcorn and cola crowd, paper hats included, get the carnival atmosphere going. The four bases – first to fourth (home) – provide ample 'cut-and-dry' running from the men with big strikes and the fielders with a million-dollar throwing arm. Lucky guys.

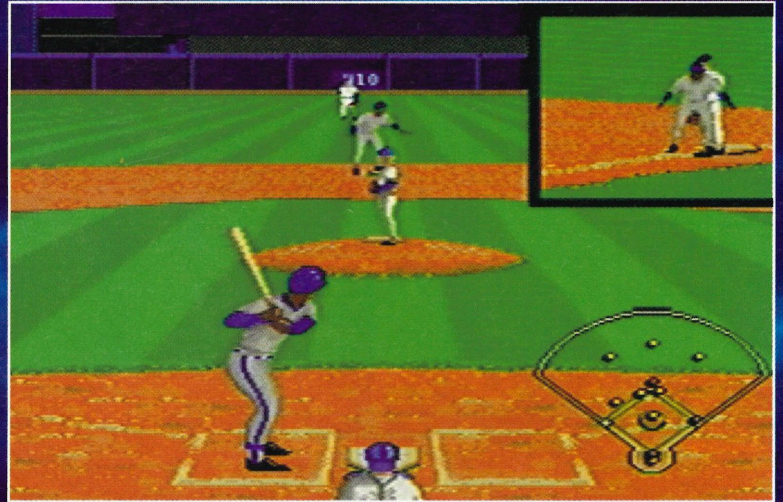
Baseball is exciting, or at least it can be. *ESPN Baseball Tonight* looks the business with an informative and constructive array of options panels. The Season Mode tournament is an ideal choice for real league fans – you can play in a full 162-game season! The wash of information, whether it's the recorded calendar dates, the team attributes or player strengths and weaknesses, is all presented in clear, easy-to-read screens so the game developers can let players choose their own level of seriousness.

You may find the Exhibition the most sensi-

ble choice for your first match, but let's not forget the alternative challenge of a Play-Off competition or the appealing Home Run Derby. In the latter, players must face 15 different pitchers and try to knock ball out of the stadium as many times as possible.

On the pitch, controls work much like any of those cartridge baseball titles – such as *2020 Baseball* and *Pro Baseball League*. To make a selected fielder throw to one of the four bases, each of the four points on your D-pad represent the targets. There's little skill in the way the ball is thrown, it's all down to reactions. The same goes for a catch. The convenience of a pointer on the turf blatantly marks the exact position the ball will drop, and the chances of a clean catch are high.

...A complete and very playable baseball simulation

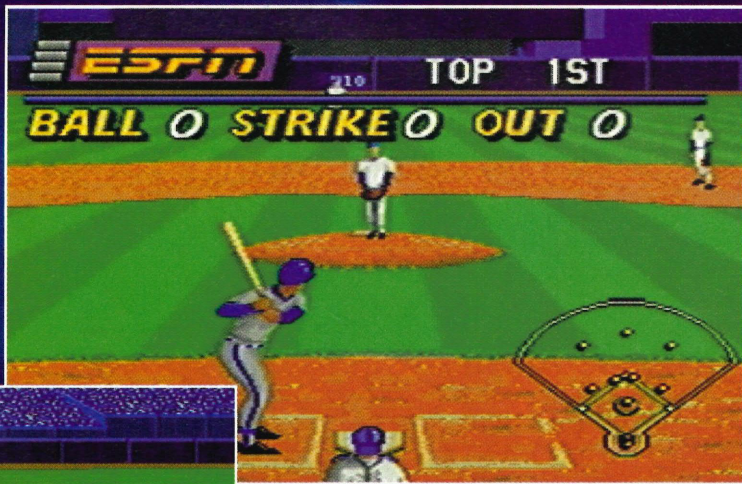


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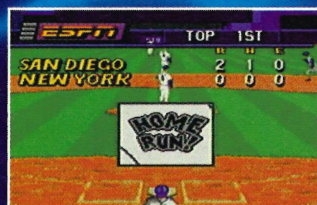
Hitting allows players to adjust their batting position with the D-pad and then choose to either bunt the ball with button B or make a swing with A. Again, timing is crucial, but more experienced players will find player positioning as important for executing the big hits.

To say the sprites are digitised goes without saying. In today's computing age a Mega-CD title should include real-life animation as a basic feature. ESPN gives you all those professional poses – from a flamboyant pro-form pitcher to the diving spectacle of a fielder earning his million-dollar price-tag with a diving catch.

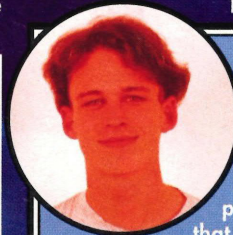
There is enough here to whet



It's the top of the first innings and the pitcher's about to throw the first delivery of the game.



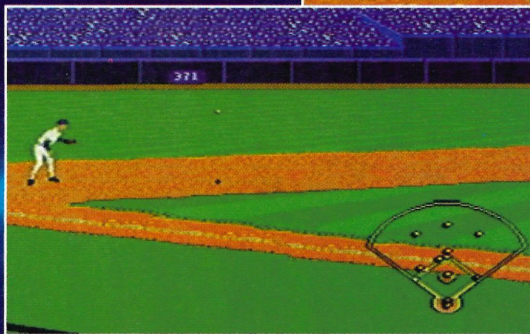
Yesss! The San Diego Padres batter whacks it into the crowd for a home run. Brilliant stuff.



I'm not a baseball fan at all. Bat 'n' ball games are a far cry from the fluent, fast-paced action on the footy field. Over the pond in America the Yanks have a passion for the sport – and that fervour is certainly carried across in *ESPN Baseball Tonight*.

I think the Mega-CD is a good format for sporting titles. You can generate the correct crowd sounds, something FIFA CD did so well, and create flashy scoreboard animations. ESPN is not just a pretty face. The controls are simple to use and a match fairly straightforward to understand. The superb digitised sprites help to put you in the mood for striking home runs or mastering the flashy diving catches and base steals. Introduction sequences for baseball matches, plus the warm welcome from TV presenters and the perfect delivery of options for true fans make this a complete and very playable baseball simulation. Perhaps the way a match is played appears as old hat with its stereotype baseball techniques, but this tops any Mega Drive attempt with a great atmosphere and very convincing action sequences on the pitch.

**MARK**



The ball is thrown to third base to prevent the runner getting there. Fielding is easy.

# Baseball II

The fielder collects the ball in the outfield while the base runners go hell for leather around the diamond. Throw the ball quickly to stop them.



The second baseman collects the ball to run the batter out.

Mets		LINE UP		AUG		HR	
#	POS	COND	H	HR	HR	HR	HR
1	P	OK	242	1	1	1	1
2	C	OK	242	1	1	1	1
3	1B	OK	242	1	1	1	1
4	2B	OK	242	1	1	1	1
5	3B	OK	242	1	1	1	1
6	SS	OK	242	1	1	1	1
7	LF	OK	242	1	1	1	1
8	CF	OK	242	1	1	1	1
9	R	OK	242	1	1	1	1
30	3B	OK	REPLACE	218	0		
			WITH				

(above) You can substitute batters, runners and pitchers.



I've always enjoyed a good baseball sim, and this one's pretty good. Okay, so in terms of gameplay it isn't very different from the previous ESPN Mega Drive cartridge, but the enhanced CD presentation adds greatly to the atmosphere. The sampled commentary is a nice touch and there are even those realistically naff organ tunes between innings!

Perhaps the digitised sprites could have been a little clearer, and there are quite a few of those annoying CD delays between the various options menus, but I still enjoyed playing this. It's quite tricky just trying to connect bat with ball, never mind getting a base hit, so beating the computer teams takes a lot of doing. The full 162-game season certainly represents an immense challenge – if you've got the stamina!

As with most baseball sims, though, it's best played against a friend. There's a lot of psychology here as you try to kid the batter into swinging for bad balls, using the various types of pitch to keep him guessing. This is a good game, then, and well worth a look if you're a baseball fan.

**PHIL**



A scene from the game's TV-style intro sequence. You get a sampled commentary too.



Practising your batting is essential if you want to hit the ball, never mind a home run.

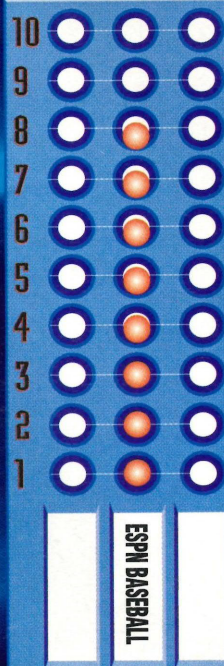
your appetite. A serious simulation such as this digs deep with radar guns to record the pitching speeds, a decreasing stamina indicator for each player, and a comprehensive Match Facts screen for picking out all the finer points shared between both your team and the opposition.

The lead-off base windows can be brought up as a view-changing option whenever the need arises. This is an option new to this style of baseball playing on a console. There is no hiding the familiarity of the MD mechanics engine though – there is little evidence that the CD's scaling and rotating capabilities have been used.

What you can expect from the CD is some fluent speech – both in the introduction and on the pitch – plus a stereo-surround crowd atmosphere of whistling and shouting so you can share the emotions of the thousands cheering on the two teams. They say evening matches, true to soccer too, seem to generate more excitement – both in the crowd and on the pitch. **ESPN MP** seems to be the perfect floodlit tonic.

**MP**

"A good debut as the first CD baseball title. Sony Imagesoft have produced a well-adapted simulation of America's favourite pastime that anyone can enjoy."



## ESPN BASEBALL

**SONY IMAGESOFT £39.99 OUT NOW**

1-2 PLAYERS

MEDIUM ACCESS

SAVE LEAGUE

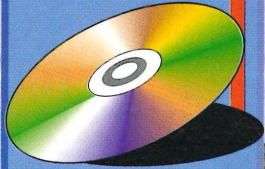
UK RELEASE

GAMEPLAY	82
GRAPHICS	84
SOUND	87
ADDICTION	80

**OVERALL**

**83**

# REVIEW



## Can Mark 'Shorty' Pilkington go one-on-one against America's best basketball players? Only in his FMV dreams...



Don't tell me, I bet this bald-headed bloke is a basketball player!

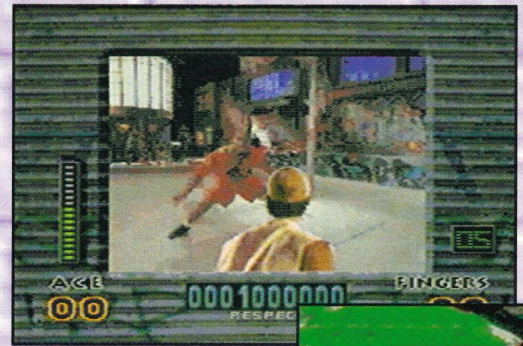
Watch the video footage carefully and select your moment to steal the ball and shoot.



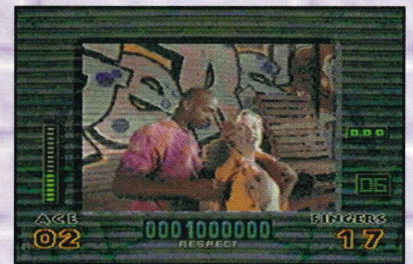
**T**his first thing I must say is how big this game is. The blurb on the packaging states it's got over two-and-a-half hours' worth of FMV in it – not surprising since there's no less than four CDs to swap between! The question, of course, is whether this is two-and-a-half hours of decent FMV, or two-and-a-half hours of the usual shoddy, grainy rubbish which most Mega-CD owners are used to. I'd put your money on the second option if I were you...

You play the part of the new guy on the block who's trying to make it big in the world of basketball. So what do you do to go about this? Not being a particularly bright person, you decide to enter a local street contest where you'll be pitted one-on-one against some of the roughest and toughest underground players

...I'm afraid this type of simple FMV game has had its day

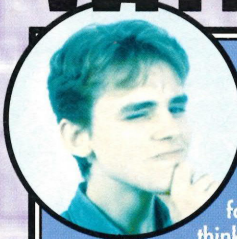


You lost and they're laughing at you.



# SLAM

## WITH SCOTTIE PIPPEN



To tell you the truth, there isn't much gameplay to speak of here: it's really all a matter of pressing the right button at the right time. Not a good ingredient for a fun-filled game, you may think, and jolly right you'd be too – it's boredom at its worst.

To the game's credit, there's a personal appearance by Scottie Pippen – apparently he's quite famous in the States as a top basketball player. The trouble is, you'll probably never see him because he's the final guy you have to go up against in the game. It's bad enough getting past the first opponent, never mind having to work your all the way up to Scottie!

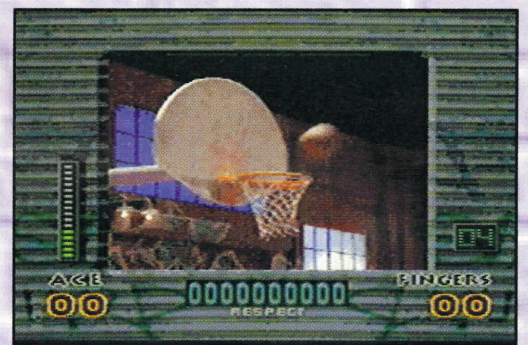
All in all, it's a waste of hard-earned cash. There are so many other better things you could spend your money on. If you must have a Mega-CD basketball sim, get NBA Jam CD instead.

**PILKY**

going. Earning respect is what this is all leading to, and if you build up a good reputation, then one of the NBA outfits might take some notice of you. Maybe. Well, probably not in fact, but then there wouldn't be much of a game if that was the case, would there?

The game is viewed from just behind your digitised player, with the FMV computer opponent strutting his stuff in front of you, moving around like a basketball player does. It's up to you to decide when to tackle him or make the shot towards the basket. Time it right and you'll score some points; time it wrong and you'll blow it. You can adjust the strength of your shot by pressing up or down on the D-pad. The distance you are from the basket determines how strong you want to make the shot.

Every time you manage to score a basket, your 'respect' rating goes up. The only problem is, you'll lose all of the respect that you've gained when your opponent scores, so it's a two-way street. If you can earn one billion points of respect, you'll have a shot at NBA star Scottie Pippen... in FMV person. **MP** Good luck!



Is that going in or will it bounce off the rim? You have to shoot the right distance.



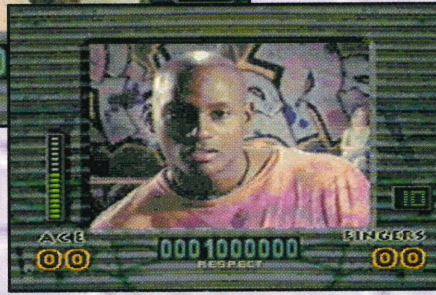
This blonde girl only goes out with the best players.

Time your move exactly right and you can steal the ball of your FMV opponent.

Basketball groupies on the prowl.



'Ere, haven't I seen this guy somewhere before?



You have to be clever and quick to get past the other guy and score a basket.



The Mega-CD has had more than its fair share of dodgy FMV games in the past, but recently they've been getting better - particularly with Digital Pictures' own Ground Zero Texas and Prize Fighter. Sadly Slam City is a real step backwards to the bad old days. I can live with the grainy video footage (you'll have to wait for the 32X version for better quality there), but the gameplay is far too simplistic to maintain interest for long. It's simply a matter of learning when to make your move for a steal or a shot. It may be challenging - even the first opponent is tricky - but it sure ain't very enjoyable. I'm afraid this type of simple game has had its day and Digital Pictures seem to have gone in the wrong direction after the promising Ground Zero Texas. More diverse, interactive gameplay is what they should be looking to provide - not this sort of shallowness which seems more like watching than playing. If I want to see a movie, I go to the cinema: it's as simple as that.

**PHIL**

Wey-hey, and it's up in the air - who's going to catch it?

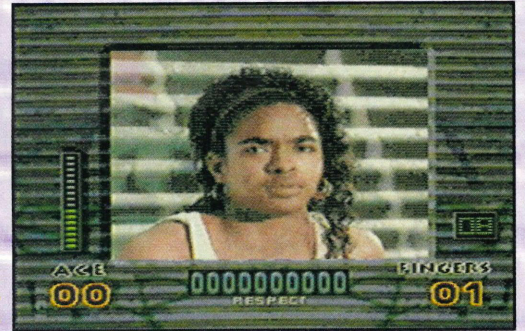


# City



Why, it's those saucy-looking women again. There are some in every FMV game, folks!

I don't fancy yours much, mate. Where's that lovely blonde chick gone?




**MEGA POWER**

## MP

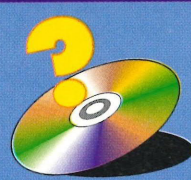
"A step backwards for Full Motion Video games, this sporting sim has little interaction. Four discs' worth of footage can't compensate for this."

10	○	○	○
9	○	○	○
8	○	○	○
7	○	○	○
6	○	○	○
5	○	○	○
4	○	○	○
3	○	○	○
2	○	○	○
1	○	○	○
	NBA JAM CD	SLAM CITY	


### SLAM CITY WITH SCOTTIE PIPPEN




**1 PLAYER**



**FAST ACCESS**



**SAVE GAME**



**UK RELEASE**

GAMEPLAY	74
GRAPHICS	95
SOUND	47
ADDICTION	42

**OVERALL**

# 45

# REVIEW



## CHOOSE YOUR WEAPON

Better weapons can be collected during the adventure, but most are limited in supply...



### DAGGER

The weapon you start with, it's not that powerful but its use is unlimited.



### SWORD

Has a longer reach than the dagger, but after 20 swipes it runs out.



### BROAD-SWORD

More powerful than a normal sword, providing a total of 30 swipes.



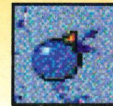
### BOW

Great for firing at enemies from a distance, but you only get five arrows.



### FIRE BOW

With flaming arrows, this can frazzle most enemies to instant death.



### BOMB

Throw it and it soon explodes. You can collect more powerful bombs.

# The Story

## SUCCESSOR OF THE LIGHT



Phil King soon discovers Sega's latest arcade adventure has nothing to do with Norse mythology or a Marvel superhero...



I didn't know what to make of this at first. I was expecting a complicated RPG, but it turns out to be more of a thinking man's hack-'em-up - and a very playable one too. Although initially disappointed by the lack of character interaction, I was soon engrossed in this very atmospheric arcade adventure.

Ali is a very agile little guy who can walk, run, jump, and crawl - all animated to perfection. He's also a dab-hand at armed combat, and this is where the game really excels. It's great fun getting stuck into the various guards, zombies and demons, hearing them scream in agony as you finishing them off with a mixture of sword thrusts and swipes. One of my favourite features is that the baddies can even hurt and kill each other with badly aimed blows and thrown bombs - a nice touch. They're also very well drawn, with a really solid feel to the armoured guards.

The tactical use of the various weapons is another impressive aspect - you often need to switch between bow, sword or dagger etc to suit the current enemy. Not to mention the magical spirits themselves, who each have an arsenal of three different moves to help you - I love the way the fire spirit goes around thumping the baddies. With a stong story line and huge challenge to keep you playing, this is a superb adventure that should appeal to RPG and arcade fans alike.

**PHIL**

**W**hy this is actually called *The Story Of Thor* is anyone's guess, as it actually stars a young Middle Eastern prince called Ali! Despite his regal upbringing, Ali loves to dig around in the dirt, hoping to find buried treasure. One day he finds a secret cavern and discovers a gold armband inside. It turns out that this once belonged to a great sorcerer called Reharl who used its magical powers to battle against the wearer of a similar silver armband, Agito. Both warlocks were destroyed in a spectacular explosion, but the armbands fell to the earth to be hidden for eons.

When Ali puts on the gold armband, a spirit appears to tell him that some other unfortunate mortal has already been possessed by its evil silver counterpart. To defeat him, Ali must find the four spirits of the gold armband which will help him in this huge quest.

More of a hack-'em-up arcade adventure than a true RPG, *The Story Of Thor* has you slicing hordes of armoured soldiers and monsters, exploring vast scrolling lands and castles as you search for the four spirits of the armband. Each of these is protected by countless hostile cronies, ranging from bow and sword-wielding guards to undead zombies and winged demons.

Once found, each elemental spirit can be summoned to aid Ali with unique magical abilities. For instance, the water nymph can blow a bubble to freeze enemies, heal Ali to restore lost hit points, and whip up a mighty tornado to kill everything on screen. In contrast, the fire spirit breathes flames, surges across the screen, and erupts into a fiery explosion. This comes in very handy against the various 'big bosses', including a giant spider, fire-spitting skull, and huge stone snake monster.

However, all this trickery costs spell points.

These, along with hit points, need to be restored by eating various types of collected food items - revealed when some baddies die. Ali can also find better weapons such as a crossbow, broadsword and various bombs. Unlike his standard dagger, though, these are all limited so need to be used sparingly. Both foods and weapons are manipulated using on-screen icon inventories. You can also bring up a map of the kingdom and save your position to battery backup.

Throughout the adventure there are many puzzles to solve, mainly involving rolling rocks onto stone floor switches, finding coloured keys to open doors, and flicking combinations of levers to reveal secret entrances.

As this is more of an arcade game than a roleplaying adventure,

Ali's interaction with other people is limited to them giving him useful information - the hero is never invited to reply. Nevertheless it boasts a challenge as vast as many RPGs, while Sega hope it will appeal to hack-'em-up arcade fans who want a bit more depth to their gamesplaying.

...More of a thinking man's hack-'em-up



These zombies are creepy - knock their legs off and they still keep attacking.



"Ali, I am calling to you.  
Please, pick me up."



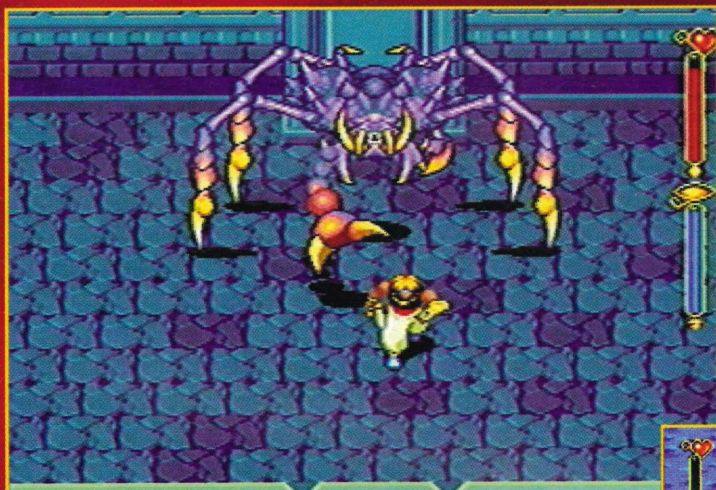
The fire spirit follows you round in a mysterious cave. How do you get that treasure?



What it lacks in RPG interaction, *The Story Of Thor* more than makes up for in sheer action-packed adventure and dramatic combat. It reminds me of Sega's recent *Soleil* in many ways – in that game you collected magical animals rather than spirits. However, it seems a lot more polished with some superb graphics and an atmospheric soundtrack. The story line is also a little less wacky, and things get going a lot quicker – this game is action-packed from start to finish. The magical spirits are great fun to see in action, although you need to find the right element (water, fire etc) to summon them, and be careful you don't run out of spell points. There are also some really clever scenes, including a ship section where the screen scrolls from side to side to make you feel seasick! With lots of nice (and nasty) surprises to discover along the way, this top-notch adventure should keep you totally addicted until you complete it.

**MARK**

# of Thor



(Below) Swiping away at some smelly rat creatures in the wilderness.



(Below) The water nymph can freeze enemies with her water bubbles.



(Above) Yipes! You have to get past this giant spider to reach the water nymph.



Fighting guards on the ship. Grab that treasure chest to get a better weapon.



(Left) The ship sequence features a scrolling screen technique to make it feel like you're really on a rocking boat. Here you meet the evil Silver Armlet for the first time.

# MP

"One of the best arcade adventures around, this combines top-notch graphics with brilliant combat and a good story line. Utterly absorbing."

10	●	●	●	●
9	●	●	●	●
8	●	●	●	●
7	●	●	●	●
6	●	●	●	●
5	●	●	●	●
4	●	●	●	●
3	●	●	●	●
2	●	●	●	●
1	●	●	●	●
	SOLEIL	STORY OF THOR	LANDSTALKER	

## The Story of Thor Successor of the Light

SEGA  
**£59.99**  
OUT MAR



1 PLAYER



24Mbit



BATTERY  
BACKUP



UK RELEASE

GAMEPLAY	90
GRAPHICS	90
SOUND	83
ADDICTION	91

**OVERALL**

**90**

# Striker



5 H. DICKINSON REPLAY F. FU

**The Mega Drive has had more than its fair share of soccer sims. Phil King blows the whistle on Sega's latest goal attempt...**

(Left) Using the standard 3-D view, the Brazilian national side has just scored a brilliant goal against England.

**M**any different pitch perspectives have been tried in football games, including side-on, isometric, overhead and vertically scrolling 3-D. The latter was used by Sega's last soccer simulation *Ultimate Soccer*, a conversion of the Rage Software computer game *Striker*. A year and a half since that game's debut comes a completely revamped MD version – now known as *Striker*.

Programmed by Liverpool-based Rage, it seeks to improve on the playability of *Ultimate Soccer* which suffered from being too fast and confusing – especially when eight players joined in, using two Sega Tap adaptors! The 'looking up the pitch' 3-D view remains, but now you can choose between this and two other perspectives: overhead and side-on. With a six-button joystick it's even possible to flick between them at will during play.

## POINTS OF VIEW

There are three different pitch perspectives to choose from. You can even switch between them during play...



### 3-D

The standard view, as used by the SNES version of *Striker*, this has you

looking up the scrolling pitch. Surprisingly there isn't much advantage in playing up or down, but anyway the teams swap over at half-time.



### OVER HEAD

The classic vertically scrolling overhead perspective, as used

by games such as *Super Kick Off*, *Sensible Soccer* and *Dino Dini's Soccer*. You can see a lot of the pitch, so it's easy to spot team-mates to pass to.



### SIDE-ON

A horizontally scrolling pitch, like *FIFA*, *European Club Soccer* and

*Tecmo World Cup*, but here the view is from lower down, so the pitch appears quite narrow.



(Above) An instant replay of the action. (Right) Choosing the path of a corner kick.



Despite its fair share of flaws, *Striker* is still a lot of fun to play. The main reason for this is that the action is nonstop, end-to-end stuff with lots of goals being scored. Rather like

*Sensible Soccer*, you need to pass the ball quickly to your team-mates to cut through defences and get a close shot on goal. The keepers aren't much cop, but you usually have to get into the box to stand a good chance of scoring.

On the downside, players are often slow to respond to the ball – sometimes you get control of the wrong player when a team-mate is better placed. It's also a bit too tricky to execute headers and overhead kicks, as you need to time them perfectly – far easier to run diagonally past the keeper and tap the ball into the net.

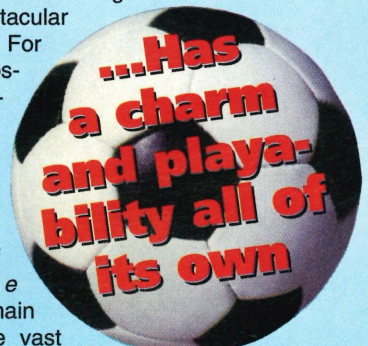
Nevertheless, the game is simple to pick up and play. It's hardly the most realistic or skilful soccer sim around, but it's a fun kick-around with no shortage of goal-mouth action.

PHIL

One of the main complaints about *Ultimate Soccer* was that it was far too easy to dribble right down the pitch, cutting through the opposing defence without the need for passing or elaborate moves. In *Striker*, however, it's fairly easy to steal the ball off a dribbling opponent, simply by running into him. Alternatively you can slide-tackle him, although this risks a foul and a possible booking – that's if the referee's looking (some refs are eagle-eyed while others are blind!).

The result of all this is that you really need to pass the ball around to get down the field. Get near the box and you can chip the ball in and try and connect with a diving header or spectacular overhead kick. For shooting purposes, you can perform a powerful low kick, swerving it dramatically with aftertouch.

One of *Ultimate Soccer's* main assets was the vast



# EF



(Left) Penalties are taken in this special close-up view. Choose your spot.



(Right) The goalie's beaten and a goal slotted home in an indoor match.



(Left) The keeper dives onto the floor as the forward prepares to shoot.



While not polished or skilful enough to threaten FIFA '95's position as the number-one football game, Striker has a charm and playability all of its own. The huge choice of match options and teams on offer is impressive, as is the ability to change pitch views, but it's the sheer fun of the high-speed action that makes this so addictive. It's dead easy to pass the ball around to carve openings in the defence, rather than dribbling with one player. And as in the real sport, there's a degree of luck to the proceedings – lots of dramatic saves and goal-line clearances. One of my favourite features is the way you can choose what type of ref you want, ranging from blind to red-card happy. With the latter, Phil 'Fouling' King managed to get five players off and the match was abandoned! For serious soccer I still prefer the skill and realism of FIFA '95, but Striker is enjoyable in a more light-hearted way. The six-a-side option is a nice addition, too – great for two-player matches.

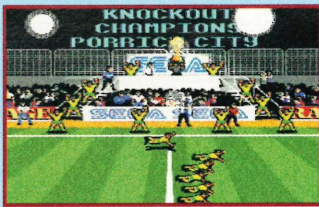
**MARK**



range of options available. *Striker* has a similar amount, enabling you to change virtually everything in the game, including match length, grass height, weather, skill level (from three), and referee type. There's even the option to play a six-a-side indoor game (complete with walls for rebounds and no throw-ins) rather than the normal 11-man outdoor matches.

The choice of teams and competitions on offer is impressive. You can play in a cup or league using teams from various European countries, including England, Italy, Spain, Germany, Holland, Scotland and even Wales – although the team and player names have been changed to

silly variations on the genuine ones (eg Flan United for Man United). There are also a host of international sides to play with, while battery back-up lets save your tournament progress.



# MP

“Although not quite up to the standard of *FIFA*, *Sensible* or *Dino Dini's*, this fast and furious football game is a lot of fun. End-to-end stuff with plenty of goals.”

10	○	○	○
9	○	○	○
8	○	○	○
7	○	○	○
6	○	○	○
5	○	○	○
4	○	○	○
3	○	○	○
2	○	○	○
1	○	○	○
	SENSIBLE	STRIKER	FIFA '95

## Striker

**SEGA**  
**£TBA**  
**OUT MAR**

1-2 PLAYERS

16Mbit

BATTERY BACKUP

UK RELEASE

GAMEPLAY	88	<b>OVERALL</b> <b>84</b>
GRAPHICS	78	
SOUND	60	
ADDICTION	81	

**Flippin' heck, it seems every other letter I open nowadays is a complaint about the cover demo. That's fair enough, but it would be nice to receive a few more letters about the Mega-CD or games in general. If you have a point to make, send your thoughts to: Feedback, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.**

# FEEDBACK

## FOR THE VERY LAST TIME...

Dear Mega Power,

With reference to the December '94 Mega Power, could you please explain why it was necessary to run the same cover-mounted demo on both Mega Power and SEGAPRO CD? As a result, I had to decide not to buy Mega Power since I am a subscriber to SEGAPRO CD. Aren't there enough cover demos lined up for the months ahead to have brought one forward? Or couldn't Sony have provided a different level of Mickey mania to the one mounted on SEGAPRO CD? Or better still, a work in progress of *BC Racers* would have been nice. And what ever happened to Core's *Skeleton Krew*?

Who ever the fault lies with I feel that Core Design should feel responsible and should compensate Mega Power and its readers by providing an extra-special demo in time for next month. So how about a sneak look at *Secret Forces* or even the very first Mega-32X CD demo?

### Avipaul Bhandari, Isleworth, Middlesex

PS. If Core fail to make amends, could you see fit to send me a copy of December 1994 Mega Power minus the cover disc, as my magazine collection will be incomplete without it? Thanking you in advance.

Cor blimey, I seem to remember apologising for this cock-up last month. Anyway, the problem was caused by SEGAPRO which had to nick Mega Power's *Mickey Mania* disc (which had already been duplicated and cover-mounted) because their planned *TimeCop* demo fell through at the last minute. Unfortunately they couldn't bring another planned demo forward, despite efforts to that end.

You see, these cover discs are tricky things and usually can only be created when the programmers of the relevant game have some spare time – and when the game is in a finished enough state to do a demo of. It's all about timing and it's very tricky – particularly as the demo then takes a couple of weeks to be approved by Sega.

Core's reasons for not doing *BC Racers* at the time were because they were making some changes to the gameplay and didn't want a demo going out of an 'old version' of the game. But if you added the last issue of Mega Power to your collection, you'll know that they did provide a demo in the end. It seems that their plans for *Secret Forces* on Mega-CD have been shelved for the moment, though.

Sadly this month we've had yet more demo problems as JVC's *TimeCop* failed to turn up in time! Thanks to Konami, though, we managed to

get a replacement demo.

Anyway, Avipaul, as you're such a loyal reader I'll send you that copy of the December issue to complete your collection.

## AMIGA OFFERING

Dear Mega Power,

After seeing my friend's Amiga CD the other day, I was totally amazed by the contents of each free disc.

Now, though it's not your fault, why is it that the Amiga CD can have loads of games plus public domain games, some of which are better than the full-blown games in the shops? We owners of the Mega-CD can only look with envy as they choose one of the hundreds of games to play out of a handful of free discs.

The Mega-CD is not a weak machine, so can you please, please find out if PD games can be a possibility for the future, as I am slow but surely losing my faith in the follow-up to the 'fantastic software that shows the true capability of the Mega-CD'.

Amiga CD owners can be very pleased with the way their console has lived up to its high ratings.

I think the decent software for the Mega-CD is long overdue.

I leave this problem in your capable hands. Go on, give us the news that we've all been waiting for... MORE DECENT SOFTWARE, AND LOTS ON ONE DISC.

### Mr Steve Briscoe, Market Drayton, Shropshire

PS. Your magazine is okay, if only for the fact that it seems a little 'thin'. Keep up the good work.

Ah, the old 'but they have hundreds of things on CD32 demo discs' conundrum, eh? Well, as I explained some issues ago, things are not so simple on the Mega-CD.

You see, anyone can create software for the Amiga machines without asking Commodore's permission (or whoever owns them nowadays), while anyone wishing to do the same for the Mega-CD has to get a publishing licence from Sega, then get each piece of software approved. This involves sending several discs to Sega Europe and Japan where they are tested in every conceivable way.

As Paragon doesn't have a Sega publishing licence we have to rely on the software firms to produce the discs and get them approved. Meanwhile my lucky old colleagues on CD32 Gamer (and PC Power) can simply make up their own cover discs with any software demos and public domain games they've been given. I'd love

to be able to put lots of games on one disc, but the problems of getting several software firms to send each other the relevant data for a single multi-game disc would be virtually insurmountable. The only chance of a multi-game demo is if one firm has several games it wants to make demos of.

## RISING RATINGS?

Dear Sirs,

How the hell can Mark Pilkington review *Snatcher* in SEGAPRO and give it 80% then in Mega Power give it 85%?

The same thing happened with *Mickey Mania* (extra 6%) and *Dungeon Master II*. Extra marks for being in Mega Power is it?

If Mega Power is intended as a supplement to SEGAPRO CD, why do you review the same games in both mags? We are just paying twice for the same reviews!

I have just wasted \$4.99 by buying this month's Mega Power and SEGAPRO CD because they even had the same CDs! You could have put a warning on the front to say it was the same demo on both mags. Can you justify me buying this mag in future?

Maybe you should drop the price of Mega Power as it has a third of the pages of SEGAPRO CD but costs the same. After all, it a supplement magazine!

### Phil Jones, Pontypool, Gwent

PS. I've had some bargain buys lately. I bought *Lethal Enforcers* CD from Comet for £27.50 (half price). And from a local Rumbelows store I bought *Sherlock Holmes*, *Black Hole Assault*, *Prince Of Persia*, and *Wolfchild* for £19.98 in total – less than £5 each! Tell your readers to look in these kind of stores for some real bargains.

Thanks for telling us about those special offers, Phil. Again, I must apologise for the *Mickey Mania* foul-up, and maybe with hindsight SEGAPRO (who nicked the Mega Power disc) should have put a warning message on the cover.

As for your comments about the same CD games reviewed being the same in both magazines, of course they are! Not everyone buys both mags, and being a Mega-CD magazine, Mega Power has to review all the CD games around – even if they have appeared (or will appear) in SEGAPRO. Anyway, the reviews aren't the same – you said so yourself when you complained about the ratings being different!

A CHOICE OF TWO GREAT MAGS!



On Sale NOW!

We're up for the cup this issue as we kick off a massive soccer special with an EXCLUSIVE review of **Striker** from Sega. We also have the first review of **Victory Goal**, the first footie game for the Saturn, plus a comprehensive and outspoken debate on the abilities of the soccer sim greats from the past, present and future! Add an EXCLUSIVE **Asterix** review, a special arcade feature and a host of first previews for the perfect read.

The theme is football this issue and SEGA PRO CD rises to the occasion with a fully playable, Mega-CD demo of **FIFA International Soccer**! This demo has got the lot, with the superb FMV introduction, including official World Cup footage, and some scorching, playable action between Italy and Brazil. So, if you're a Mega-CD owning soccer fan and you want to notch one in the onion bag, there's only one place to go. SEGA PRO CD - you know it makes sense!



## SPECIAL RESERVE COUPON

If you're having difficulty obtaining a copy of SegaPro or SegaProCD, or you wish to place a regular order for it, hand this form into your local newsagent.

Please reserve me a copy of:

- SegaPro (ISSN 0964-2641) at £2.50
- SegaProCD (ISSN 1354-859X) at £5.99

SegaPro and SegaProCD are available the second Thursday of every month.

SegaPro And SegaProCD are distributed by Seymour Ltd (081-679-1899) and are published by Paragon Publishing Ltd (0202 299900). Both are fully SOR.

Please reserve me a regular copy:

Name .....

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.....

.....

Postcode .....Phone.....

# GAME BUSTERS

**Forget the CD, forget the previews and you can throw those reviews straight out of the window. The real reason for Mega Power being such an excellent and top-selling magazine is this section, and this section alone! Every month I'm amazed by the sheer bulk of the letters sent in with every cheat and tip under the sun, but if you've got a certain something that you think I'll be interested in, waste not a single second and send it to: Mark Pilkington, Mega Power, Paragon Publishing, 124 Old Christchurch Rd, Bournemouth BH1 1NF. You never know, if you make it REALLY special, I might even send you a groovy Mega Power sweatshirt as a prize!**

mega - cd

## SENSIBLE SOCCER FORMATIONS

Thomas Mather from Brierfield has come up with the goods, this time in the form of some top tactics for a classic footy game...

**4-4-2:** Now a standard in football formations. Gives a balanced game. With this formation, strikers get into positions where it is easy to score from. Perhaps not a tactic for carefully calculated trickery, but a straightforward and effective formation.

**4-3-3:** A more attacking formation than the 4-4-2 and equally effective. Can leave some gaps at the back due to less midfielders.

**5-4-1:** Not a very effective attacking formation with only one forward, but useful for defending a lead near the end of a game. Good for possession football.

**4-5-1:** Similar to the 5-4-1 formation, but perhaps better due to the extra midfielder. It needs skill to operate this tactic effectively with a lack of forwards. Useful for meeting the better teams and trying to get away with a 0-0 draw.

**5-3-2:** This formation, although perhaps defensively minded, is one of the favourites with most players. With two forwards and a 5-man defence, you just can't lose.

**3-5-2:** An attacking formation but perhaps no

more useful than a 4-4-2. Good for possession football and a passing game which will help utilise each player to their maximum. Sure to score goals with this one.

**Attack:** This is the formation to use when playing a poor team, to improve the chances of scoring from a free kick, or when you're behind with little time left.

## PITFALL BONUS GAME

Diary Entry no.17328: Darn it! I've been lost in this smelly jungle now for 26 years, and STILL I can't find my way out. What I have found, though, is a cunning little cheat that enables me to play the original *Pitfall* on the new Mega-CD release (and the MD cart). Here's how to do it...

On the Lost City of Copan, at the start go right and jump on the tongue. Go to the top, kill the snake and go left to the end of the ledge. You should now land on a ledge with a door and scorpion on it – kill the scorpion and go in the door. Go left and then jump on the spring. Hold right and you should go through the top of the wall. Walk



right and you should land in the warp which will take you to the original game.

## EARTHWORM JIM

### LEVEL SELECT

Whilst playing the game, press START and then enter A+LEFT, B, B, A, A+RIGHT, B, B and A. Now unpause the game. You should now come to a level select screen! To end any level, pause the game and press A, B, B, A, A+C, B+C, B+C, A+C and unpause. Sorted!

### SECRET ROOM

On the first level, when you get to the boss (the one that pukes up fish), jump near the spring and push DOWN-RIGHT or DOWN-LEFT, and you will be in a secret room. Once in here, you can collect loads of extra ammo for you to fire at the baddies with.

## SHINING FORCE II

A bigger than big RPG, this one. Thank lordy, then, that Robert Cook and James Jackson have sent in these brilliant cheats...

### OPTIONS CHEAT

On the Sega screen, press UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP then B. A tune will tell you that it has worked. Then when you go to continue a game, highlight 'game' and press and hold UP, START and C. This will give you options to control the Enemy, Turbo Mode, Auto Battle and Game Completed.

### SECRET LEVEL

In the Elves village, walk into the trees and walk round – when you get to the right, there will be a path. Walk through and there, people, is the secret level!

### SECRET BOOK

In the Elves village, go into the biggest house there is. Go up the stairs and there will be two bookcases together. Search them and you will find the secret book. Use this to promote Kazin into a Sorcerer with a new set of spells called Dao, Apollo, Neptune and Atlas.

### DRY STONE

When you go into the cave with the sick Dwarf, search the extinguished fire and you will find a dry stone. Use this near a river at the end of the game to reveal another village. You can make the Blacksmith create weapons out of the Mithril.

### SKREECH THE BIRD BATTLER

After you have talked to Volcanon, explore the ledges – you should see a mother and her baby. Talk to her. At the entrance to Bedoe there are a lot of bushes – stand approximately below where you talked to the mother and look around (top left). A baby should hit you on the bonce.

Much later in Triston, after you saved Mitula (Taya the Sorceress is a statue) go and talk to the turtle-type creature. Go to the right of the screen, Skreech the Bird Battler will find you.

### WARRIOR PRIDE SHIELD

Search in Tactical base in New Castle. Changes Joha to Baron when promoted.

### QUICK RING

In vase bottom-left of Nursery in Bedoe.

### VIGOR BALL

Chest on the left of the Elf village. Changes Sarah to the Master Monk when promoted.

## SILVER TANK

Chest in the passage to Bedoe, changes Elric to Brass Gunner when promoted.

## MITHRIL

In the crack after the earthquake. Also in the barrel in the Jetty when it's at Hassan Port.

## FAIRY FOREST SPECIAL BATTLE STAGE

In the Elf village when you go for the bottom-right chest, there is an opening to the right, when you get there you enter a special stage.



## MEGA BOMBERMAN

### LEVEL CODES

#### VEXIN' VOLCANO - STAGE 2

LEVEL 2 8111  
LEVEL 4 1051  
LEVEL 5 3353

#### SLAMMIN' SEA - STAGE 3

LEVEL 1 4502/8112  
LEVEL 3 7422  
LEVEL 4 1052  
BOSS 3352

#### CRANKIN' CASTLE - STAGE 4

LEVEL 2 0513  
LEVEL 4 3353

#### THRASHIN' TUNDRA - STAGE 5

LEVEL 1 8114  
LEVEL 2 2814  
LEVEL 4 5654

## FIFA SOCCER '95

### STUPID TEAM

Football fan A Jones from Islington has found a cheat for a Stupid Team on *FIFA '95*. Simply enter this code (ABCABC) on the main Options screen (with the ball on 'Language'). Now go into a match, pause the game, and press A to bring the cheats screen up.

And as for some top tips...

- Use All-Out Attack as goalies are very good on both teams.

- Practise your fast dribbling.

- Use the wings - pass and dribble down them.

- Shoot from the wings.

- Try close-range efforts: dribble down the wing, and then cut into the 18-yard box. Dribble along the 6-yard box, past the goal-keeper and then shoot in the opposite direction to which you were running.



## POWERDRIVE PASSWORDS

Round 2: .....DFCFZBDCVW3X2R4K  
Round 3: .....484QNGRRROLN40627  
Round 4: .....X2MRW48D64V7HX93  
Round 5: .....-N4CNM3YXKICTB5X  
Round 6: .....KICN9R9FZKJVD2CF  
Round 7: .....664DBJ70Z678BHPX  
Round 8: .....C4CFRH09QKPLNR44  
Round 8 (part 2): .....NFWQGB5PV32D6ZH2

## CANNON FODDER

### CHEAT

Start a Mission Phase. Play the game, but destroy your own troops with a grenade. Repeat this until the Mission Briefing screen states "This is your last chance". Start the game and immediately surrender. You should then be passed on to the next mission or stage. Once you're on the next mission/stage, it will again state "This is your last chance" so you can surrender again to proceed. An so on and so on and so on up until stage 24.

### MISSION CODES

- |    |       |
|----|-------|
| 1  | PXJND |
| 2  | UZHNC |
| 3  | PEDQC |
| 4  | ACKJA |
| 5  | TNGJI |
| 6  | EBUXE |
| 7  | TEHMB |
| 8  | N/A   |
| 9  | MLRYE |
| 10 | YJKCF |
| 11 | LWHFG |
| 12 | IGMBF |
| 13 | FAGGG |
| 14 | SYNXC |
| 15 | TIDGF |
| 16 | UYNXC |
| 17 | ZOJBE |
| 18 | MHNJF |
| 19 | NXGBD |
| 20 | AEJVI |
| 21 | PXGBD |
| 22 | GWZED |
| 23 | HGPNF |
| 24 | MMVIE |

mega 32X

## DOOM

### INVINCIBILITY

Pause the game, then press X, Z, MODE and Up all at the same time.

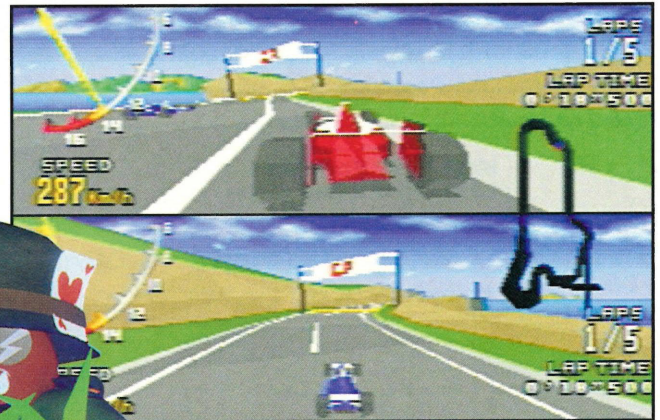
### HAPPY AMMO CODE

Pause the game, then press A, C, MODE and Up all at the same time.

## VIRTUA RACING DELUXE

### MIRROR MODE

Win all 5 tracks with first position in either Normal or Hard mode so that you can see a medal on each track on the Track-select screen. It's very easy to achieve all this with the Stock Car. Now go back to the main menu and push RIGHT so that you pass the options. The screen will scroll to the right and the Mirror Mode menu will appear. This lets you race all the tracks the other way round.



## DIAL-A-TIP

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# Mega POWER

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### ISSUE 1 ● £2.50

Sensational launch issue featuring a look at the Mega Drive 2 and Mega-CD 2, an interview with the programmers of *Mortal Kombat*, an exclusive peek at *Lost Vikings* and ten essential reviews including: *Ali's Boxing*, *F1*, *Techno-Clash* and *Ecco CD*.



### ISSUE 2 ● £2.50

Packed second issue containing an exclusive interview with Sega head honcho, Nick Alexander; first look at Sega World; previews of EA's many Christmas releases, including *EA Soccer*, *Super Baseball 2020*, etc



### ISSUE 3 ● £2.50

The programmer of *Ottifants* gets a grilling. US Gold's first attempt at a Sega chopper flight sim is taken for a whirl. And are film licences all they are cracked up to be? Reviews this issue include *Chuck Rock 2*, *Fantastic Dizzy* & *Jurassic Park*.



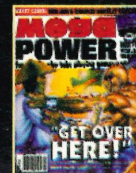
### ISSUE 5 ● £2.80

We bring you an exclusive preview of Core's *Bubba 'n' Stix*, a feature on imported games, plus the big review match between *FIFA International* and *Sensible Soccer*. On Mega-CD we review *Microcosm* and *Lethal Enforcers*.



### ISSUE 7 ● £3.05

A 16-page pullout tells you everything you need to know about the Mega-CD with reviews of all the games available for it. We also preview *Ground Zero Texas*. Plus Mega Drive previews of *Sonic 3*, *Virtua Racing* and *Castlevania*.



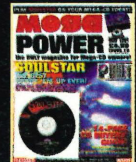
### ISSUE 8 ● £3.05

An exclusive preview of *Mortal Kombat* on Mega-CD. It's also the battle of the basketball games. Plus our American CES report and a feature on sex and violence!



### ISSUE 9 ● £2.50

We kick off with a preview of footy sim, *Ryan Giggs' Champions*, plus exclusive interviews with top programmer Dave Perry and Right Said Fred, and the complete guide to four-player games.



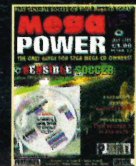
### ISSUE 10 ● £5.05

Play the first three stages of Core's ace 3-D shoot-em-up *Soulstar* on our cover demo. Then check out the preview inside, plus reviews of *Third World War*, *Tomcat Alley* and *Powermonger*.



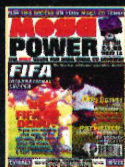
### ISSUE 11 ● £5.05

Play the whole first level of 3-D blaster *Battlecorps* on the coverdisc. Read the special game report inside, plus reviews of *Sensible Soccer*, *Mortal Kombat*, *Dark Wizard*, and *Wing Commander*.



### ISSUE 12 ● £5.05

Get on the ball with our playable cover demo of *Sensible Soccer CD*. Pass to our previews of *Fifa Soccer CD* and *Flashback CD*, then score with reviews of *Battlecorps* and *F1 Heavenly Symphony*.



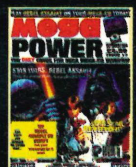
### ISSUE 13 ● £5.05

Score every time with our special playable demo of *FIFA International Soccer*. We also hit the net with previews of *Flying Nightmares*, *BC Racers*, *Dark Seed* and *Mortal Kombat II*. Yesss!



### ISSUE 14 ● £5.05

Enjoy the special double demo of *Battlecorps* and *Soulstar* (same demos as previous issues). We bring you an exclusive preview of Mega-CD *Mickey Mania*, plus a full review of *Star Wars: Rebel Assault*.



### ISSUE 15 ● £5.05

Shoot the stormtroopers in our unique playable demo of *Rebel Assault*. We review *Star Wars Chess*, *Soulstar*, *Dark Seed* and *Mega Race* on CD. Plus previews of *Pitfall* and *Radical Rex*.



### ISSUE 16 ● £5.05

Cut the grass with our spectacular playable demo of *The Lawnmower Man*. Inside, check out our previews of *Novastorm*, *Lethal Enforcers II* and *Bloodshot*, plus a review of *NBA Jam CD*.



### ISSUE 17 ● £5.05

Be a cartoon star in our marvellous *Mickey Mania* playable demo and check out the review inside, along with those of *Snatcher*, *Lethal Enforcers II*, *Novastorm* and many more. Plus a preview of *World Cup Golf*.



### ISSUE 18 ● £6.05

Race into first place with our unique playable demo of Core's *BC Racers* (different to the one on SEGA PRO). We review it inside, along with *Pitfall CD*, *Heart Of The Alien*, *The Lawnmower Man* and more.



# Mega POWER

# PLAYABLE MEGA-CD DEMOS!

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**DISC 1: THUNDERHAWK DEMO**  
 Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!



**DISC 3: SOULSTAR DEMO**  
 Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. This demo is now available for just £1.95!



**DISC 5: SENSIBLE SOCCER DEMO**  
 Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!



**DISC 6: FIFA INTERNATIONAL SOCCER DEMO**  
 Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!



**DISC 7: BATTLECORPS & SOULSTAR DEMO**  
 A special double demo disc containing both the previous playable demos from Core Design. Play the first three stages of the stunning space shoot-'em-up *Soulstar*, blasting waves of scaled 3-D enemies. And enjoy the entire first level of *Battlecorps*, striding around a texture-mapped landscape in your Bipedal Attack Machine.



**DISC 9: THE LAWNMOWER MAN DEMO**  
 Enter the virtual world to take on the evil Cyberjobe. Witness spectacular intro sequences before flying through electronic circuits in a fully playable stage from the game: *Cyber Boogie*.



**DISC 10: MICKEY MANIA DEMO**  
 Join Mickey Mouse in one of his most famous cartoons, *Steamboat Willie*. Admire the excellent graphics and soundtrack as you enjoy classic platform action.

NB. This is identical to the SEGAPRO #40 cover demo.



**DISC 11: BC RACERS DEMO**  
 Featuring a different playable level to the SegaPro demo disc, this lets you race around a desert track in Core's wacky 3-D racing game. Punch your cartoon rivals, *Road Rash*-style, to get to the front in this fun-packed race.

MEGA POWER

# next month



After the problems with recent cover discs, we're not going to risk the dreaded Next Month jinx again, so we'll just say that the playable demo could be one of the following: **Darkseed, World Cup Golf, Space Ace, Slam City, Samurai Shodown, or Fatal Fury Special.** Of course, it could be something completely different! Inside next issue we hope to have a preview of the new **Earthworm Jim CD conversion, plus a first look at Samurai Shodown CD, Fatal Fury Special, and TimeCop.** There should also be reviews of **Eternal Champions CD, Supreme Warrior, Links Golf, World Cup Golf, Space Ace and many more.** So if you want to see all the hottest new CD games, you can't afford to miss the next **Mega Power.**



## Mega POWER

# Issue 20 on sale Mar 23

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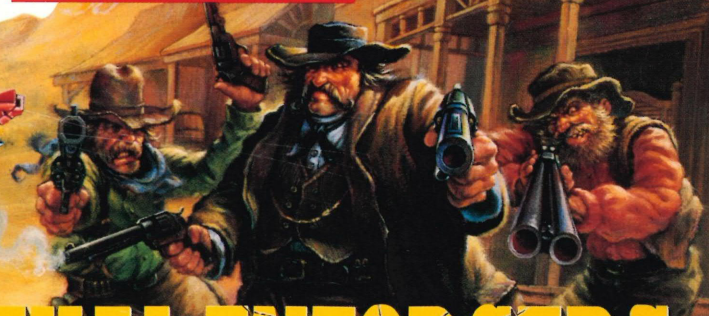
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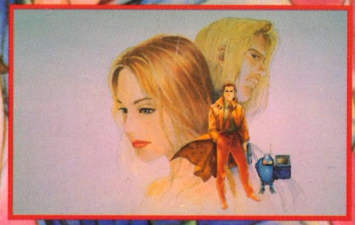


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## SNATCHER

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### MEGA DRIVE



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