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GOAL!

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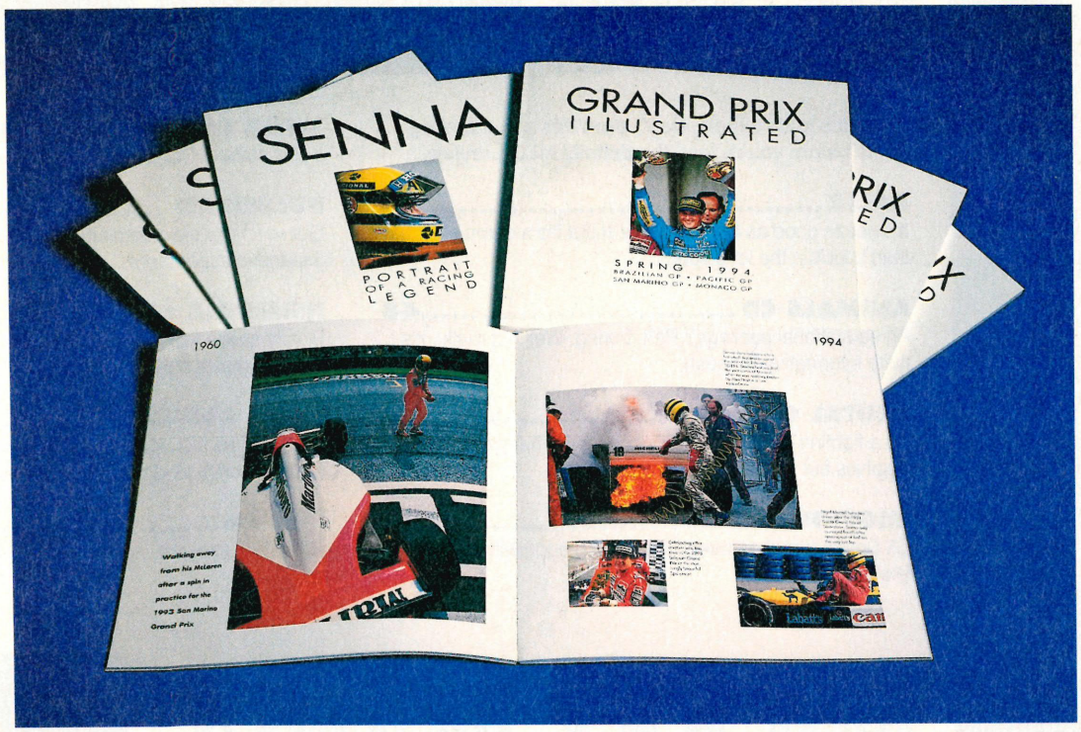

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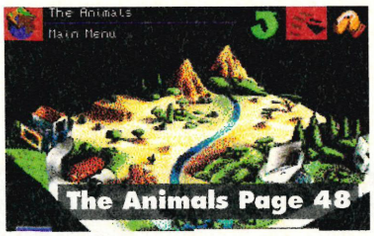
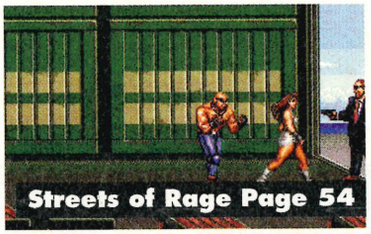


The Animals Page 48


Streets of Rage Page 54

Brutal CD Page 58

Look, it's quite simple. Don't even this about buying a game before you're read the definite MEGA review.

BALLZ 44
It's not as good as Street Fighter II but it's a damn sight better than a kick in the love spuds.

ANIMALS CD 48
An educational package? Pah, boring. Well not really, it's quite informative (honest).

BRUTAL CD 50
It's a fighting game with dog's boll... erm, hairy chestnut's graphics but with virtually no gameplay.

IMG™ TENNIS.....52
EA Sports turn their attention to Wimbledon with this playable tennis game.

WING COMMANDER CD 54
Sport combat CD-style with this ageing PC classic.

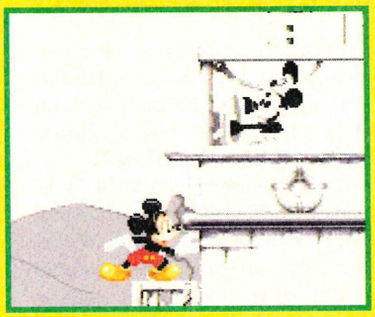
PULSEMAN 56
Get ready for electric platform fun with this shocking Japanese super hero.

HEIMDALL CD 60
Finally converted to the Mega CD, Core's Viking adventure proudly stands the test of time.

REBEL ASSAULT CD.....64
Visually spectacular but lacking gameplay, team up with the Rebel Alliance and recreate the classic Death Star trench run.

VAY CD 66
MASSIVE role-playing game which Mega CD owners will drool over.

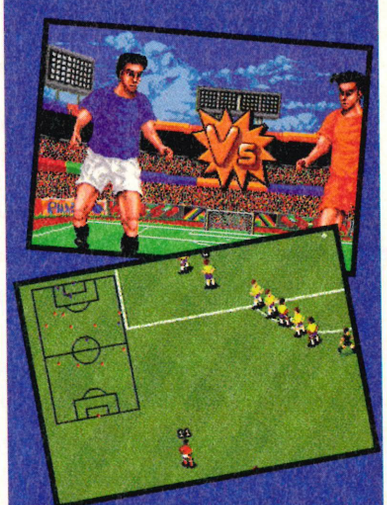
MICKEY MANIA
PAGE 12



GASP! Look at those gorgeous graphics. OOH! Revel in the absorbing gameplay. CHORTLE! Laugh as Disney's head-honcho urinates all over Sonic in this un-be-liev-able platform epic. Leaving the safety of the Castle of Illusion, Mickey Mouse again stars in another lavish jumping game which will have SNES owners green with jealousy. Unparalleled by anything you've ever seen before, Sony's outlandish classic starts way back when Mickey was no more than an animated rodent in his first ever outing, Steamboat Willy, ending up as the global superstar he is today. Geez, it amazes me that a mouse is arguably the more internationally recognised than the Queen...probably has more money, too...and a bigger palace...

MEGA RETRO
PAGE 72

Want to know which are the best football games around? We check out all of the soccer sims we could lay our hands on realise that, yup, Sensible Soccer is um, brilliant.



REGULARS

MEGA CITY 6
We love a bit of gossip here at Mega, but sadly all we have in these here pages is a bundle of exciting news about forthcoming Mega Drive games and general Sega info.

MEGA PLAY.....26
Stuck on the fifth level of Zombie Winnet-Eater's from Uranus? No problem, we've got hint'n'tips galore as well as revealing the entire solution to the excellent CD adventure, The Secret of Monkey Island.

BACK ISSUES 59
Psst, 'ere mate, d'you wanna buy some back issues of Mega? Flick to page 59 for more out-of-date magazines than the local corner shop.

SUBSCRIBE 70
You know you want to. No more trekking down to the newsies for the latest copy of the best Mega Drive mag ever.

TOP 50.....74
We cast our critical eye over the Mega Drive's best 50 games and detail the top 10 Mega-CD titles too.

LETTERS 80
This is the part of the mag where you air your views and generally say how good Mega is - TOOT TOOT (That was us, blowing our own trumpet).

SHUT DOWN 82
Sob, it's time to say a fond farewell to this month's Mega. Goodbyeee, goodbyeee...

PREVIEWS...

Want a sneaky peek at what's due out in the next couple of months? Check out Mega's up-to-date previews.

MICKEY MANIA 14
Cute platform action with Disney's radical rodent.

URBAN STRIKE 16
Electronic Arts continue the award-winning Strike series with this Urban monster.

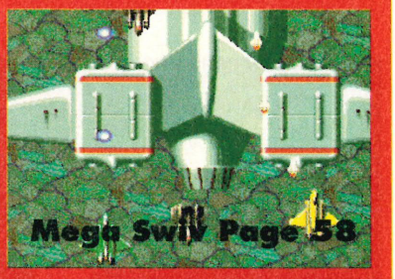
FLINTSTONES 19
Prehistoric pranks ahoy with Fred and Barney.

SYLVESTER AND TWEETY 20
Play cat and, erm, budgie with Time Warner Interactive.

GOAL! 22
Another footie game? World Cup fever continues with a corker from Dino Dini.

MEGA SWIV 24
Vicious top-down blasting action in this oddly-entitled shooter.

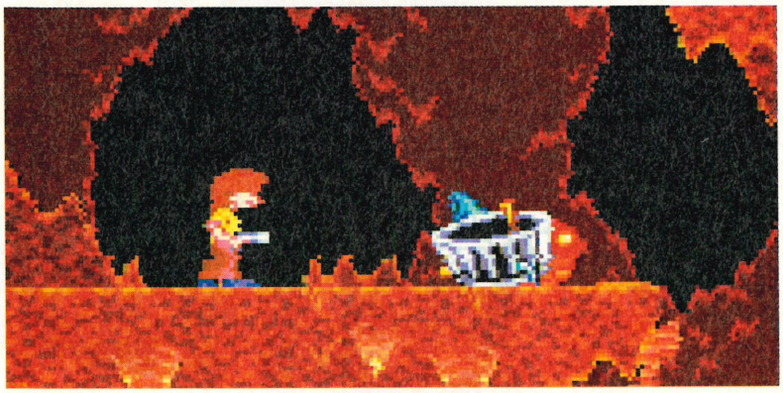
RADICAL REX 26
Jurassic japes in this Activision's new platformer.



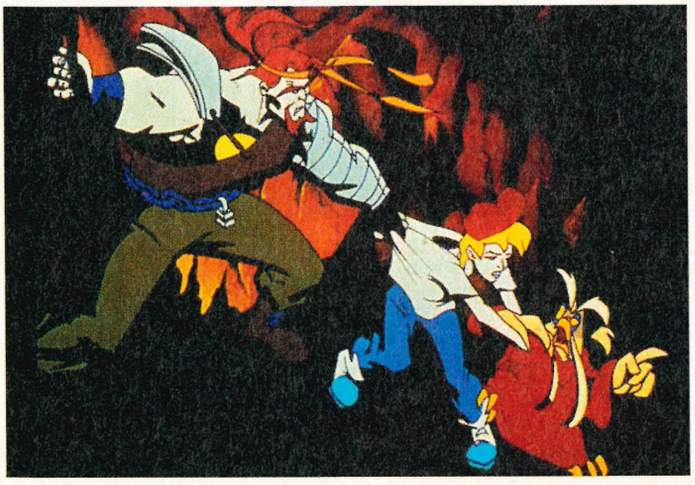
MEGA CITY 6
MEGA PLAY 26
MEGA CODES 32
PLAYER'S GUIDES 34
MEGA RETRO 72
MEGA MOUTH 80
BACK ISSUES 59

MIGHTY MAX

Stuck in an alien space ship. Just our luck, and it's nearly opening time



This is no time to be contemplating a quick bath...or is it?



The quality of the graphics in the animated series is superb with a brash use of colours and striking images

Mighty Max is becoming one of the hottest properties in the States and is fast becoming as successful here in the UK. Who or what is he? Well, if you haven't yet visited your local Toys 'R' Us or managed to catch Children's TV in an afternoon, you may very well be unaware of the pint-sized phenomenon that is captivating the youngsters.

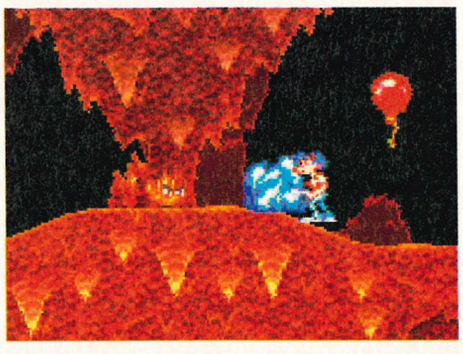
A mere inch tall, Mighty Max is a 12-year-old kid who in true Indiana Jones-style battles demons, monsters and genetic botch-jobs as only superheroes know how. Supported by a team of faithful friends Max disappears off to all corners of the globe (and beyond in some cases) to fight for truth, justice and the American way - or something like that anyway.

Originating as a series of clever Transformer-style toys Mighty Max then went on to star in his own cartoon series. The toys are like miniature worlds the size of a tennis ball or smaller that contain a pint-sized adventure within. When you open the skull up (or whatever else it may be) inside you find a dinky Mighty Max character along with a little studio-set filled with equally dinky monsters.

The cartoon takes this miniature action one step further by giving the characters life and voices and it's from this that the game gets its influence.

Developed by WJS Design for Ocean Software, Mighty Max is being distributed by Sony Electronic Publishing. It is of a platform design with a whopping 25 levels spread over a wide variety of graphically different levels, including a jungle, the pyramids, a space station and even an underwater level.

The game is for one or two players on a simultaneous split-screen with a selection of three characters to choose from including Max himself. The player can perform a number of moves including crawling, crouching, jumping and throwing items such as a bouncing



Look behind you matey-bobs there's a balloon which is just about to attack and it will show no mercy!

ball, while numerous bonuses can be picked up namely a power-pill, an enemy freeze, a level warp and extra lives.

Features include hidden rooms, collectibles and bonuses as well as sampled music and sound effects. There is the option to choose which order you play the levels in along with an extremely useful password system.

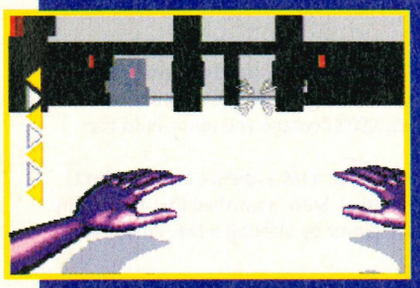
Sony say of this not-so miniature game, "This is the perfect time to release the video game version [of Mighty Max] and Sony Electronic Publishing is extremely pleased to be involved."

The game is expected to be released sometime during the winter so watch out for a full preview in Mega next month..

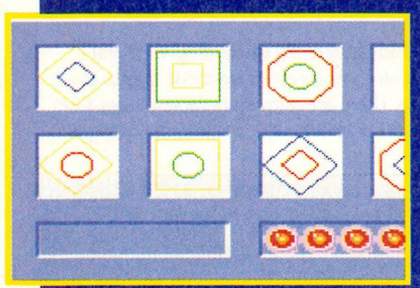
Express to the top floor, I hope

Max and his chums get in to a spot of bother in the action-packed cartoon series

THE LAWNMOWER MAN



(Above) One of the superb flying sequences
(Below) Take a bash at one of the game's aptitude tests



Don't worry we're not losing our minds, we do know that we showed you some smart piccies from Time Warner's Lawnmower Man game in last month's news pages. The reason that we're showing you more on it this month is because the game is looking smarter than ever!

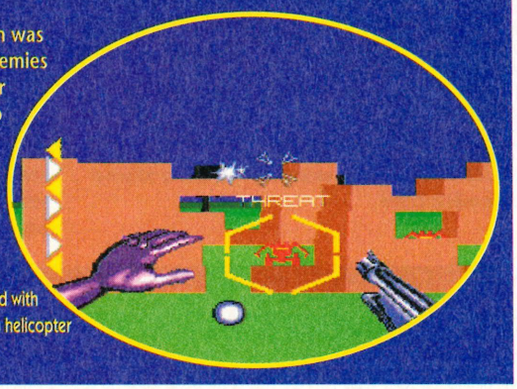
In previous instances many of the levels weren't up and running, so to speak. Now however, everything is as it should be with all the levels present and correct, boasting some incredibly crisp graphics and outstanding sound.

The major new addition is the combat monkey sequence played in beautiful 3D. Flying through a complex polygon landscape you can now manoeuvre freely, playing cat and mouse with the abundance of enemies which appear randomly from behind the scenery.

Beforehand this section was completely devoid of all enemies and the targeting cross-hair which you use to lock-on to the critters. Now however, it is clear to see how exciting this section of the game is as you fly majestically through the air with gun arm outstretched.

The Turrican-style platform sections are also completed with newer levels been unveiled for the first time. The music is also finished adding outstanding atmosphere and character to what is going to be a very varied and exciting product.

The game is now complete and it is currently going through its paces with the games testers at Time Warner, ironing out those little bugs and glitches in time for the September release. After all the months of waiting and waiting, The Lawnmower Man will hopefully be reviewed next issue. Fingers crossed.



(Right) This is the 3D combat sequence in all its glory - pity you can't see it moving

(Left) The platform sections are filled with all sorts of surprises such as flying a helicopter

NEWS...

SHAQ FU

There are 16 characters to choose from

The game is for four players so get the coffee ready and call all your mates!

Last month we told you about a really bizarre beat'em-up coming soon for the Mega Drive from Electronic Arts. Known more for its super sports sims EA has enlisted the help and talent of supreme dunker Shaquille O'Neal to endorse their newie. Now what the hell is a top basketball player doing in a beat'em-up? You may well ask. Well apparently the game's French developers at Delphine wanted to do a Kung-Fu-style beat'em-up using fancy rotoscoping animation, and some little bird told them that Shaq was interested in endorsing a game but didn't want it to be just another basketball sim. They also learned that Shaq is a bit of a Kung-Fu enthusiast and well, that basically convinced them that they just HAD to do this game. So here it is, some smart screen shots from what will no doubt be the most unusual beat'em-up this year.

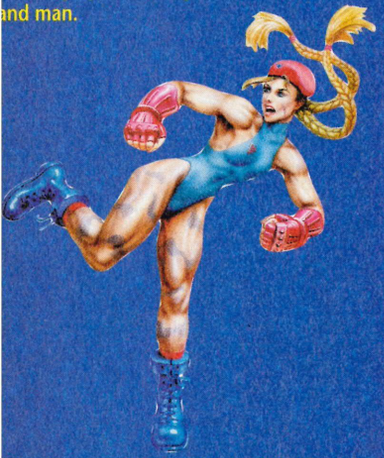
Take that you fiend. Get ready for some killer special attacks when Shaq Fu is released

F II MOVIE: HE FULL CAST!

ep, once again we have more riveting news h the eagerly awaited SF II movie. Last onth we told you that Kylie Minogue had een brought in to play the part of foxy Miss ammy and that the rippling Jean Claude Van amme was most likely to play Guile. Well not nly can we definitely confirm these rumours ut we can also give you a full run down on e entire cast list! Some of the names will be nfamiliar to you but at least now you know e truth.

OLONEL GUILE ...Jean-Claude Van Damme
SON .....Raul Julia (Addams Family)
HUN LI .....Ming Na Wen (Joy Luck Club)
AGAT ...Wes Studi (Last Of The Mohicans)
'U .....Byron Mann
ALROG .....Grand Bush
HONDA .....Peter Tuiasosopo
(Fox TV's Danger Theatre)
EGA.....Richard Jay
EE JAY .....Miguel Nunez
EN.....Damien Chappa
HALSIM .....Roshan Seth
AMMY .....Kylie Minogue
HAWK.....Gregg Rainwater

angief, Blanka and Feilong are still to be st, but there is a new character called aptain Sawada (played by Kenya Sawada) ho will play Guile's right and man.



TAR WARS ARCADE

s of July 1st Sega brought a measly 10 brand anking new Star wars Arcade machines in to e country. Based on the famous film trilogy ar Wars Arcade is the next high-powered cade game in Sega's 'Virtua' series following acing and Fighters. It boasts high definition olygon graphics with superior speed and etail, coupled with intense sound taken raight from the films. You play the part of a ung Jedi Knight as you fight to save the niverse from the Imperial forces, and your ttle brings you in direct confrontation with ar Destroyers and TIE Fighters. Some of you ay have already had the fortune to play one these machines at one of the Sega Centres cated all around the country, if not then hy? Get yourself down to your local centre d have a go, you don't know what you are issing!

STREET FIGHTER II COMIC

Everybody familiar with Manga Entertainment? Good, well now the Japanese animated film distributor is launching itself in to book publishing as well with its subsidiary company, Manga Publishing.

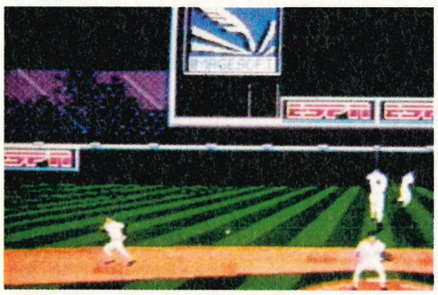
Actually, its more like comic publishing at the moment with Manga Publishing's debut title being a high-octane monthly comic based around the exploits of those famous Street Fighter II characters. The first issue is on sale from August 30th and is a 32 page extravaganza dripping with outstanding Japanese style artwork in typical Manga style. The comic has been put together by Masaomi Kanzaki who is one of Japan's foremost cartoon artists, he is also responsible for bringing us the animated film, Xenon.

Each issue of the comic will be 32 pages long with the story in full-colour throughout, there will also be a smart pull-out poster emblazoned with the big names from the game - the first issue pays particular attention to Ryu. It would also be wise to check out the first issue as there will be a free pack of fab Super Street Fighter II stickers stuck to the front cover.

As for where to get it, your local newsie should stock it at the affordable price of 95p. Dare you miss it?

Here we some of the superb artwork which is to featured in the comic

ESPN BASEBALL TONIGHT



"He strikes! He scores!" Whoops, that's ice hockey isn't it?!

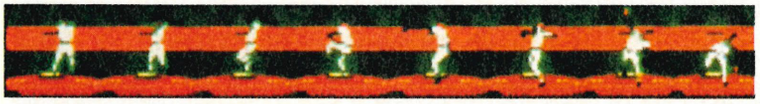
Sony has tied up a licensing deal with a top American sports network to produce a game based on its baseball coverage, ESPN Baseball Tonight. Working with the network's top broadcasters the game's developers have managed to feature familiar studio sets, ESPN footage and music in to the game.

All this may sound completely irrelevant to a UK audience but Sony isn't using the tie-in as the game's strongest asset. Sony is satisfied that the quality of the realistic gameplay will please any player by offering a live 'televised' atmosphere to the game.

As well as the obvious task of playing baseball in there somewhere, the game is full of commentary, player analysis', pre and post-game reports, scores and TV-style highlights. The developers have tried to create an interactive television experience where the player gets sucked in to the hubbub of real TV coverage.

As for the actual game itself the graphics are extremely crisp with real athletes having been filmed to create smooth player movements thanks to over 15,000 frames of animation. Also, there are numerous game modes from head-to-heads to a full blown league tournament, with a maximum of eight players taking part in a single season. Sony's Marketing Director offered on the acquisition of this licence, "Unique ESPN game footage, and real digitised commentary by top American sports commentators turn this game into an interactive sporting event with the gamer at the centre of the action."

Real ESPN network sports commentators were used to achieve a more realistic TV feel



Throughout the game there are over 15,000 individual frames of sprite animation!

Real baseball players were filmed to be incorporated in to the game to create smooth, fluid movements

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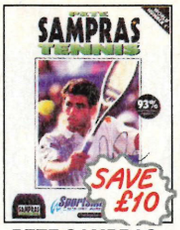

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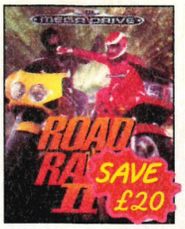

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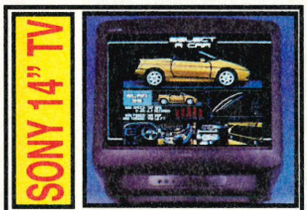

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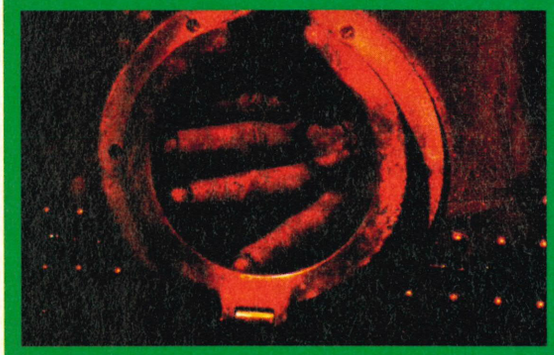
MARY SHELLEY'S FRANKENSTEIN

Mary Shelley's classic tale of a genius scientist and his monster comes to the Mega-CD this winter as Sony launches Mary Shelley's Frankenstein. Due to be released in conjunction with a new movie from Kenneth Brannagh (Dead Again, Much Ado About Nothing, Henry V), the game will make use of the CD's capabilities by incorporating footage from the film as well as its soundtrack.

The game itself is to be an interactive movie type thing with an action adventure theme. It focuses on the plight of Frankenstein's monster as he battles through six weaving levels in a desperate search to uncover the secret behind its creation.

The tale is one of horror and sadness and the game developers have tried to incorporate a distinctive eerie atmosphere to the game with dark, foreboding graphics and creepy speech and sound effects. Also, the sprites have been rotoscoped using real actors to create more of a realistic movie feel.



This is a bizarre still from the film. Any guesses as to what it is?

BAD INFLUENCE!

Bad Influence! is back! As of Thursday September 8th ITV will be screening a brand new series of Bad Influence at 4.45pm. The new series is scheduled to run for 15 weeks and again is to be co-hosted by Andy Crane and Violet Berlin.

The show, which is screened on prime-time children's television and takes an energetic light-hearted look at the computer games industry, is about to start its third series. It again features all the latest up-to-date news, previews and reviews as well as delving in to some of the hot topics of the moment such as counterfeit console machines and piracy.

There will also be coverage from the States with their roving reporters scouring all the big shows for the latest gossip! Also scheduled are some hot dates with the film stars as Bad Influence! heads off to Universal Studios to check out The Flintstones.

You have been told, no feeble excuses for why you missed it thank you!

Bad Influence presenters Andy Crane and Violet Berlin almost got lost when the studio was invaded by all our favourite game characters

DOUBLE DRAGON V: THE SHADOW FALLS

Sick and tired of the Double Dragon saga yet? No, you want more? Well you're in luck my friends as Sony gets ready to unleash Double Dragon V on to an unsuspecting public, with gameplay packed full of familiar characters and moves.

The movie is due to be released stateside this fall and the game will follow a similar storyline to that of the film, with the game being set in New Angeles after the biggest earthquake on record hit LA in the year 2007. To stay alive in the ashes of the once great city, the heroes Billy and Jimmy Lee partake in dangerous street-fighting tournaments to earn some cash to survive.

The game is for one or two players and features 12 different gaming characters situated in 12 varying locations. Using a map of the city you can follow your progress through various locations as you battle members of opposing gangs, keeping track of your wins and losses on a statistics table.

There are numerous special features within the game including a whole host of special moves and attacks, 4 speed modes and a comprehensive options screen giving you the chance to customise practically anything (I'm sure if you searched hard enough you could change the colour of the players underpants!).

Sony is confident that this continuation of the Double Dragon saga will be a sure-fire hit as Sony's Marketing Director commented. "Historically, the Double Dragon series of games has proved extremely successful since the 1980s. We have every confidence that this fifth outing for these characters will share that success, especially as the Double Dragon film is destined for box office greatness this autumn in America and will be making its way to the UK this Christmas."

We'll be able to tell you if Sony has got its facts right when we feature the game in a future issue of Mega.

TOP GEAR

Remember Top Gear II any one, it was released on the Super Nintendo late last year under the Kemco banner? Well now, developer Gremlin Graphics is setting about converting it to the Mega Drive. Hopefully the game should be released sometime in January '95 but this has still to be confirmed. Gremlin isn't saying too much about the project as yet but it is highly likely that the Mega Drive version will be a straight conversion of the SNES game, and we will see very little change in either the playability or the quality of graphics. More in a couple of months.

ZOOL 2

More from Gremlin, this time we can bring you news of a Zool sequel - only it isn't! Zool 2 is on it's way but it is NOT another platform game to follow the original Zool title. Zool 2 is to be more of an adventure game that will feature a whole new storyline and game design, but still incorporating the loveable Zool character. It also won't be called simply Zool 2, its official title is to be Mental Mayhem and it will be released towards the beginning of next year.

Look out for the return of Zool at the beginning of 1995

ACCLAIM

Acclaim has announced the newest addition in its WWF wrestling series with the development of WWF Raw which is to be the first 24 meg wrestling game ever. It will feature a four player Multitap option for added gameplay and will incorporate all the familiar WWF stars including the first female wrestler of the Federation, Luna Bachon. It is hoped that we will see this title at the beginning of 1995. Also, Acclaim are to convert NBA Jam Tournament Edition, Mortal Kombat II and Alien Trilogy for both the forthcoming Mega-32 and Saturn!

Pretty tough, eh? Luna Bachon, the first female WWF wrestler will be Acclaim's new 24 meg game

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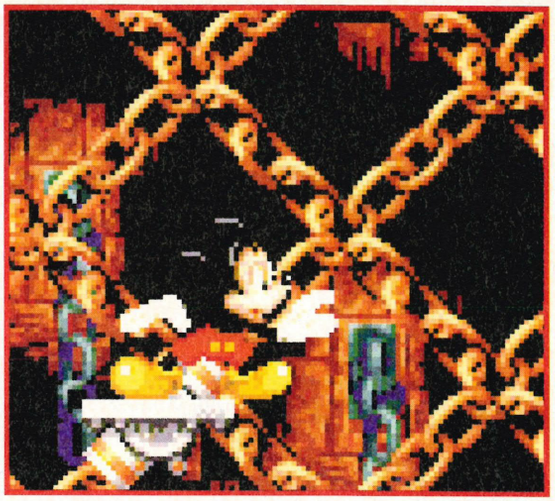
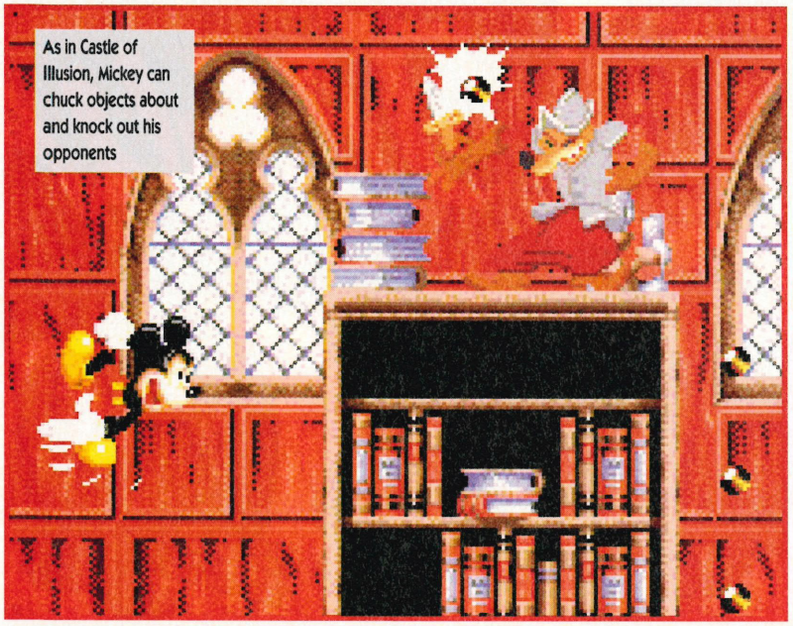


MICKEY M

Oh Mickey you're so fine, you're so fine you blow my mind, hey Mickey...yet another brilliantly inspired introduction from the pen of star writer Miriam Lovitt.



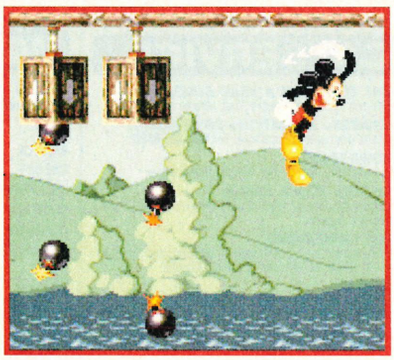
As in Castle of Illusion, Mickey can chuck objects about and knock out his opponents

There can't be many people in the world that haven't heard of Mickey Mouse. First appearing in 1928 he has undergone many changes and pleased children of all nationalities throughout his long life. He's starred in countless animated shorts and feature-length animated films.

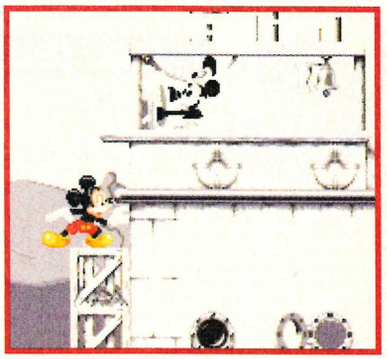
A few years ago Gremlin made a half decent game based around Mickey's exploits on the Amiga and ST, and he then made his Mega Drive debut soon after in Castle Of Illusion. This was a superbly playable platform romp and was followed up by Fantasia which was stupidly hard and got withdrawn from the shops! Donald Duck then joined our verminous hero in World Of Illusion which was another success, but then Mickey lost all credibility thanks to the atrocious Mickey's Ultimate Challenge.

Now Mickey's back and he's looking better than ever! Mickey Mania is his

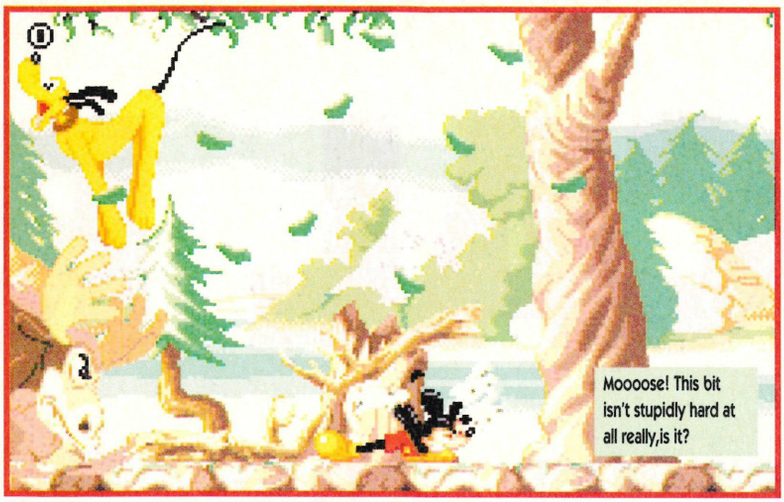
Pluto, here boy! Everyone's faviourite dopey pooch makes a cameo appearance

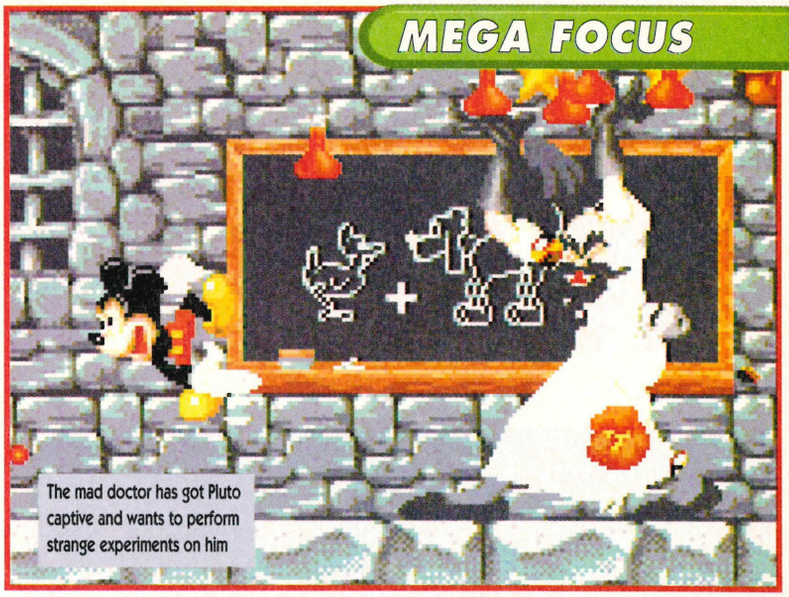


This is the first boss. A giant machine drops bombs, so put a spanner in the works



Steamboat Willie is the setting for the first few levels. Brings back the memories, doesn't it?

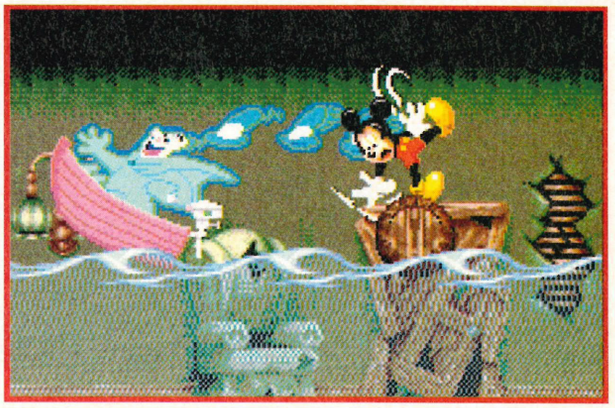




ANIA

Are you going to be able to rescue Mickey before he drowns...

Now this is quite impressive. The moose chases our hero into the screen in a scene that looks a lot better than many CD games



With water swirling around him, our hero Mickey comes a cropper to a speedboating spectre

latest journey into the console world and it looks like it is his best game yet. The game is subtitled The Timeless Adventures Of Mickey and the action takes place through seven of Mickey's most famous short films.

THE SORCERER'S APPRENTICE

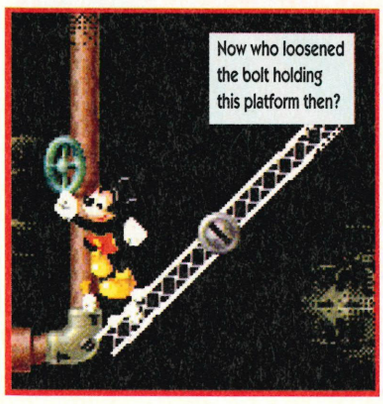
Cartoon fans will instantly recognise Steamboat Willie, the setting for the first few levels. Everything is in black and white except the main sprite, and the background flickers as if it was an old movie! After rescuing the black and white version of Mickey you must ring the bells at the wharf to extend the bridge across the river, which is easier said than done. After this comes an encounter with Willie and a fight with a deranged machine.

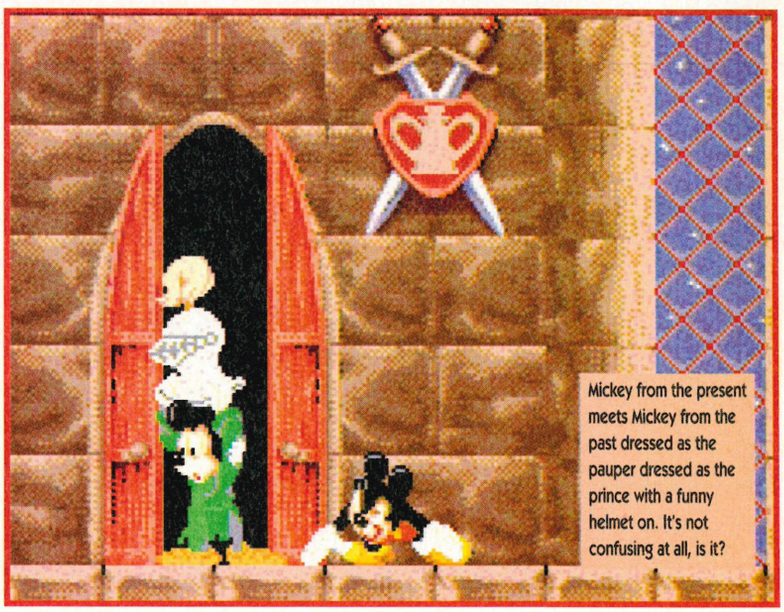
Complete a level and it's off to the next time zone, which represents a different cartoon and turning point in Mickey's life. Halfway through a level the screen colours itself in, and then later Mickey gains the ability to speak. Even Pluto makes an appearance as the ever-faithful companion.

The attention to detail and research that has gone into this game is unbelievable. Each level captures the feel of its respective cartoon brilliantly. I can't help feeling that this may be wasted on some of the younger members of the audience who won't know cartoons such as The Lonesome Ghosts, but we all lapped it up.

The graphics are truly stunning, featuring some of the best animation I've ever seen with some wonderfully rendered three-dimensionally rotating objects. The levels set on the tower bare a striking resemblance to Nebulous and are completely staggering to play. A lot of the objects in the game have been rendered using a silicon graphics machine and they actually look better than some of the things we've seen on the Mega-CD.

Even though we didn't see the finished version I have to say that this looks like the best platform game that I have seen in a very long time. Here at MEGA we firmly believe that graphics should come second to the gameplay, and having played Mickey Mania quite extensively I must say that Sony believes this as well. From the screen shots on these pages you can see how good the presentation is, and you can trust me when I say it plays like a dream! When it comes in for review next month I'm going to beat everyone over the head until they let me review it.





RADICAL R

Oh yes sir, this is the way to sort things out around this neck of the woods. Flame breath first, ask questions later

OH, GREAT THIS LOOKS LIKE SMASHING FUN?!? HERE'S A NEW DINOSAUR FROM ACTIVISION... BREAK OUT THE CHAMPERS.

Dinosaurs is it then? I thought that lark was last year's thing. Well, it appears I was wrong all along though because dinosaurs are back with a whole lotta attitude, coolness and a skateboard. We are talking Radical Rex here – a new platform chap, fully paid up member of the Activision hero mob and half-sized Tyrannosaurus Rex.

FAMILY NESS

We all know the story of the dinosaurs. They were very big reptiles with fantastic teeth and claws that ruled the Earth for rather a long time. However, for reasons unknown, the dinosaurs disappeared from the face of the Earth (Apart from the Loch Ness Monster of course, but that lives under the water so it doesn't really count). Many boffins have offered theories as why those large lizards disappeared, ranging from the high brow to the brilliantly funny where humans from the future travelled back in time and hunted then for sport. There's a comic strip in there somewhere!

All of these explanations have now been put out to graze permanently as Activision has discovered the real reason the dinos fell flat, and it has nothing to do with spacemen or meteors. No, in the rules according to Activision it was a mammal, or rather a whole bunch of mammals who were responsible for the disappearance of the dinosaurs. You see it was something like this – dinosaurs were laid-back cool types who spent the majority of their waking hours surfing, boarding (Is that the correct "youth" terminology I've applied?), hanging around and having quite a jolly and relaxing time in general, and they were vegetarians to boot. That was until a few

Old Rad is on the ropes now (Joke, nah!)

EX

What a sight a sabre-toothed tiger would have been eh!

Skating around with no safety equipment. Another "tut, tut naughty boy" for Rex

strange animals appeared but no one gave them a second glance, until more and more of them appeared.

One mammal in particular, called something stupid like Skriitch, was trouble from the outset. This "thing" was a hell of lot more intelligent than your average dumb mammal and possessed magical powers. He had a master plan to wipe out all the dinosaurs and create a world ruled by mammals. It would have worked too if it wasn't for you interfering kids...oh sorry, that's Scooby Doo not Radical Rex. Easy mistake to make.

So what do you think happened? Yes, of course the mad mammal hypnotised all the dinos but only young Rad Rex (Coolness personified as it goes) had the will and staying power to resist falling under his spell...and as such has ended up in a platform game.

Reptile haters of the world unite and take over

Rad (a well-dodgy name) is carried off into the sunset by his winged friend

THANK-YOU MR SPIELBERG,SIR

As far as platform games go I suppose it's not a bad one. There are 10 levels to complete which range from the jungle to the stomach of a rather large mammal and the inside of what I think is a volcano.

Rex has all the usual moves, including jumping, fire-breathing, kicking so and so forth. The main sprite looks fine and moves through the differing landscapes with a degree of ease while taking on the local inhabitants which include snakes, horrible flying things, armadillos and other dinosaurs. Of course along the way he has to collect eggs, (I think they're eggs anyway) and if Rex collects enough of these he gets into the small bonus stages. His major move is however riding his skateboard and he can perform this feat rather well. Actually, extremely well for a dinosaur – I suppose!

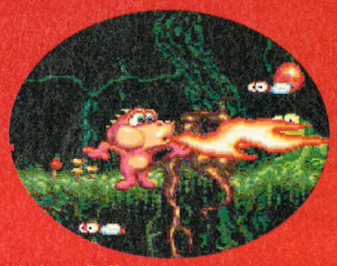
Take my word for it, he's coming and he will be here in November. Don't hold you're breath for too long, you could die.

DINO DYNAMIX

Between stages grab a few extra continues in the little bonus stage

It's OK, no need to panic. Rex can swim, so calm down

Now is this anyway for a juvenile dinosaur to behave? He ought to be ashamed

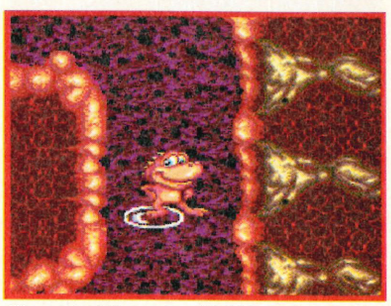


Ah, the smell of burning frog first thing in the morning

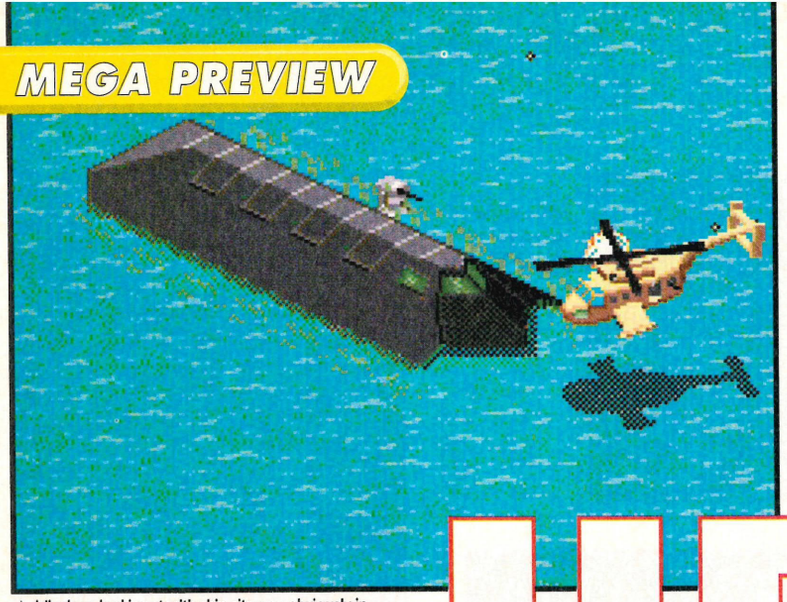
It's his old pal to the rescue again. Rad seems none too pleased though

Stage left thank you very much

Here he is leaping through lava-filled caves, well, by the looks of things anyway

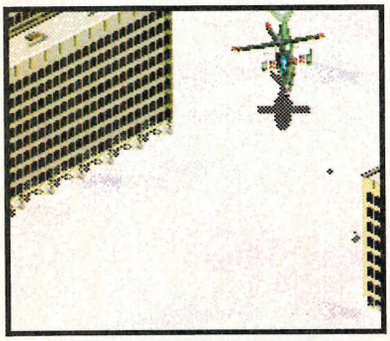


Who needs platforms when air bubbles are in abundance?



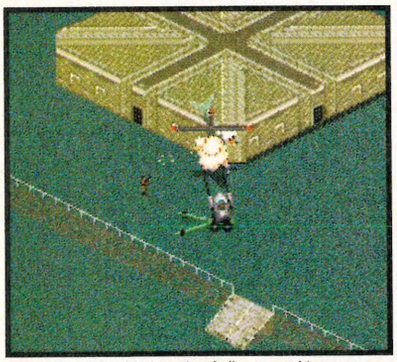
A ridiculous-looking stealth ship sits very obviously in the middle of a river. The big helicopter in the middle is the Osprey Transport and is capable of carrying lots of passengers. Unfortunately it's not well armed

URBAN

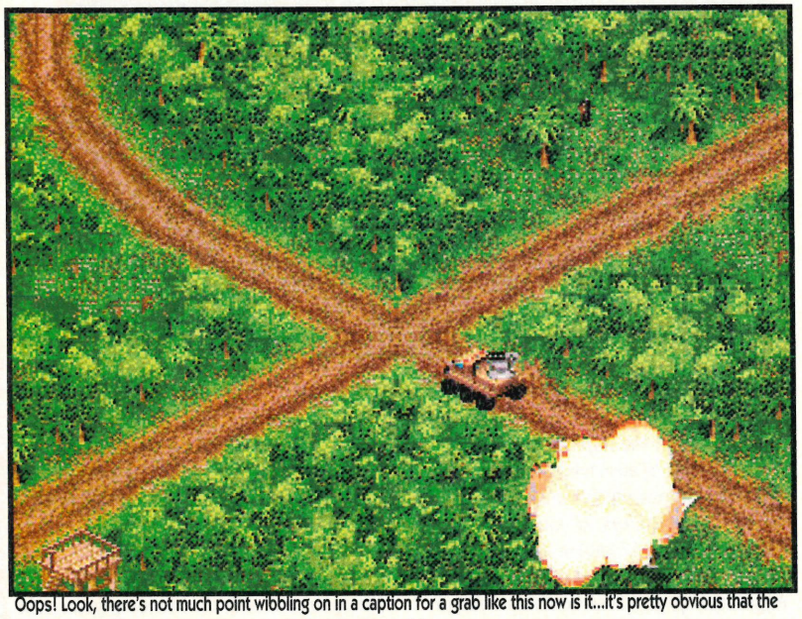


Many of the enemy vehicles float just above the cloud layer and are usually easy pickings for the experienced pilot

THE STRIKE SAGA CONTINUES, WITH LOTS MORE FUTURISTIC HELICOPTERS AND BIG SHOOTY THINGS. WE TAKE A GOOD LOOK AT THE NEW GAME AND AVOID MAKING ANY CHOPPER JOKES



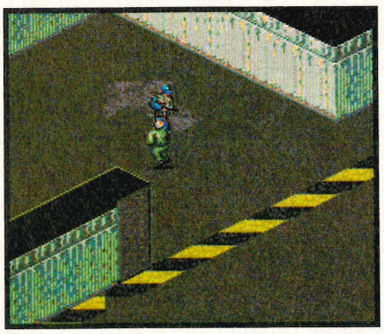
Oh bugger! As with the other Strike games it's very easy to get shot and the result is usually a very big bang followed by immediate death



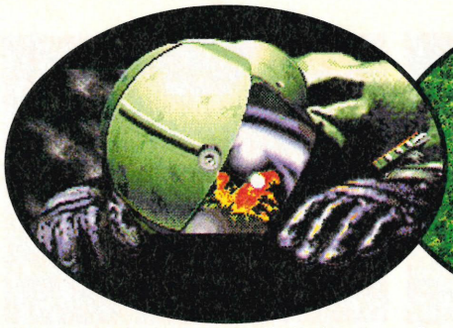
Oops! Look, there's not much point wibbling on in a caption for a grab like this now is it...it's pretty obvious that the helicopter has just exploded. What a fine ball of flames that is!

EA's Strike series is arguably one of the most successful bunch of games to hit the Mega Drive aside from Sonic the Hedgehog and his hordes of increasingly dubious offspring. By blending top quality visuals and awesome sounds with some jolly splendid blasting action and a hint of strategy, the games (Desert and Jungle Strike for the Luddites out there) have been so successful that they are now being converted to numerous other formats as well.

This particular little gem, which is actually the third game in the series, is set in the not-too-distant future and as a result it manages to get away with a certain amount of artistic licence on the old realism front. Whereas the previous duo of games were based on existing military technology such as the AH-64 Apache helicopter this new game bends the rules a bit and introduces a wide choice of interesting new vehicles with



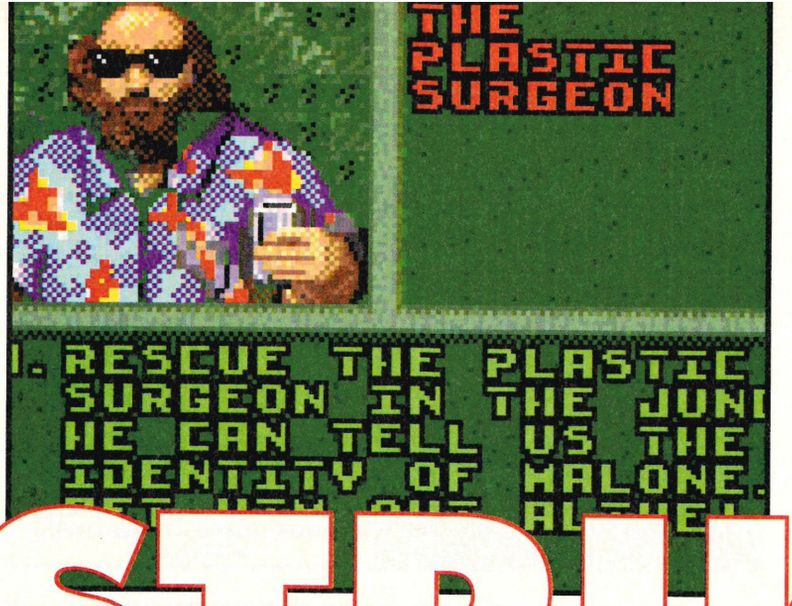
It's not just about shooting people when you're running around inside the buildings though. There are a number of sections which require you to solve a simple puzzle in order to complete the mission

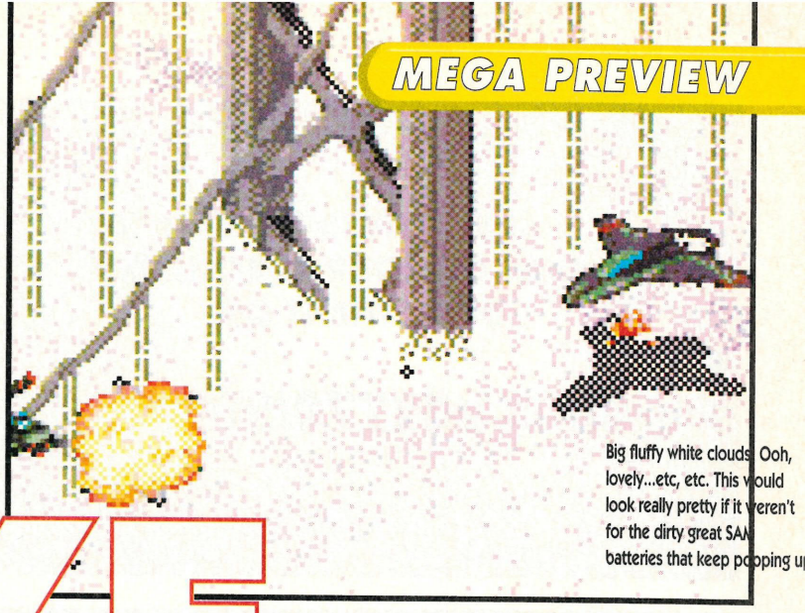


Yes, I'd say that the chances are that this chap is pretty much dead. Very moody don't you think!

I'm sure the developers didn't want to offend Muslims by implying the mosque conceals a huge missile battery

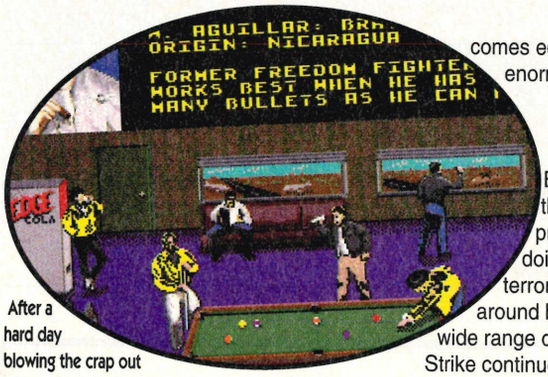
In the jungle the quiet jungle, the lion sleeps tonight, ooh-ee-ooh-ee-ooh-ooh-ee-ooh-oo...





Big fluffy white clouds. Ooh, lovely...etc, etc. This would look really pretty if it weren't for the dirty great SAM batteries that keep popping up

STRIKE



After a hard day blowing the crap out of people there's nothing quite like a game of pool to soothe the nerves before you nip off to try and pick up a new co-pilot

ludicrous levels of technology on offer.

The primary vehicle used throughout the game is a ridiculously powerful chopper with the unassuming little name of the Phoenix Thunderhawk. Behaving not unlike good ol' Stringfellow Hawke's Airwolf this wee beastie is armed to the teeth, covered in some real tough guy-armour and is about as nimble and agile as a particularly nimble thing which has suddenly come over all agile. As with number two in the Strike series, Urban Strike lets you have a bash at bumbling around in a number of different vehicles which include a bigger-but-not-badder chopper called the Osprey Transport and a big bad tank-type thing which comes equipped with a suitably enormous bad-ass gun.

IT'S ALL GOING HORRIBLY WRONG

But what's going wrong with the world this time? The previous games told of terrible doings by various dubious terrorist types and had you going around blowing away bad guys in a wide range of different locations. Urban Strike continues with the terrorist/private army theme but places them in a futuristic scenario where the United Nations have become somewhat stricter when it comes to dealing with illegal arms trading. Rather than running around with little blue hats on pretending to do something worthwhile the UN of 2006 is a mean and brutal world-wide police force which comes down hard on anyone who dares to play silly buggers.

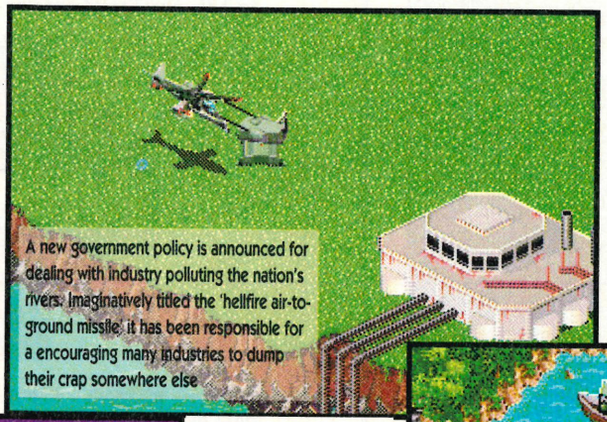
In this particular instance it seems that a terrorist faction is intent on conquering the US and is doing a pretty good job of it by wiping out various sectors of industry before eventually gunning for the President himself. As you chase around after the terrorists you'll be taken to a number of recognisable bits of America including San Francisco, Mexico and even Las Vegas...complete with the Luxor hotel in all its 'Huge pyramid with a sphinx sitting in front of it' glory!

Although Urban Strike looks very similar to its predecessors the gameplay has changed somewhat. Flight controls and navigation are still very much the same, but you are now offered the opportunity to jump out of whatever vehicl you're commanding and dash about on foot. In places it's vitally important to do this because some key elements of the game are now situated inside the many and varied buildings which fill up the play area.

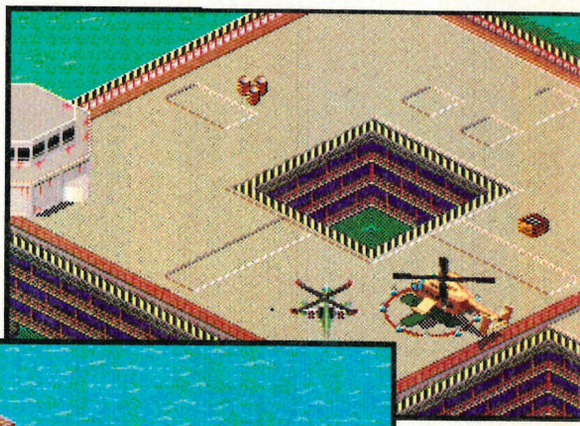
Often you'll find that arms stashes and vital supplies are actually hidden in different rooms and must be retrieved by hand. Elsewhere you'll also find that there are a number of puzzles which must be solved that can't be accessed while you're sitting behind the controls of the latest combat-craft-from-hell.

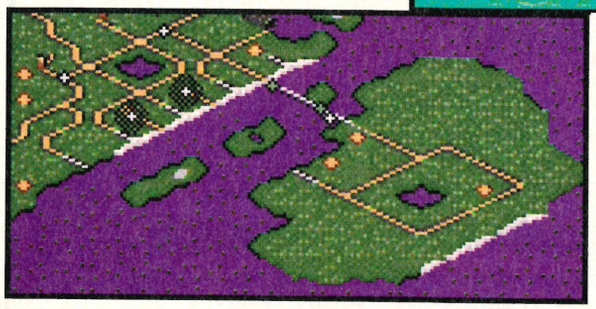
From what we've seen so far the game looks very close to completion and should be well on track for its October release date. Watch Mega for an exclusive review in the next couple of months.

The Osprey Transport nestled discreetly on a landing pad on an oil rig deep within enemy territory. A handy thing to have nearby when you realise you've got a rescue mission to do

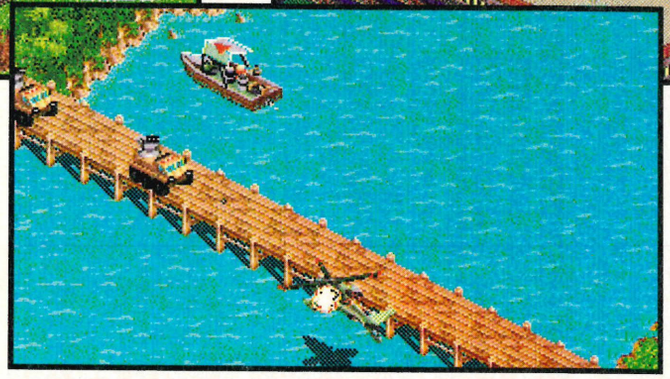


A new government policy is announced for dealing with industry polluting the nation's rivers. Imaginatively titled the 'hellfire air-to-ground missile' it has been responsible for a encouraging many industries to dump their crap somewhere else





(Left) The now familiar computer system has been ported to the new game and works in very much the same as it did in both Jungle and Desert Strike



(Left) There's a bridge. There are some enemy vehicles driving across it. There's my really big gun strapped to the front of my helicopter. Brace yourself..

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THE FLINTSTONES

Why has everyone gone dinosaur crazy?" ponders Rick Taylor. We're supposed to be progressing not regressing through history, aren't we?

Apparently Rick Moranis is Barney Rubble, or so one of the lads in the office believes after seeing a preview screening of what is being credited as THE movie of 1994. John Goodman also plays an uncanny Fred Flintstone as well, while the sets are true to the original cartoon and the effects are said to be incredible - isn't Hollywood something?

Everywhere you look you will see something referring to The Flintstones, you can even hear them on the radio so they're what you could call pretty 'high-profile' at the moment. But where there's a film there's a game, and Sony is the company behind it.

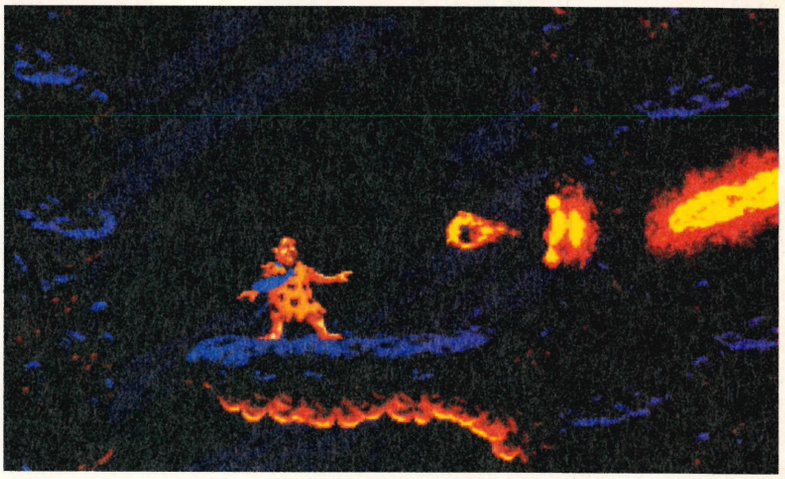
Developed by Ocean, the maestro of the licensed game, The Flintstones is a colourful platform adventure that captures the spirit and humour of the cartoon series. However, it is by no means a game of the cartoon series but one specifically based on the film, the cartoon is a completely different licence held by another software company.

With this the backgrounds seen in the game are heavily influenced by the sets from the film, while the sprites are beautifully detailed miniaturised caricatures of John Goodman, Rick Moranis and co. There are also a number of bad-guys featured in the game that were evident in the film, as well as a whole host of prehistoric creatures just waiting to eat you up for dinner.

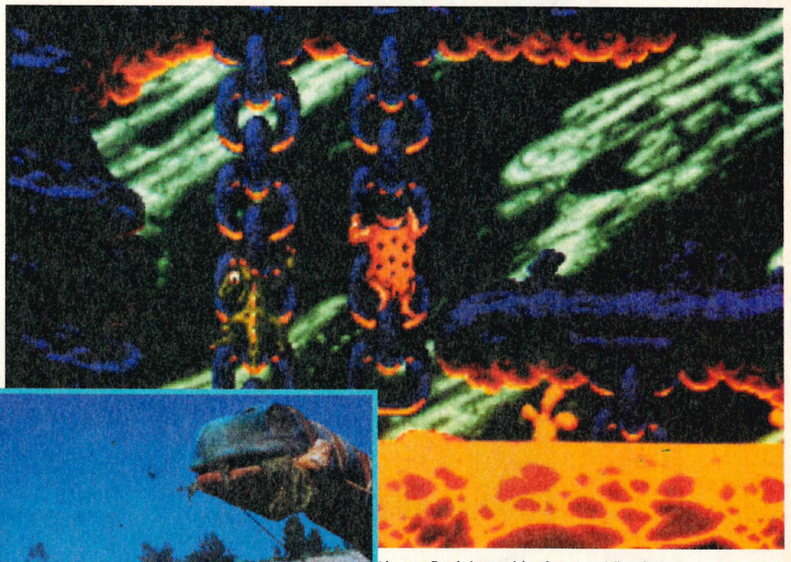
The sound also reflects the spirit of both the cartoon and the film by blasting forth "Yabba-Dabba-Doo" at numerous intervals as well as the familiar theme tune, which is currently rocking its way up the charts thanks to the BC-52's. There will also hopefully be other digitised effects appearing in the end product including Fred's famous battle-cry, "WILLMAAAA!"

You actually take the role of Fred himself as you attempt to rescue the kiddie-winks, Pebbles and BammBamm, from the clutches of the evil Cliff Vandercave. Spanning a massive seven levels each of which is divided in to smaller stages and bonus games, The Flintstones proves to be tough on the old fingers. Precision timing is required when jumping between platforms or using Fred's trusty bowling ball as an effective weapon or it may just be the end of the rocky road for you, matey.

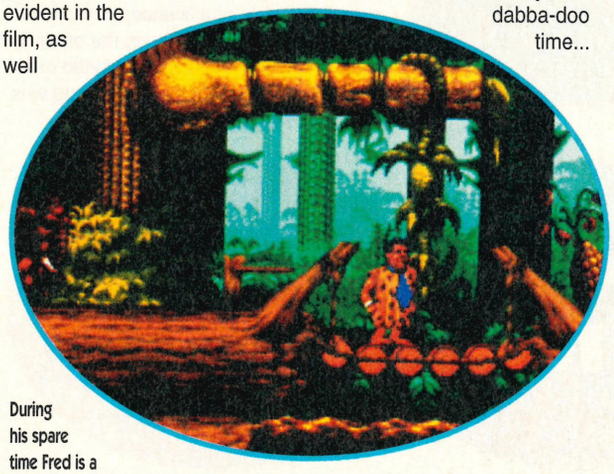
The game is due to be released in November through Sony, some way behind the film, but we should hopefully get a review copy in for next months issue of Mega. Our advice for you until then - buy a copy of Smash Hits, learn the words to the song and go see the film! Flintstones, meet the Flintstones and have a yabba-dabba-doo time...



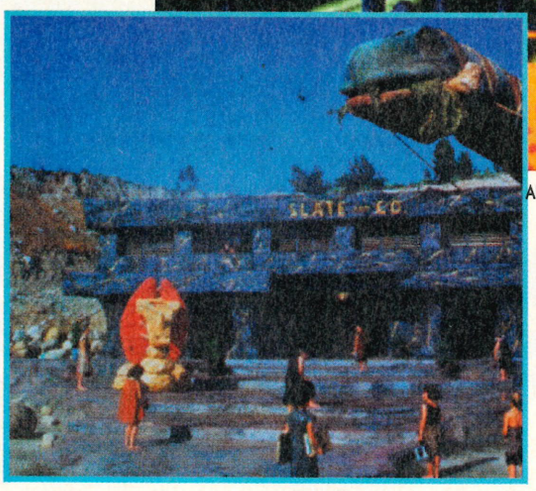
Surf's up for Fred!



Above: Fred does a bit of spot welding for extra cash

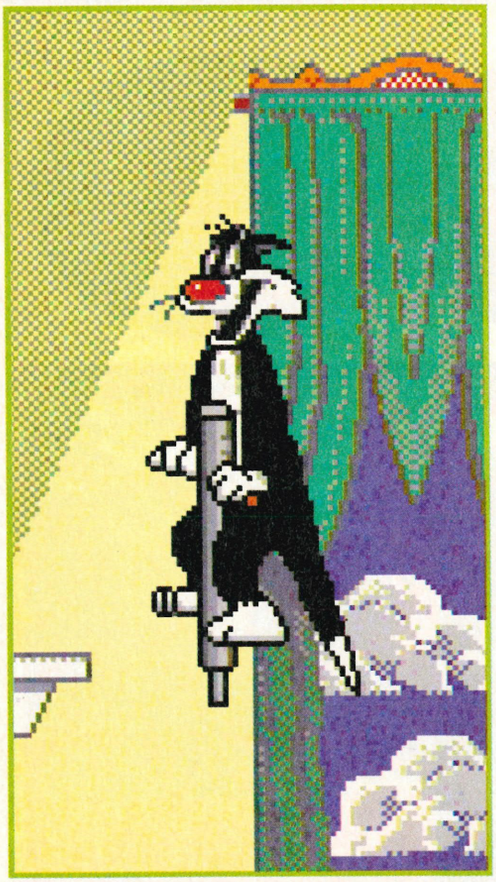


During his spare time Fred is a voluntary Scout leader partaking in exploring the great outdoors

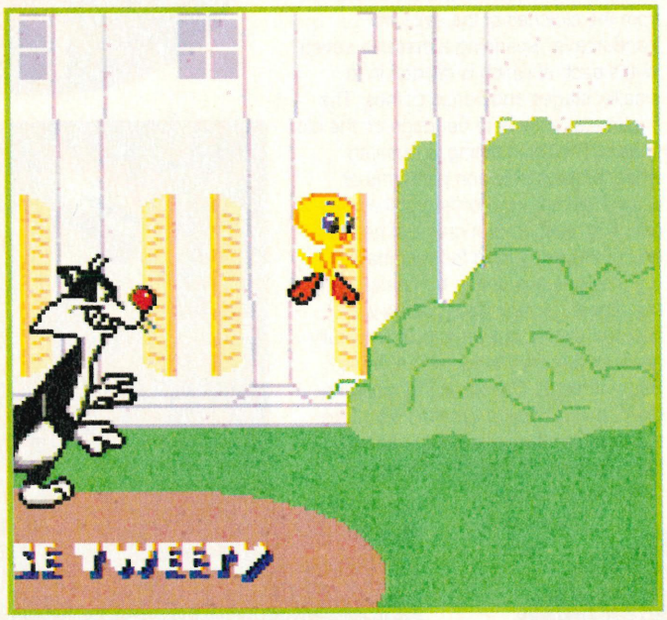


Jurassic Park 2

SYLVESTER IN CAGEY CAPERS



Sylvester the cat has been entertaining kids of all ages with his madcap antics over the last few decades. Now he steps into the future with Time Warner's new platform

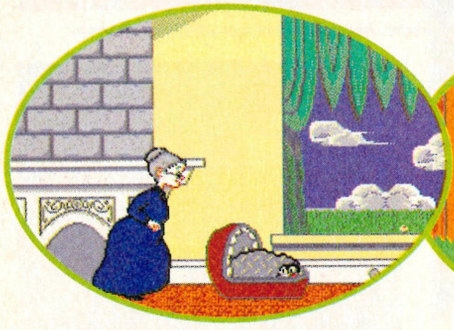


These are the rules of the game. Complex stuff or what?!!

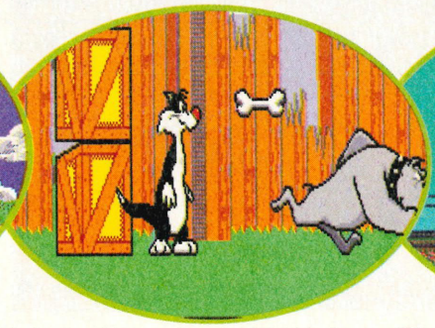
Ever since I was a nipper I've always liked the adventures of Tom and Jerry, and Sylvester and Tweety. Both cartoons featured stupid cats that were always being outwitted by creatures destined for their dinner plates. Inevitably the stupid cats' plans always backfired on them and they ended up getting severely hurt in the funniest way possible with the intended victim getting away scot-free.

Recently Tom and Jerry was converted to the Mega Drive and the game was abysmal in virtually every way – basically, all it had in common with the cartoon were the two main sprites. In the game, Tom and Jerry were mates who had to help each other out and it was a complete waste of a licence.

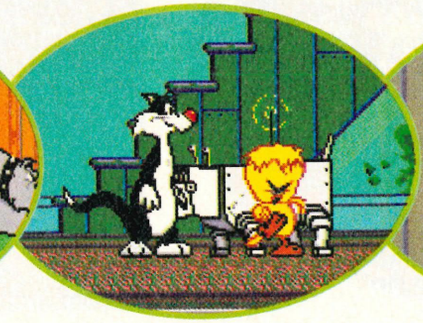
Sylvester and Tweety on the other hand is a completely different kettle of fish. The main aim of the developers was to produce a game that closely



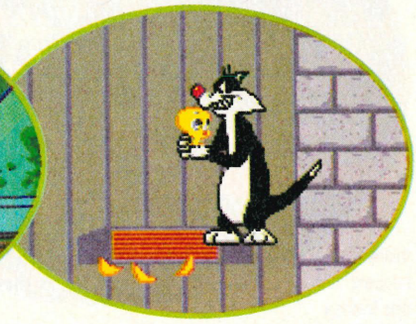
How exciting! There are all manner of places to hide in this game



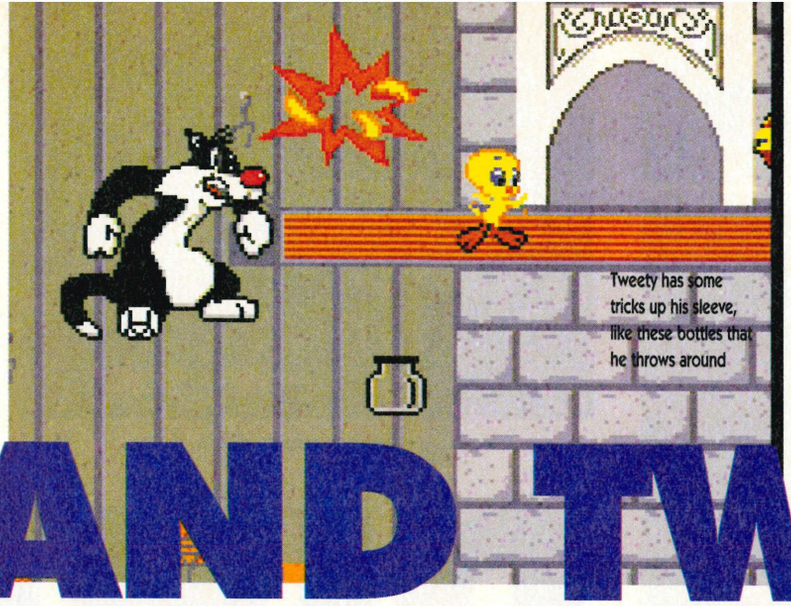
Spike is a downright nasty piece of work, but lob a bone and he'll get off your back

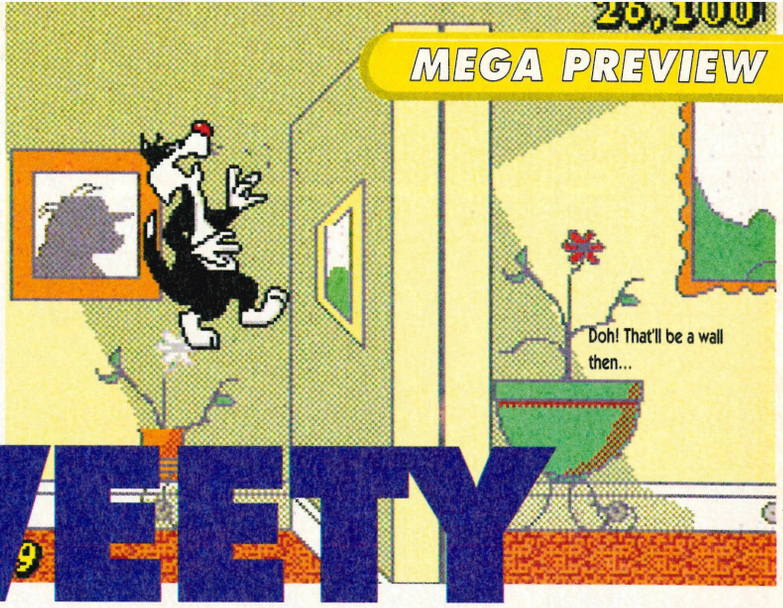


With a shot of antidote Mutant Tweety gets brought down to size



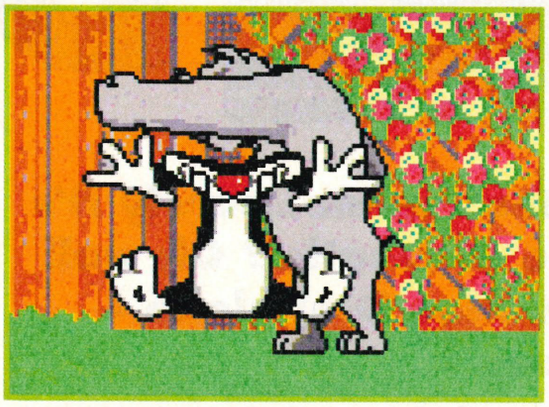
He's mine, he's mine at last! Tweety falls into the grips of Sylvester



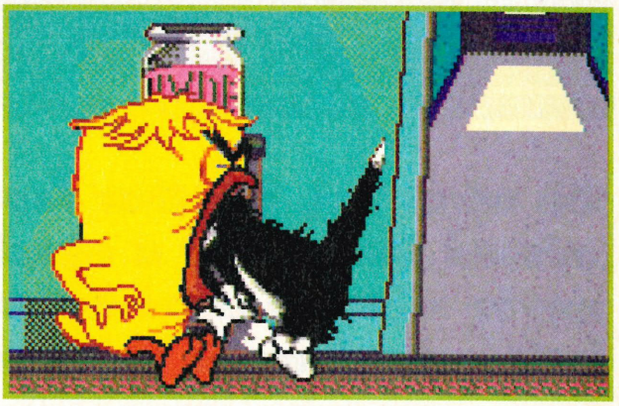


AND TWEETY

With Tweety up above and Red lurking nearby, what can our feline hero do now?



Ouch, that smarts somewhat. Cheers very much for the large dent in the head, mate



Tweety gets his sweet revenge! That's quite a bad molar you've got at the back there, mate. I'd get that seen to

resembles the original cartoon and makes the player laugh. Taking the role of Sylvester, the player must guide the incompetent cat as he tries to capture Tweety, the insufferable smart-alec canary. Along the way he will meet regular characters like Granny, Spike the dog and Red the cat who try to save Tweety from your vicious claws. Not everyone is against him though – Junior gives a helping hand and so does Hippity Hoppity, the kangaroo that Sylvester mistakes for an over-large mouse.

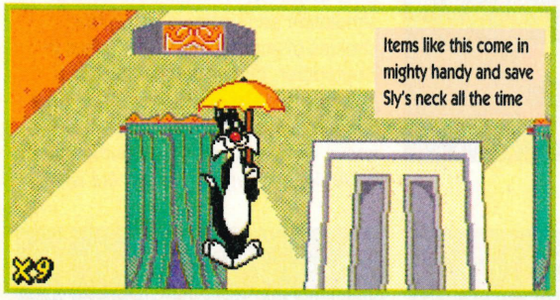
THAT DARN CAT

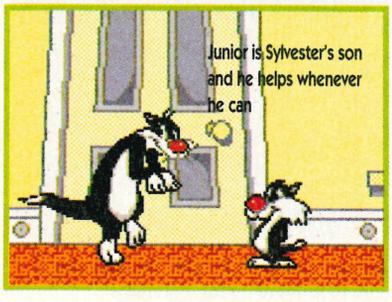
Humour plays a large part in the game and the graphics and sound seem to have been lifted straight from the cartoon, includin "I tawt I taw a puddy tat". Sylvester comes to numerous sticky ends as he gets his head beaten in, falls flat on his face, gets electrocuted and even gets eaten by a mutant Tweety.

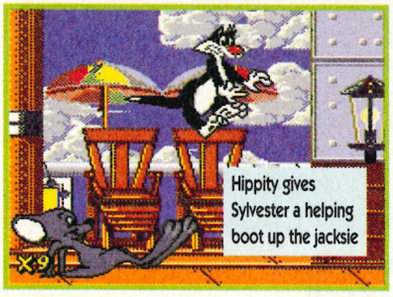
As we all know, to this day Sylvester has never been able to catch that blasted canary even after trying for about 40 or 50 years. Using his new Tweetyscope, Sylvester can detect where Tweety is and go after him. Whenever he is found he tries to escape but it is possible to swipe and hit him with razor-sharp claws. Tweety will soon escape but after a few times he will become so tired that avis sarnies could soon be on the menu. Unfortunately he always manages to escape Sly's clutches and flies off to the next level.

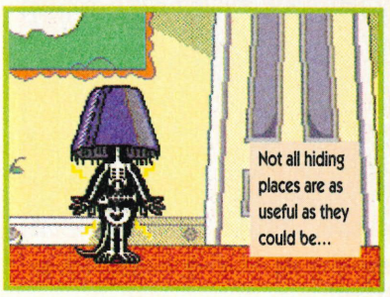
Sometimes Tweety is near the ground and can be hit by jumping up from the ground or the nearest platform. He's a clever little dickie bird though and often hides high up in the air, well away from the clutches of any lurking feline assailants. If this is the case, nearby objects must be moved around and stacked so that he can be reached more easily. To do this Sylvester must first locate any handy crates, barrels or cases and either pick them up or push them to the most convenient point. This may sound easy, but with the numerous enemies charging around knocking everything down it can prove quite challenging!

There have been a lot of cartoon licences made and the only decent ones have been those that manage to put over the feeling of the original cartoon. From what I have seen of this game it falls firmly in to this category and I can't wait









Create your own international league – great fun all round

DINO DINI

Oh what fun, another football game...surely it's missed the bus by a couple of months? Oh well never mind, it is from that Dino Dini bloke – he's quite famous you know.

Brazil, Holland, England and Germany. That's not a bad little line up we have here

Dini Dini...what do you mean you've never heard of him? What type of saddo are you? This is none other than the man who designed the rather famous Kick Off trilogy of games which fared incredibly well on that veteran of machines, the Amiga (actually it is still doing rather well). So after that success it's on to new fields for Master Dini, and now Mega Drive owners can benefit from the programming experience Dini has picked up over the years.

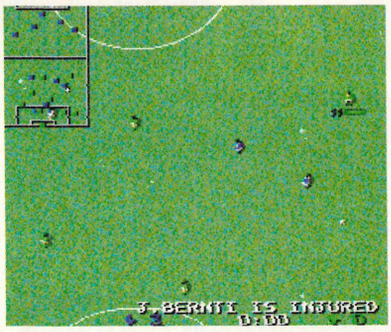
CELTIC FC

Goal is the name of this new football simulation and it should be on the shelves of your local game stockist in September. As far as I can tell, Goal appears to be an improvement on Kick Off 3 (Yes, yes, it should be Kick Off 4, I know) which was rather a good game on the Amiga. If Mega Drive owners aren't fed up with football games then Virgin could have another nice little earner on its hands.

Can't say I recognise anyone in this line up. Is this really the Eire team? Surely not!

I consider myself a bit of an expert when it comes to games, and football games are my super specialist Nige subject – I'll whip anyone at Sensible Soccer! With that in mind I know what I want to see when I plug the old cart in...and the first of these 'things' is a good control system which I'm happy to report is well and truly present in Goal – oh yes indeed! Five minutes and you can be beating the lesser clubs and 15 minutes and you can achieve World Champion status. The controls are remarkably easy to suss out and that has to be one great big plus point for the

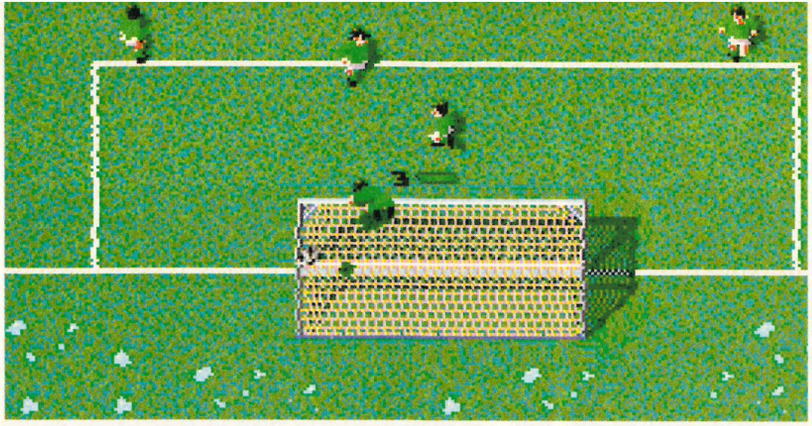
It's all history now – we all know what happened to the Germans!



Bring on that electric stretcher someone or else he'll be there all night

Oh I say, retaliation from the Italians! That man should be booked...surely ref?

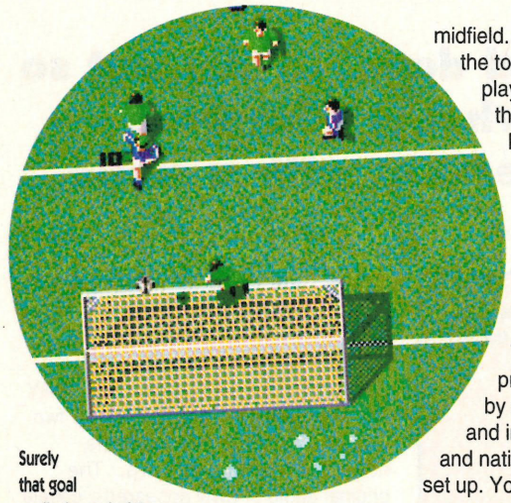
Aha, the good old World Cup '94. This brings back many fond memories of late night viewing



The final score is four-nil to Italy. Oh dear

He's off up the park. The Irish really have to try and keep their calm

'S GOAL



Surely that goal spells the end of the Irish team's chances tonight

game.

The game can be viewed from two different angles which can be toggled between during matches, or one view which can be used throughout the entire course of a game. All of the views utilise the top-down scrolling pitch which seems to be the angle that best suits console footballing –16-bit games anyway – and the angle which worked well for Sensi.

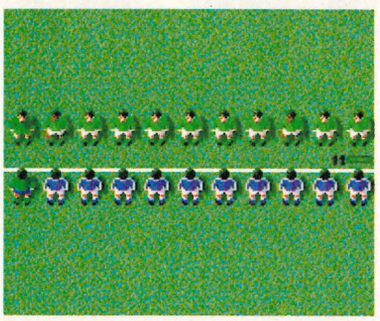
The first view gives a much wider image of the pitch and allows for fast flowing football through the centre of the midfield. The second option also utilises the top-down approach, but the player manages to get far closer to the action. I must confess to being a little apprehensive about this second view, but once I had learned to use it properly it worked wonders in set pieces, goal-mouth scrambles and so on.

SCAPA FLOW

The options included are all pretty standard, not that this is by any means a slur on the game, and include the usual international and national leagues just waiting to be set up. You can also set up a knock-out cup competition which can include from two to 200 teams.

The players are capable of flicks, headers, overhead kicks and so on and they all look fine. The sprites may not be up to the standard set by FIFA, but this game relies more on game content than graphics and the gameplay is certainly here. Of course games such as this rely on player Vs player options to really set them alight and surprise, surprise, Goal shines in this department too.

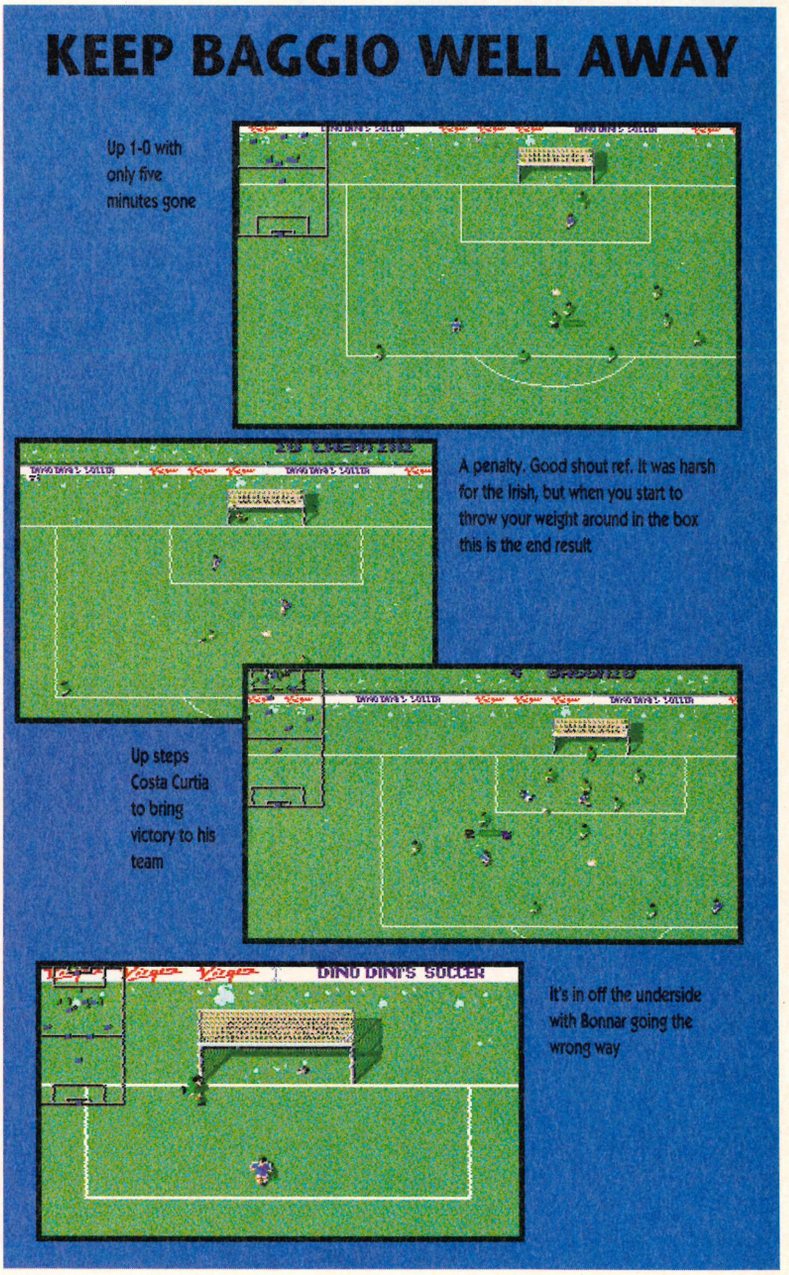
There's not a lot more I can say about this so wait to we see how the completed version of the game bears up.

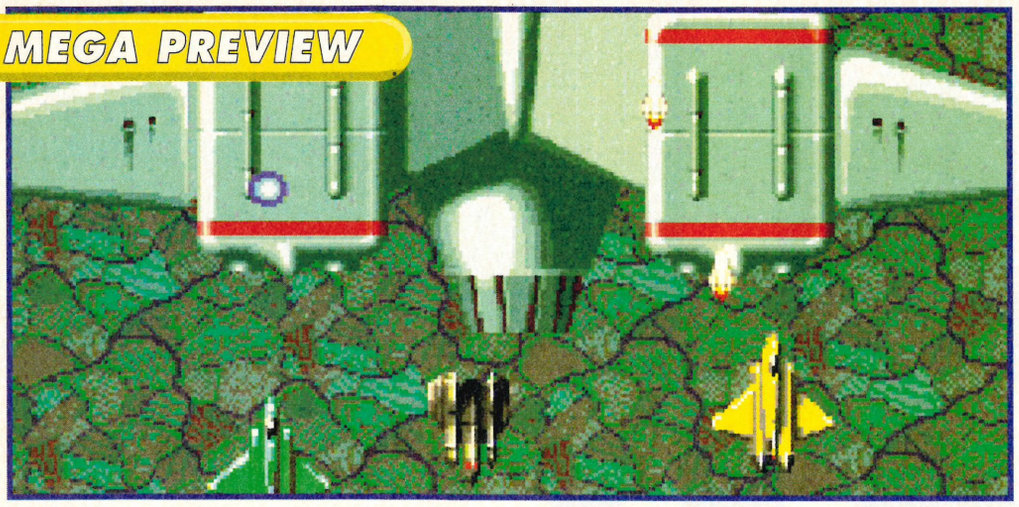


Anyone for a game of British Bulldogs?

Brazil are cleaning up, so there's no surprises here then

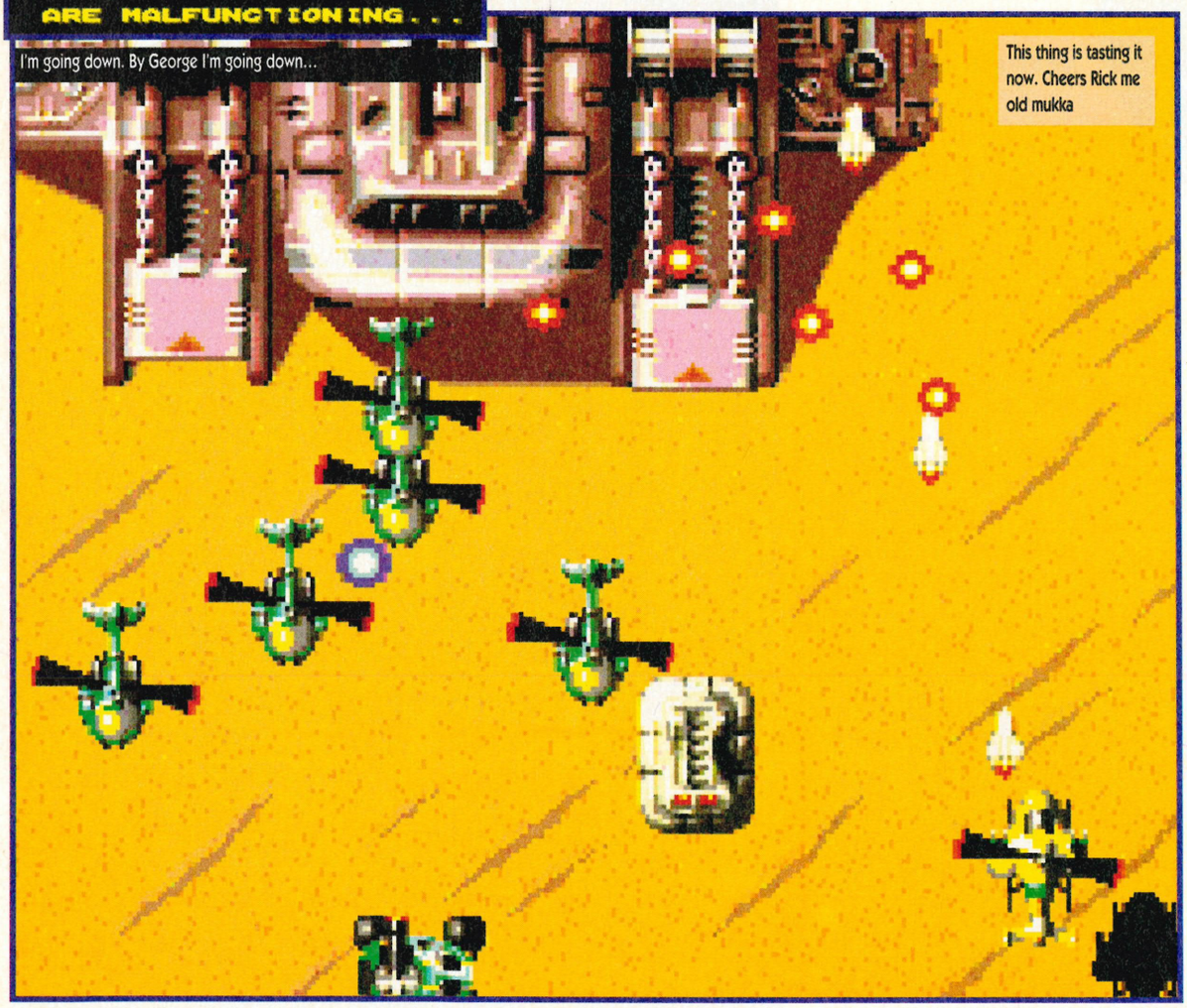
KEEP BAGGIO WELL AWAY





SUPER SWIV

Games from the good old days, or the not so good old days...Jacob 'Wheels' McIntyre takes a look back and returns with a smile on his chubby little face...

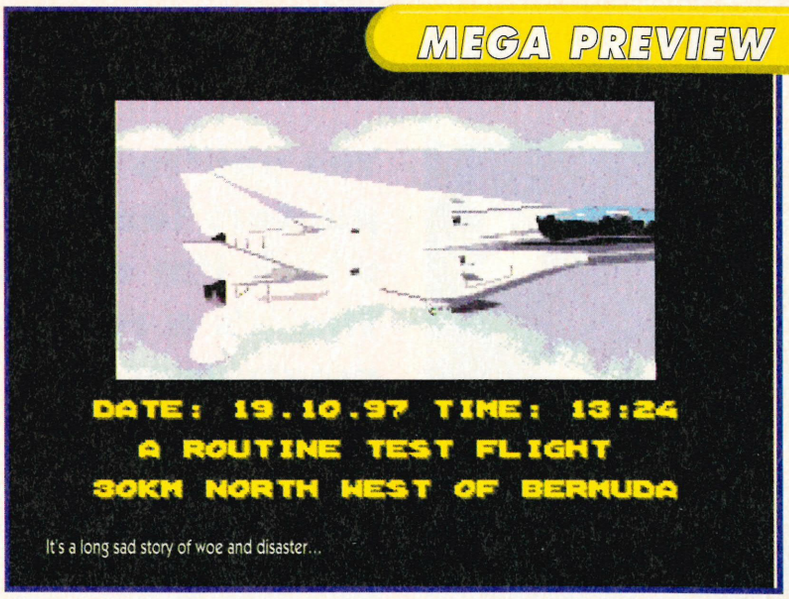


Swiv, in one form or another has been around for quite an expanse of time now. The game has its origins in Silkworm, a very old (and I mean VERY old) horizontally scrolling blaster for two players. One player controlled the helicopter, the other the Jeep. The original game of Swiv appeared a couple of years later and it was basically the same game with a different viewpoint (from above) and it scrolled vertically. Swiv originally appeared on the Amiga and once again was a two-player game but with improved versions of the Jeep and the helicopter taking on the might of an invading alien force.

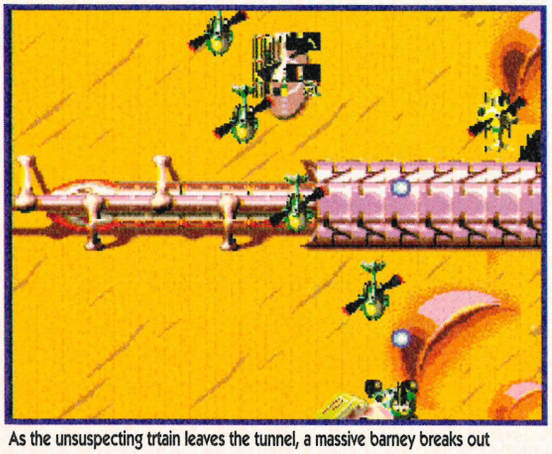
Bearing in mind the very nature of the game it's difficult not to be a little forgiving when we read the completely ludicrous story-line. Get this – us Earthlings have discovered a great new weapon-cum-fighter-plane-cum-Jeep

It can't be a Wednesday then – I can see a train!

My friend and I have bonded several times with much success



Aha, my shield is up so no one can attack me



As the unsuspecting trtain leaves the tunnel, a massive barney breaks out

Oh look, a big yellow thing just waiting for me to waste it.

(see what I mean). Unfortunately, the hardware has been half-inched by an unknown force and is now being used by yet more 'persons unknown' to take the Earth by force.

Luckily though (Phew!) a few of the prototype fighters are in your hands. These weapons are the only machinery with enough power to take on the alien force currently enslaving Earth…so off you go into war.

Before the game commences, players must choose between the Jeep and the helicopter. It will surely come as no surprise to learn that of the two vehicles the helicopter is the best choice – it has the freedom of the air and does not have to worry about land-based obstacles. However the downpoint of the helicopter is that it can only fire in straight lines (and straight up) while the Jeep can fire in eight directions.

GET READY

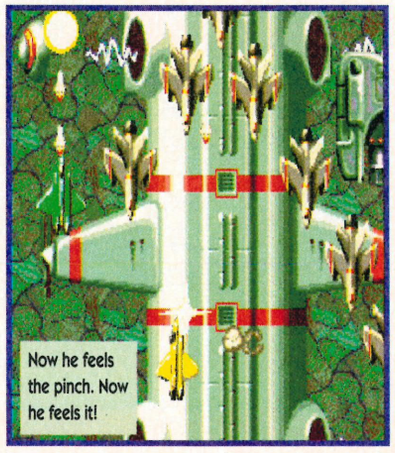
The mission begins in the desert, not one of the most picturesque places in the world but dramatic if you like that sort of thing. All seems quiet at first but very soon hordes of attacking alien aircraft fill the skies, unleashing photon torpedoes and homing missiles at your small attacking force. Tanks wheel across the desert, firing randomly at you. These tanks are slow and easy to hit, but their thick armour protects them well and they can take up to three direct hits to destroy.

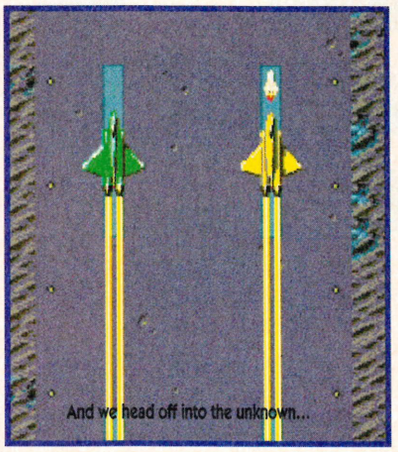
The helicopter and Jeep come armed with a single, powerful cannon and a limited supply of smart bombs. The bog-standard cannon fires low-powered bullets but it can soon be upgraded to a flame-thrower or the super-powerful plasma cannon which is a joy to behold as it cuts its way through the ranks of the alien fleet. A variety of smart weapons are also there for the taking. 'X' missiles waste everything in their way, while a small weapon upgrade known as the Scorch Token has the same effect as around three megatons of napalm!

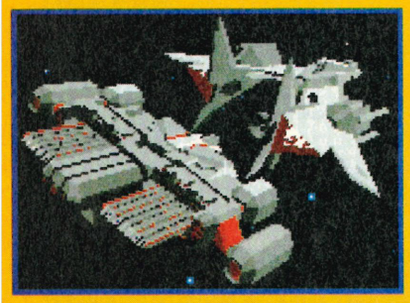
OP GRANBY

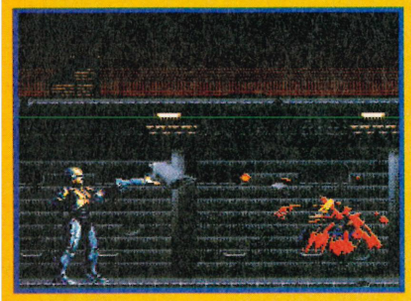
In addition to all this the Jeep has the ability to leap over tall obstacles (the latter phases of each stage seem to be littered with bottomless pits) so there should be no stopping you. At the end of each stage (assuming you make it that far – this is one difficult game to complete) you usually have to take and destroy some form of massive machinery bristling with gun emplacements and rocket launchers with ground and air units for that little bit of extra firepower. Oh, fun and games! Kick that brain under the bed, engage autopilot and start blasting everything that remotely looks non-human.

I can recall playing this to death on the SNES and Amiga and thoroughly enjoying every minute of it. This Mega Drive version may have taken its time to arrive but if it's good old-fashioned blasting action you want, this delivers the goods better than most.



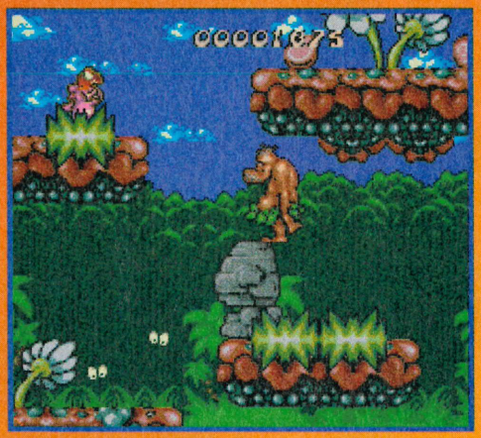






Yes you're correct, it's more tips, cheats and punters feebly attempting to blag free prizes, which I'm afraid to say are in very short supply. There's a recession on, or don't you read the newspapers?

CHUCK ROCK 2



It's ye olde level select thing again from Core Design, purveyor of good games since before I was born. Get to the title screen OK? Then press B, A, Right, A, C, up, Down, A. Restart the game and press pause. Now press A and Right to skip a level and if you fancy whizzing through the thing press A and Up. "Summer fun, something's begun but ahhhhhh oh those summer nights. Wella, wella, wella...

DRAGON'S REVENGE

Codes for a duff pinball game that's what these are.
LT9LAKD: Start off with 10 extra balls
XMH5AQG: Gives 15 balls
D7Q4ADM: Gives 20 balls
D8Z4AIY: Gives 25 balls
D994ANB: Gives 30 balls

FIFA INTERNATIONAL SOCCER CD

You may have heard of all the super hidden game options on FIFA, but have never known how to actually get to play them? Well, I am here to prove that they do exist thanks to one Paul Shotton from Stoke on Trent. There are eight options in all.
OK, head to the options screen and do as I do...
Super power: B, A, B eight times
Super offence: A five times, B, C
Super defence: B five times, B, C
Green team: A twice, B twice, C twice, A twice
Super goalie: A five times, B six times
Invisible walls: C three times, B, A three times, B
Crazy ball: C, A, B, C twice, B, A, C
Curve Ball: B, A, C, B, C twice
And there we are.

FINAL FIGHT CD

Not a level select?! Goodness this must be the dawning of some sort of new age or something. Well, sort of anyway if you believe the hype about all those new machines. This should make things just a little easier for the rubbish players out there, or the John Madden fans anyway.

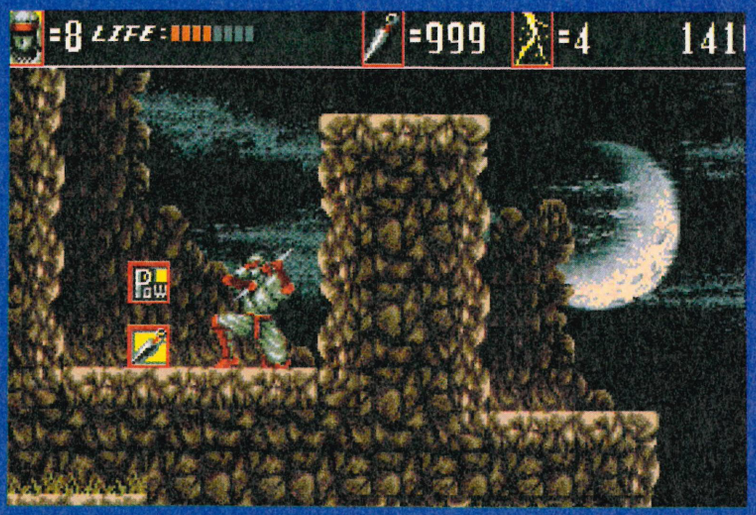
Head into the options screen and move the cursor so it placed over the exit option. Press A, B and Start, choose Guy as your character and everytime you hit the punch button you will soon discover, to your delight no doubt, he has a continuous stream of turbo punches.

SHINOBI 3

And thrice on the Shinobies please, no ice or lemon if you please, just neat and how's about a few cheats while you are hanging around doing nothing useful. From the options menu change the sound effects to "Shurikin" then move up to the Shurikin setting and change it to 00. Hang on in there a tick and it will change to an infinity symbol.

Next round please.

Select "options" from the title screen and highlight the "music" option. Highlight the "He Runs" tune and press B. Listen to it then play "Japonesque", Shinobi Walk, "Sakura" and Getufu the same way. If you pressed after every song and listened to them in the correct order you will hear a tone after the last tune, this means the invincibility code is in operation.



ROBOCOP VS TERMINATOR

A few nice little numbers from someone else who would have received a prize but forgot include their name and address.

For extra gore and a whole range of different enemies simply head into the game and press pause followed by C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A.

Not enough? How's about this one then. To speed the game up knock in this lot. Same as for the other code, pause then A, B, C, C, B, A, C. B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B.

MEGA TIPS LIST

AFTER BURNER 2
- On the intro screen hold down A, B, C and START. When the carrier appears, select your start level with LEFT and RIGHT.
- When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.
- For 100 missiles press LEFT and B on stage 3, right and B on stage 5, B on stage 9 and right and B on stage 11.
- For 100 missiles press LEFT and B on stage 13, right and B on stage 16, B on stage 19 and right and B on stage 21.

ALADDIN
- Pause, press A, B, B, A, A, B, B, A, and you can skip any level.
- On the title screen press Â, A, C, A, C, A, C, A, C, B, B, B then B and Dave Perry's digitised face will appear. Then an options screen will appear.

ALIEN 3
- Using pad one, enter the options screen. On pad two, press C, UP, right, Â, LEFT, A, right and Â. Listen for the sound, then start the game as normal and pause. On pad one press START to pause and then C, A and B. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS
- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.
- To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press LEFT and C together, and Bart will skid off. Touch only button C, but keep LEFT pressed until you pass the door. Stop, press right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN
- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)
- On the options screen highlight Game Type. Move it to Driving and hold the pad LEFT and press the B button. Move the pad down to Difficulty, hold LEFT and press the B button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button C.

BATMAN: REVENGE OF THE JOKER
- Enter the number 5257 on the password screen. A row of mushroom things will appear. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3, enter 6300.

BIO-HAZARD BATTLE
- Here is a level select. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joypad: UP, É, right, É, Á, É, LEFT, É and UP. Then press START.

BLACK HOLE ASSAULT
- For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.
- To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press START on the second pad and your opponent will fall over.
- For invincibility, do the same as above but your name is MUTEKI.

BULLS VS LAKERS
- Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

Opposition:
Eastern: B – Bucks, C – Bulls, D – Celtics, F – Pistons, P – 76ers, R – Hawks, 9 – Pacers, M – Seattle
Western: V – Golden State, W – Blazers, X – Lakers, Y – Spurs, I – Houston, 3 – Phoenix, 9 – Utah Jazz

YOUR TEAM:
Eastern: D – Bucks, X – Bulls, N – Celtics, S – Pistons, 8 – 76ers, 4 – Hawks, J – Knicks, 0 – Pacers
Western: 6 – Golden State, B – Blazers, L – Lakers, G – Spurs, Z – Phoenix, V – Utah Jazz, 2 – Houston, Q – Seattle

CASTLE OF ILLUSION
- When you have finished a level, press START while your score's being added, for extra lives.
- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CASTLEVANIA
- Use the usual UP, UP, Â, Â, LEFT, right, B and A on the title screen to gain access to a level select, while at the same time gaining 30 lives and switching the collision detection off.

chakan
- Select practice mode and start the game. Above the air portal you'll see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. You'll have completed the first 12 levels.

CHUCK ROCK
- While the band plays, press ABRACADABRA and the guitarist will smile. Also, press A, B and C together, start the game and then press UP while holding A to advance a level.

CHUCK ROCK 2: SON OF CHUCK
- Pause the game, and press B, A, right, A, C, UP, Â then A and unpause the game. Now pause it again, and press A and right to go up a level, or press A and UP to skip the entire zone.

CHUCK ROCK CD
- Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNTXF, Level 5: TSFNVP

COBRA COMMAND
- Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press UP, LEFT, right, right and UP. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press LEFTor right to move through the numbers. Press START while playing a level and you complete it. columns

COOL SPOT
- Go to the options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C then C. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives etc.

CORPORATION
- The most important weapon is the bomb, but don't use it until you're in prison.
- If thrown in prison, check your pockets...
- Don't buy a lock-pick, simply find one.
- Go to the music demo bit and play the music for level six. Now press A, C, A and B. Go back to the title screen and start the game. When the level screen comes up, hold B and press UP to choose your level.

CYBORG JUSTICE
- For a secret options screen press C, B, B, C, C, A, C and B when playing Arcade mode. deadly moves
- Here are some character codes:
Warren – XX! E4T2 0ZY, Vagnad – WBY MFDI HOZ, Li Yong – WBY E42Q UZI, Baraki – HB1 Y9JK D4W, Bu-oh – HB8 MFO6 NNN, Gaoluon – HY6 Z9J3 W47.

DECAP ATTACK
- Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE
- Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.
- For ten lives instead of three enter code: BQQQAEZ.

DRAGON'S FURY
- Enter UUBV99BQRE for 73 balls and 505,705,300 points. Enter ALCLAEBECK for 21 balls and the end-of-game sequence.
- This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

ECCO
- Here are the codes for the levels:
The Undercaves – WEFIDNMP, The Vents – PUDPXJDK, The Lagoon – TCXSXJDT, Ridge Water – QZOMOQLE, Open Ocean – KEQKALGF, Ice Zone – FJTZCLGZ, Hard Water – TRAWCLGZ, Cold Water – IBRWXREO, Island Zone – WTCAVREH, Deep Water – UHPHVREN, Marble Sea – ELNLXREF, The Library – TSGPXREX, Deep City – TOVHXREB, City of Forever – GACTXRET, Jurassic Beach – QDZAVNLK, Pterandon Pond – BQVVAPEA, Origin Beach – GRPZAPEE, Trilobite Circle – UCJDBPEC, Dark Water – ZDCHBPEF, Deep Water – YBDIBPEG, City of Forever – YUPIGPLV, The Tube – MIBFKMLH, Welcome to the Machine – VUFBKMLC, The Last Fight – KTPMLMLM
- Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.
- For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press right, B, C, B, C, DOWN, C then UP.

ECCO CD
- Pause the game half-way through a turn – when Ecco is facing you – then press RIGHT, B, C, B, C, DOWN, C and UP. A hidden menu screen will now pop up.

EURO CLUB SOCCER
- Take your pick of the following English teams to play as in the final:
Norwich City – 373UAA4IGC (vs Rangers), Liverpool – SAHEAA6ICA (vs Celtic), Aston Villa – BEDUAA7ICA (vs Real Sociedad), Spurs – J6CUAA8IHA (vs Celtic), Arsenal – ZWNEAA9IAE (vs Bordeaux),
- Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick very hard.
- Enter your password as QUITTER and when you quit a match you won't forfeit the game – the score will remain the same.

EX-MUTANTS
- Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down A, B and C before pressing START. Shannon will say "too easy" and a cheat screen will appear.

F1 CIRCUS
- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX
- Start the British Grand Prix in a McClaron's car: NABCTPHSNGKTIXBDDE GMHUJOKLMTFJ HOILKL LONVORQX LQMW

F-22 INTERCEPTOR
- Teleport to the final HQ message in the final two levels: Russian challenge – KSQGIV, Aces – MH01K1, Korean – BI0F8P, Iraqui – GTGE8V, American – 6PGE02

FATAL FURY
- To increase your continues, press and hold UP on the continue screen and then press A, B and C together.
- On the game-selection screen, press and hold LEFT. Select your mode and you can now play as the boss Geese. Hold button C when selecting one player vs computer and you can select your opponent.
- On the options screen select the Time option. Press and hold A and press LEFT. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press LEFT while holding button B until the point goes to 0. You now need to win 99,999 matches.

FLICKY
- On the explanation screen hold A, C and UP. Press START and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

FLINTSTONES
- Choose five lives and then press buttons A, B, C and START together. Rotate the pad clockwise. On the title screen press START and you won't lose a single heart. For infinite lives choose five lives and press buttons A, B, C and START. Now press LEFT and RIGHT until the title screen appears. Then press START and when you run out of lives, nine more will appear.
- For a level select get to the options screen and hold down button C. Now press LEFT, RIGHT, DOWN, LEFT, RIGHT, UP, UP, DOWN, LEFT, RIGHT and DOWN. Release button C and press START.

GADGET TWINS
- For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, RIGHT and LEFT. Repeat this and the colours of the two planes should swap. Now choose your level.

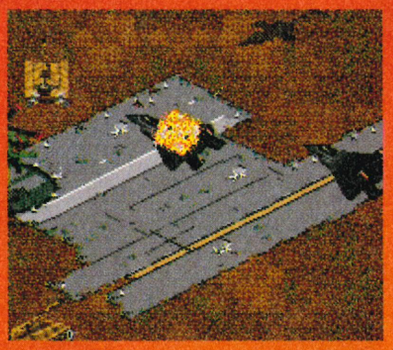
GAIRIES
- At the start of each level, pause the game and hold down A and C then press LEFT. Unpause, and you'll be invincible.
- Start the game and pause. Hold UP on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play.

GAUNTLET IV
- Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:
YLOG: J4E97 X-TE8
68XOP WO9+W3+CXI
If you want to take out the towers, try:
Y6TDR 7GORL 94TE9
47CD5 44X6R 3+CLP
Or, if you want a powerful elf, try:
9FYWR MP7:9 9OJU-
XP+5X +KDP= -C3RH

GHOULS 'N' GHOSTS
- On the title screen press button A four times, then UP, DOWN, LEFT, RIGHT. When it chimes, press B and START for invincibility.
- On the title screen press A 16 times, then UP, DOWN, LEFT then RIGHT. Wait for the chime, then press: UP, A and START to start during level two; DOWN, A and START to start on level three; É, A and START to start on the final boss level; RIGHT, A and START to start on level five; LEFT, A and START to start during level four.
- Select number 26 on the music test, then 56 on the sound test, hold É with A, B and C, then press START to play in Japanese.

global gladiators
- When Sega logo appears, press C, B, A and START in four times before it fades away. Now choose starting level, number of lives, and whether you want the photo freeze on.
- Start the game and as soon as you appear on the level, pause it. Now press B, C, B, A, B, B, C, B, A and B. The game will call you a cheater and then congratulate you on finishing the level. Unpause and you're on the next level.
- Pause and press A three times, B three times, C four times, B and A. You'll hear the word "cheater", a growl and you'll get an extra life.

JUNGLE STRIKE



Another reader who photocopied this lot from another (inferior) mag will receive no prizes. Did you really expect Virtua Racing for this batch of codes? After all we are the best and completing Jungle Strike is nothing to us. Do you want a few codes? Well here they are:
2: Sub Attack: ASMKVSPGGC7X
3: Training Ground: 96PBLHZJF4L
4: Night Strike: XMCRLGFDY6G
5: Pulso City: VHJ94MCZJLN
6: Snow Fortress: WPYV4F3BRG3
7: River Raid: TG3TGDBR9C9.

PRIZEFIGHTER CD

What were the developers thinking of? A couple of black and white pictures of boxers, big deal! No I'm only joking Sega, this was the best boxing game ever released, honest. Anyway there's loads of secret video footage of your favourite tough boxers in there somewhere simply dying to be viewed. To gain privileged access to this simply head to the options menu and hold down A, B, C and Right. Continue to hold the buttons in this sequence until the hidden footage appears. I can hardly contain my excitement.

CASTLEVANIA: BLOODLINES

Are you a bit on the simple side? Do your friends refer to you as empty head from time to time? If the answer to one of the above is "yes we have the tip just for you and it involves that game called Castlevania: Bloodlines". We all know it's a pretty difficult game but if you are really this way inclined then the game can be manipulated so it becomes even more difficult. Saddos at the ready. Press Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen you will be able to play the game on expert turbo 'not a chance my friend' setting. Have fun weirdo.

COSMIC SPACEHEAD

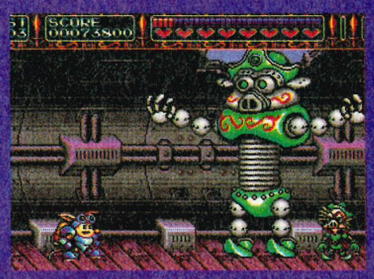
Another oldie, similar to myself actually but better looking. This lark from the Codies is pretty easy, but for the younger, less fussy type it can be just the cup of tea needed to liven up those long winter nights, or those long summer days. If you can't stand the suspense though feed the following codes into the game, sit back and watch it all happen1: YGZZ TEEA BEWI LZIA MS96
2: YGQZ XEEY LJWI LQIA MS66
3: YGQZ XEEA L4WI LQIY MSTX
4: DGCW JEEA WWWI LS8V M76E
5: DGHF JEE6 WW8I LSW8 MYTZ
6: MRHF JFE6 WWLI LRW8 MMI5
7: MRHF OFE6 WWLA LRW8 IM63
8: MRHF BFE6 WWLG LRWF IDOI

ROCKET KNIGHT ADVENTURES

Level select time (yet) again. Actually not a bad little game as it goes. Konami in good game shock – ah yes I can remember the days! Anyway to access this level select...do the following:

When the Konami screen appears press Up, Down five times, Left twice then Right four times.

Now what is on the screen old bean is a level select screen.

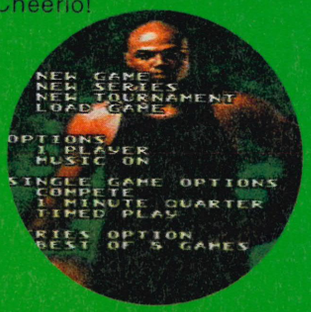


BARCLAY SHUT UP AND JAM

Someone, I ain't saying who exactly, but someone out there posted in this batch of codes the office. They allow you to play the game straight through as the Watts' team but not as Liverpool.

Round 2: 12CM1VLM
Round 3: 12QR1X9Z
Round 4: 12GH2X3Q
Round 5: 12ST?X69
Round 6: 12NP?1?9

Round 7: 12BC?2BM
Cheerio!



SILPHEED

Aha, more fond memories of a machine from a great by-gone age... The good old Mega-CD. What game do we have a small cheat for? Good old Silpheed, that futuristic asteroid-like clone and guess what? Right first time, it's another level select and it should work on all versions of the game.

At any point during the opening demo (You know that really boring bit) Press Down twice, Up twice, Right, Left, Right, Left, A, B and Start. This should activate the stage select screen and the game select screen.

THUNDERHAWK

Ah, the old ones are always the old ones. (Have I already said that?) Anyway this is just a quickie for you on Thunderhawk.

In order to get yourself infinite armour and weapons pause the game and push Up, Right, Left and Down. OK now everyone take it away, into the night, find your lover and sing. Doo-be-doo-be-doo, do-do-do-do-do...

AERO THE ACROBAT

Yes Sunsoft, this is a good platform game from the US. We believe you honest. No straight up we really think it's a great game. Look if we didn't like the thing would we print a cheat that enables you to have a look at the end sequence? We certainly would not. So here it is. Go to the options screen and press C, A, Right, Left, C, A, Right then Left. Start the game, pause it when Aero appears then press Up, C, Down, B, Left, A, Right, B. Keep the game paused and press A and C together until the secret options screen appears.

TIPS PLEASE

Remember that we have changed our address so for free games send in your original cheats to:

MEGA
CHEATS SECTION,
MAVERICK MAGAZINES,
16-17 HOLLYBUSH ROW,
OXFORD,
OX1 1JH.

MEGA TIPS LIST

GOLDEN AXE 2
• Fight the first boss holding A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.
• Press A, B, C and START on the title screen, select options, keep holding A, hit B and C again, move to the exit, keep holding A and hit B and C until you get to character select. Hold A and UP and hit B and C. Now you can choose your level.

GOLDEN AXE 3
• When choosing a character, move the cursor to the character you want to play, and quickly press A four times, START once and C six times. A number should appear in the middle of the screen, which you can change to select your starting level.

GREENDOG
• Here's a level skip. Pause the game, then press C, A, B, A, LEFT and LEFT again.

HELLFIRE
• Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.
• Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

HOOK
• On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS
• Here are some level-select codes:
Level 20 – WDFGNXGRRMPN
Level 40 – NSFLKXCBJDWF
Level 60 – YNTBXYJYNWLK
Level 80 – XPMNWJKFNQZC

IMMORTAL (THE)
• On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.
• In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.
• Wait until the level name appears then hold A until the game appears. The game is paused. Release A for invincibility.

INDIANA JONES
• When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

JAGUAR XJ220
• Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press A, B and C together and you'll qualify and win races.

JAMES POND 2: ROBOCOD
• Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.
• To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press A, B, A, B. Unpause and you've completed the level.
• On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.
• On the title screen hold the BOTTOM-LEFT DIAGONAL and A and C, then press START for a level select.
• At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

JAMES POND 3
• At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull LEFT, hold down B and press START at the same time, and a new group of options appears underneath the usual set.

JOE MONTANA 3
• Enter the code by the side of the team you wish to play as, then add YNTSKBC.

DLB – Bears	CDB – Bills
HCB – Cowboys	SDB – Dolphins
ZLB – Eagles	4LB – 49ers
XTB – Giants	QDB – Raiders
RLB – Rams	6LB – Redskins
VLB – Saints	TLB – Vikings

JOHN MADDEN FOOTBALL
• Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.
• Play in the snow: 5504500

JOHN MADDEN FOOTBALL '92
• At the end of the final, when the display of the pitch is shown, press UP, C, DOWN, C, LEFT, C, RIGHT, C, UP, B, DOWN, B, LEFT, B, RIGHT, B, UP, C, DOWN, C, LEFT, C, RIGHT, C. The screen will display the fireworks.
• Choose the team you'd like to play as in the finals by using the following codes:
Buffalo (vs SF) – BXMMC6M1
Chicago (vs Denver) – CG8JYLC1
Dallas (vs Miami) – BDNT6NX7
LA (vs Miami) – CNYGOYHL
Miami (vs SF) – B6KKGYOL
New Orleans (vs Kansas City) – B27O9V41
Oakland (vs Washington) – CDLLB7LM
SF (vs Denver) – B3DFNO5K
Washington (vs Oakland) – CZ5K2TMR

KID CHAMELEON
• At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press È while holding jump and special to warp to the last boss.

KLAX
• Press UP and LEFT, A, B, C and START on the title screen to make it tougher.
• On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

Ihx attack chopper
• Here are the codes for VERY HARD.
Majestic Twelve – CBAAAEC,Anterior Nova – CBCAIEC, Reindeer Flotilla – CBCAQHC, Phoenix – CBCAYGC, Rainbow Veil – CBCAAVA, Chess – CBCAIUA, Lobster Quadrille – CBCAQXA, Hen House – CBCEYWC, Desert Two – CBCEBFE,
Flaming Arrow – CBCEJEE, Plain Aria – CBCERHE, Lobster Quadrille – CBCEZGE, Reindeer Flotilla – CBCEBVG, Flaming Arrow – CBCEJUG, Hen House – CBCERXG, Lava Lamp – CBCEZWG, Anterior Nova – CDCEANE, Gemini – CDCEIME, Chess – CDCEQPE, Binary Rainstorm – CDCEYOE, Freedom Train – CDCEA9G, Arc Lite – CDCEY-G, Anterior Nova – CDCEBNA, Reindeer Flotilla – CDCEJMA, Hop Toad – CDCERPA, Olympic Torch – CDCEZOA, Lobster Quadrille – CDCEB9C, Grand Theft Hokum – CDCEJ7C, Flaming Arrow – CDCER7C.

LOST VIKINGS
• Here are some level codes:
2 – GR8T, 3 – TLPT, 4 – GRND, 5 – LLM0, 6 – FLOT, 7 – TRSS, 8 – PRHS, 9 – CVRN, 10 – BBLS, 11 – TR33, 12 – VLCN, 13 – QCKS, 14 – PHR0, 15 – C1R0, 16 – SPKS, 17 – JMNN, 18 – SNDS, 19 – TMPL, 20 – TTRS.

LOTUS TURBO CHALLENGE
• Enter MANSELI on the password screen and you'll qualify every time.
• Enter SLUGPACE for infinite turbos.

MAZIN WARS
• To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

MEGA-LO-MANIA
• Here are the codes for some epochs:
2nd – YABDQCYXXSL, 4th – UKBDIFXXSH, 6th – QUBDQYFJTAV, 8th – MECDMAMYXSQ, 9th – EKFDECSBYS.
• Final level code: JJDDVBVJONH
• Enter the word JOOLS on the password screen for a hidden game of Asteroids.

MICRO MACHINES
• For infinite lives press B, DOWN, C, DOWN, UP, DOWN, LEFT and DOWN.
• To increase your vehicle's grip press A, UP, B, DOWN, C, LEFT, START and RIGHT.
• To increase the impact of the collisions press C, UP, LEFT, RIGHT, A, B, A then C.
• For more speed press UP, DOWN, A, B, LEFT, RIGHT, C and START.
• For a harder game press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.
• For an even harder game press LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.

MORTAL KOMBAT
• Press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.
• For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press UP, DOWN, LEFT, RIGHT on pad one, and C, B, A, C, B, A, etc. on pad two.

NBA JAM
• To change one of the players into President Clinton, go to the bit of the game where you enter your initials then enter AR and simply highlight K but don't enter it. Press and hold START then press A.
• Strong Defence: On the Tonight's Matchup screen tap C five times and on the fifth press keep it held.
• Juice Mode: On the Tonight's Matchup screen tap C14 times then press B and X (you'll need a six-button pad.

NHLPA HOCKEY
• Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Change your players and go back to the game. When the sin bin time is over, the player(s) will come back. You can now have up to seven players on the ice at one time.
• Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD – Housley, RW – Yzerman, C – Reonick, LW – Fedrov, LD – Chelios. Now you should always win.
• Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press START, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now you can change the line-up.

PGA TOUR GOLF 2
• To play from the amateur tees in a tournament or skins challenge, do this: Select Tournament Play or Skins Challenge. Save your game on the first tee. Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will start on the amateur tees.

PHANTASY STAR 2
• Continually turn the status screen on and off during action to avoid being attacked.
Phantasy star 2
• Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.
• Once you have all the Nei items, go to Lutz for the Neisword.

POPULOUS
• Here are some level-select codes:
100 – CALEOLD, 200 – EQAMPMET, 300 – BILQAZOUT, 400 – BADMEILL.

POPULOUS 2
• Here are some codes:
HUMANOID: Tons more Mana
WIBBLE: All FX in current game
EXPERIMENT: Maximum experience
NOT HALF: Next game is 999

PUGGSY
• Here are the codes for the worlds:
The Cove – 377 501 370 673 776 111 750 561 240. Red Woods – 377 501 570 673 777 131 700 521 244. Star Lake Fall – 377 503 570 653 775 135 700 101 244. Splinter Town – 337 503 570 656 724 531 750 041 244. Badger Mill – 117 403 570 656 725 531 700 001 344. Pyramids – 117 413 540 654 627 531 700 001 304. Dark Blade Forest – 112 413 500 650 635 535 700 001 304. Diamond Mines – 152 453 500 650 635 535 740 105 314. Dark Skull Castle – 340 453 500 650 635 535 763 105 314. Fire Heart – 242 453 500 650 634 535 760 005 114. Aztec Temple – 200 453 500 650 636 575 763 115 114. Racrock Forge – 200 453 500 254 716 571 633 115 154. Raclantis Docks – 240 653 100 254 314 561 223 117 114.

QUACKSHOT
• In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat to maximise out your lives.

RAINBOW ISLANDS
• Press UP, B, DOWN, LEFT, C, A, A, B and C on the title screen for full power-ups.
• On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.

RANGER X
• Go to the options screen and press A, B, C three times quickly. You should hear a tone. This allows you to select "Easy".
• Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT then LEFT. When the background music starts up, press B to skip to the next level.
• Here's a level-skip cheat. Pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT on pad one. The music should start up again; press B and the screen will fade and start on the next level.

RBI4 BASEBALL
• On the password screen enter RBI BASEBALL 4. Do this and you'll get a special passcode.
revenge of shinobi
• Select 00 shurikins at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikins.

RISKY WOODS
• Play the game and get killed. Enter your initials on the high-score table as EOA and you'll get a level select.
roadblaster fx
• Press START on the title screen and press UP on the joypad to move to Options Mode. Press START to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button A six times, START, and then RIGHT; to enter the demo mode, press A five times and then button B once.

ROAD RASH 2
• Here are some passcodes. 0FUI 34TR: Shurikin TT250, $20,410, Level 3. 0FIA 39TA: Banzai 7.11, $19,410, Level 3. 0P1I 4SKO: Diablo 1000, $30, 810, Level 4. 0CTQ 4JAG: Diablo 1000N, £17,730, Level 4. 0H4R 55OH: Diablo 1000, $20,930, Level 5.
• Go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want. Exit, go to Game Options, then Set Player Mode. Take turns and you can now start the race with your chosen bike.
• To get hold of the Wild Thing bike press and hold down UP, A and C on the title screen. Press START to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

ROBOCOP VS TERMINATOR
• For a weapon-select cheat, pause then press B, A, C, C, C, A, B, A, C, C, C, A and B.

MEGA TIPS LIST

ROBOCOP VS TERMINATOR
• For an incredible 54 lives, pause the game and press the following: C, C, A, A, B, B, C, C, A, A, B, B.

ROCKET KNIGHT ADVENTURES
• When the Konami logo appears, tap DOWN six times, UP twice and DOWN twice more for a Very Hard mode. And for a Crazy Hard mode press LEFT four times, RIGHT four times, LEFT seven times, RIGHT once, then LEFT once.

ROLO TO THE RESCUE
• On the title screen, press and hold down theTOP-LEFT diagonal and A and C. Now press Reset, but keep holding those buttons. Hold them down for about five seconds and then press B. You should now get the special options screen.
• Press START to go to the animal-select screen. Move the cursor to the compass and press A and B together. The screen will flash and then you'll be standing next to the exit, with the level already finished.
shining in the darkness
• Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the next day and you'll get loads of money.
• The vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears. Take the Vial from Theos.
• Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.

SILPHEED
• To replenish your shields, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and then START on joypad one on the first demo screen, straight after the Game Arts logo has come up, and start the game. Every time you press A on joypad two during play, your shields will go up by one.
I For a stage-select option press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START on the opening intro.

SONIC
• On the intro screen press UP, DOWN, LEFT, RIGHT and then A and START for a level select.
• Press UP, C, DOWN, C, LEFT, C, RIGHT, C, hold down A and press START. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
• Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2
• When you collect a Chaos Emerald, reset the game. Now enter the options menu and press START. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.
• Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.
• Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press START to go back to the title screen then hold down button A and START to enter a level select.
• Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.
• When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. C will make Sonic jump and A will reset.
• To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press START to play.
• To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press START. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SONIC 3
• Here's the level select. When the SEGA logo disappears and the screen turns blank quickly press UP, UP, DOWN, DOWN, UP, UP, UP, UP. If you've done it correctly, you should hear a chime. When you reach the title screen press DOWN and you'll see the Sound Test option and away you go.
• Turn Sonic into Super-Sonic by getting the first emerald, then resetting the game and grabbing it again and again.
• If you finish an act in exactly 9 minutes and 59 seconds, you'll be rewarded with 100,000 points for a time bonus, which will give you two extra lives and a continue.

SONIC CD
• Here's a level select. Press UP, DOWN, DOWN, LEFT, RIGHT and B on the title screen. You'll hear a chime, and the level-select screen will appear. Also, you can press DOWN, DOWN, DOWN, LEFT, RIGHT then A on the title screen, and you'll be given a soundtest screen.
• If you enter the numbers FM40, PCM12 and
DA11 on this screen and press START, a new hidden screen featuring a once-famous character will appear. When you then press START and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the B button. In edit mode, you can move around the level completely at will, change your shape by pressing A, and leave an imprint of your new character by pressing C. Pressing B again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with A and C together.

SPEEDBALL 2
• Enter LCLI CWAF O6XE ya3q 2bst -is1 gGVC to enter division one.
• Save your cash for the first few games, then you can buy some better players.
• Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points.You (Deluxe) and the Renegades
will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDERMAN
• Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit.
• On Nightmare mode at the warehouse, climb onto the first pile of crates, swing on to the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.
• At the Sandman, go right to the edge of the screen to collect a full-life power-up.
• If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.
• Plug in two controllers. On pad one enter the options menu. On pad two, hold down START. On pad one hold down A, B and C. Press UPon the D-pad and you will see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press START to bring up the normal in-game menu. Now press A to refill your web fluid or button B to refill your life bar. Press C to become momentarily invincible press A, B and C to skip the level.

SPIDERMAN CD
• Here are some passwords:

2. ELECTRO	6. HELPINHAND
3. WALLABY	7. PUBLIC 45
4. GALLON66	8. KIDNEY2
5. FALCON499	9. PENCIL6

STREET FIGHTER 2
• After the Street Fighter 2 logo has come up, press DOWN, Z, UP, X, A, Y, B, C on pad one and you should hear Ken shout. Press START, highlight Champion mode and press RIGHT to select up to five start of speed.
• To pick the same character twice, when you are asked to choose between Match Play and Elimination, press DOWN, Z, UP, X, A, Y, B, C on pad two.
• Press DOWN, Z, UP, X, A, Y, B, C, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.

STREETS OF RAGE
• Press LEFT, LEFT, B, B, B, C, C, C, START when Game Over appears for continues.
• Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".
• Move to options. On pad two press and hold RIGHT then hold A, B, then C. Press START on pad one and select your lives/ level.

STREETS OF RAGE 2
• Here's the level select. Press START as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons A and B on pad two, then press START on pad one. Now choose your level, and play the game.
• On the title screen hold down RIGHT and button B on pad one. On pad two hold down LEFT and button A. Now hit button C on pad two to move to the select screen. Release and start a two-player game. Now you can both choose the same character.

SUNSET RIDERS
• Set the sound-select option to 0E, then press START and select your player by pressing A. When the fellow smiles at you, press A, B, C until the game starts; you'll be rewarded with 100 continues.

SUPER MONACO GP
• Here is a level-select code:
Race 16 – Monaco:

1QJI	42A3	9050	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA

• Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish on the wet circuit and you'll hold up your head instead of a trophy.

SUPER MONACO GP2
• Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold DOWN and A until you get to the "Transmission Select" screen. You'll now be driving the Super Hang On Bike.

SUPER SHINOBI 2
• Pause the game then press A, B, C followed by UPand DOWN for a level select.
• On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins.
• On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA AND GETUFU in that order. You'll now be invincible.

TAZ-MANIA
• Plug in two pads, press A, B, C and START on both of them simultaneously on the title screen. Pause the game, press B and then unpause the game for invincibility or C then unpause to select a level.
• On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.
• Plug in two controllers, and when the title screen appears, simultaneously press A, B, C and START on both. Begin a game, and when you're ready to skip a level, pause the game and press A, B and C together again
• To become invincible, pause the game and press B. The town the invincibility off again, pause and press A.

TERMINATOR 2
• When the words "PRESS START" appear on the title screen, press UP, DOWN, LEFT and RIGHT twice. Arnie should say "excellent". Start the game, and, during play, pause. Press B and C together and you'll be taken to the end-of-level screen, where you will get a performance analysis.

THUNDERFORCE 4
• Select zero stock ship on the options menu, move to the exit and hold A, B and C. Press START until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have 99 lives.

TIME GAL (CD)
• For a level select, go to the options screen and press UP, LEFT, RIGHT, RIGHT and UP.
tiny toon adventures
I This code allows you to play any level: NGQQ WWQW QKWQ QWWQ WGRY.

TOEJAM & EARL
• Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.
• The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.
• At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.
turtles: The hyperstone heist
• Wait for the Konami logo to appear, then press C, B, B, A, A, A, B, C quickly before the logo appears. Press START, then, when the title screen appear, press A, B, B, C, C, C, B, A and START. An options screen appears, and you can now select any stage.

TWIN COBRA
• Hit start to get to the green title screen, then press UP, DOWN, RIGHT, LEFT, A, B, C and START to see the end credits.
• For maximum weaponry, pause the game and press UP, DOWN, LEFT, RIGHT and hold A while pressing START to resume the game.

TWINKLE TALE
• Here's the level select. Start the game and wait for the storybook to appear. Now hold down the top-left diagonal and buttons A and C. Press START and you can now pick your starting stage.

WORLD OF ILLUSION
• On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll can collect again.

X-MEN
• Switch the game on and hold DOWN, A and C. On the title screen press START and unplug the pad. Plug it into port two and hit START. Plug another pad into port one and hit START again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.• Switch on with A, C and DOWN held on pad one. Press and hold START until Magneto's face appears. Now unplug pad one and put it into port two. Then press START. Select your difficulty level and begin. Pause and unpause, your power bar will go back to max.

CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

*******New Management, All Lines Updated Weekly******

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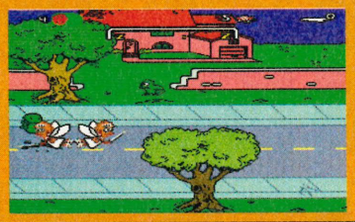
MEGA CODES

It may appear pleasing to the eye, and it could be very useful to many readers...but it's a pain to write the thing. Of course, it's the one and only Codes Page. Don't forget – we'll update the codes monthly.

ACTION REPLAY CODES

BART VS THE SPACE MUTANTS
FF01A 40001 – Infinite spray cans

BART'S NIGHTMARE
FFC6730001 – Infinite energy
FFC8020005 – Unlimited bubblegum
FFC8070005 – Infinite melon seeds



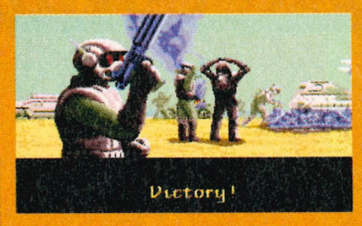
BATTLETOADS
FFE04 60005 – Infinite lives (player one)
FFE00 70017 – Infinite energy (player one)

BEAUTY AND THE BEAST
FF28950004 – Infinite lives
FF28A10004 – Unlimited roars
FF289700FF – Unlimited energy

BUBSY THE BOBCAT
FF023 B0009 – Infinite lives
FF024 900XX – Level select, XX = level (0 – 13)
FF00E 90059 – Unlimited time
FF009 20003 – Bubsy is invincible

THE CHAOS ENGINE
FF004D0003 – Infinite lives for player one
FF004F0003 – Infinite lives for player two

DUNE II: THE BATTLE FOR ARRAKIS
0029284E75 – Use with code below to allow the UK version to be played on any machine
002884A6002 – Use with above code



DUNGEONS AND DRAGONS
FF10C 500FF – Gives you £280,000
FF915 A0001 – Cure light wounds scroll
FF915 A0019 – Resist cold scrolls
FF915 A005C – Axes
FF915 A005F – Spears

ETERNAL CHAMPIONS
0001F04A00 – Allows you to play the UK version on Jap machines
0001F05500 – Play UK version on US machinesFFABE F0068 – Infinite energy (player one)
FFAAB B0068 – Infinite energy (player two)

FATAL FURY
FFD81 60058 – Infinite energy
FF00B F0049 – Infinite time

FIFA INTERNATIONAL SOCCER
FFEC3 D0000 – Always win toss
FFFFC 20001 – Throws in from the centre spot

FLASHBACK
FFD3D 70005 – Infinite shields
FFF49 C000X – Level select, X = 0 to 6

GENERAL CHAOS
FF031 90005 – Infinite medics (player one)
FF031 B0005 – Infinite medics (player two)

GHOULS 'N' GHOSTS
FFB04 90030 – Infinite lives

JOHN MADDEN '94
FFE8C F0003 – Two-minute game
FFB01 D00FF – Nothing on pitch

JUNGLE STRIKE
FFBE3 100EA – Rotor blades fly separately from the chopper

JURASSIC PARK
FF005 4000A – Invulnerability

KLAX
FF0FD D0014 – Infinite lives

KRUSTY'S SUPER FUN HOUSE
FF0FF 30003 – Infinite lives

LEMMINGS
FFF48 E0013 – Infinite builders
FFF48 B0013 – Infinite floaters
FFF48 A0013 – Infinite climbers
FFF48 C0013 – Infinite bombers
FFF48 D0013 – Infinite blockers
FFF48 F0013 – Infinite miners
FFF48 00013 – Infinite diggers

MEGA-LO-MANIA
FF156 F0063 – Infinite men

MICRO MACHINES
FFFFC D0000 – Changes sprites

MORTAL KOMBAT
FFAB3 10001 – Fight before "Fight!"
FFCB0 20001 – You can "be" Reptile if you select Sub-Zero or Scorpion
FFCC0 20001 – Same as the above for player two

MUHAMMAD ALI BOXING
FF056 D005C – Power bar stays full
FF056 F005C – Speed bar stays full
FF02A B0001 – Weakens computer opponent

NBA JAM
FF003 31D31 – All players are invisible

NHLPA HOCKEY '93
FFC69 50000 – Computer goals don't count

PGA TOUR GOLF 2
FF484 1000X – X = number of strokes played

REVENGE OF SHINOBI
FFE14 50001 – Infinite magic
FFE14 10003 – Infinite lives
FFE13 B0008 – Infinite energy
FFE13 FD032 – Infinite shurikins

RISKY WOODS
FF11A5002B – Unlimited energy

ROBOCOP VERSUS TERMINATOR
FF009 C0005 – Infinite lives

SHADOWRUN
0001F04500 – Allows you to play any version on a UK machine

SONIC 2
FFFB0 48000 – Sonic turns black
FFB01 C0001 – Sonic won't spin when he jumps

STREET FIGHTER II
0004E C4E75 – No music
00058 84E75 – No fireballs or sonic booms
FF80& 10000 – Player one can't be dizzy
FF82F 10000 – Player two can't be dizzy
FF804 30000 – Player one dies on one hit
FF82C 30000 – Player two dies on one hit
FF80B C000A – Player one fireballs faster
FF833 C000A – Player two fireballs faster

STREETS OF RAGE 3
FFFB05000X – Level select
FFFB03000X – Act select
FF88E20049 – Infinite time for level six
FF88500059 – Infinite time for the final boss

STRIDER
FFFC0 00003 – Infinite lives
FFA01 E0000 – Invincibility
FFA04 A0059 – Super speed

SUBTERRANIA
0001F04500 – Allows you to plat the US version on PAL machines
FF00350002 – Unlimited lives
FF5ED50025 – Unlimited fuel

SUPER MONACO GP2
FFFC2 B00FF – Go 496 km/h
FFFC0 B0000 – Only one lap in a race

SUPER SHINOBI 2
FF37E 0000A – Infinite lives
FF37E 9000F – Unlimited energy

HOW THE DEVICES WORK...

The Action Replay and Game Genie are cheat devices that slot neatly between any cartridge and your Mega Drive. By entering codes like those printed on this page, you can alter all sorts of game attributes, giving you such useful effects as infinite lives or health and less than useful, but sometimes fun, ones like colour inversions and the like. The Action Replay can be purchased from Datel Electronics (0782 744707) for less than £50 (a penny less to be precise) while the Game Genie, produced by Hornby Hobbies, should be available in most specialised retail outlets. If you have any problems, Hornby can be reached on 0843 2355555.

FF37E 30032 – Unlimited daggers
FF37E 60006 – Unlimited ninjitsu power
FF37A 6000X – Level select, X = level

TAZ-MANIA
FFD45 B0003 – Infinite lives
FFD4B C000C – Infinite energy
FFD03 70002 – Infinite chilli peppers
FFD4C B0002 – Invulnerability

TINY TOON ADVENTURES
FFFB0 B0003 – Infinite energy
FFFB0 90002 – Infinite lives
FFFB0 F0032 – Gives one special helper each time you pick up a carrot. Switch the Action Replay off at end of level and back on at start of next one
FFFB1 10009 – Pick up one helper to pick up infinite helpers

ZOMBIES ATE MY NEIGHBOURS
FFFAA F000A – Infinite energy
FFFA8 F00FF – Unlimited keys player one

GAME GENIE CODES

AFTERBURNER II
AKYT AAHT – Start on last stage (23)
NTNA AABW – Start with 100 missiles
AT2A AA6C – Infinite continues
YTNA AABW/ATOT AA4T/
BJ6A AA26 – Enter the code, change the trigger controls and start the game. You can now change the colour of the game, have infinite rockets and planes.

ALADDIN
RGJB Y604 – Infinite lives
ATCB 0A30 – Invincibility
ATBV 0A6G – Infinite apples
32CB 0230 – Get hit and gems go up and invincibility

ALIEN 3
SDXA D9XN – Ripley blows up when she jumps
SDXA D9XX – Ripley falls on her face when she jumps
AJAW AA75 – Game runs in slow motion
KJNA EA3R – Aliens come out of your rifle
TJNA EA3R – Strange things happen when you use your rifle
NANA EA3R – No bullets but aliens still die
BDXA DD3N – High jump through everything, including platforms

ARNOLD PALMER GOLF
BCRT BE4A – Opponents always par
ACRT BE4A – Opponents always birdie

BATMAN RETURNS
BLYT AA4R – Invincibility
NTFA AABL – Start with 99 lives
C5GA CAD6 – Start on level 17
CMGA CAD6 – Start on secret level two

BUBSY THE BOBCAT
RERT 86V4 – Infinite lives
ADTA 6AAC – Infinite time
XF3B CAHC – Each yarn crate holds 99

CASTLE OF ILLUSION
A5EA AAGE – Intense gravity

CHUCK ROCK
BEAT EABW – Start with ten lives
B5RA AA3Y – Infinite health
AYAT EABA – Start on level one zone five

DESERT STRIKE
RH9T 860E – Master code
D3ZA AA7E – Infinite lives
WBST WCGL – Hellfire inflicts 400 damage
7E1A AADC – 233 Lives
7VET ABGT – 4076 armour
6PST W6GJ – 3811 hellfire
8BST X7EN – 40688 chain gun

FATAL FURY
AXAT AA9N – Infinite credits
ACTT AAGL – Infinite time to fight
EDJT DA40 – All hits are very strong
A1JT DA40 – All hits are very weak
AGGT AAF8 – One globe required to win
GLGT AAGC – 50 globes required by opponent to win

FIFA INTERNATIONAL SOCCER
A4ST AAEC – When goalie rolls the ball it bounces straight up

GOLDEN AXE
SA4A BET2 – The A button won't work

JOHN MADDEN '92
CBEA C6CA – Each quarter lasts 60 minutes
BC7T BE5J – Extra point is worth eight
BC6T AAFR – Seven plays per first down

JUNGLE STRIKE
R13B 861A – Master code
D5DT GA7A – Infinite lives
AXDA GA3N – Infinite fuel
AKFT JA9C – Infinite ammo
BGGA GABT – Start with nine lives

JURASSIC PARK
AVDA AA24 – Infinite energy
BVDA AA5G – Infinite lives

PGA TOUR GOLF
RH9A R6ZA – Master code
CGFT AABA – Golf bag holds 17 clubs
EAKA BJ26 – Top 32 make cut

KRUSTY'S SUPER FUN HOUSE
RJ5A AA7I – Start anywhere with infinite lives
CT5T AAGW – Start with 20 lives
SE9A BYZT – Complete bonus room = five lives

MOONWALKER
AACA DA5C – Children restore no energy
0ACA DA5C – Children take 98% of your energy

MORTAL KOMBAT
AXDA AA5L – Turbo kombat
BWXA ACEE – Sub Zero slide = instant fatality
4WXA AC32 – Sub Zero slide = Morph character

PGA TOUR GOLF 2
REZA 86YY – Master code
PZYT BNVE – Three penalty strokes for a water hazard
PZYT BLVE – Two penalty strokes for a water hazard
CGPA AADL – 16 clubs plus putter in set
FF48F 70000 – Increased difficulty

QUACKSHOT
AANT AA26 – Jump and Donald's head flies across the screen

ROAD RASH 2
RH6A 86YJ – Master code
ZAST AC58 – Start with $250,000
AEST AAE0 – Qualify on Hawaii
A2ST AAFB – Start on last race
A44T AA5T – No bends in road
AC4T AA5T – Road always bends to left
BD3T AA8C – Invincibility

ROLO TO THE RESCUE
R19T R60L – Master code
NPVT AACT – Start with 100 lives
AB6T AA9N – Mega jump

SHADOW OF THE BEAST 2
RH9T 860T – Master code
LAYT AAH4 – Start with 50 coins
A27T PY36 – Warrior jumps higher
AKPT NA3E – Hatchet time never runs out

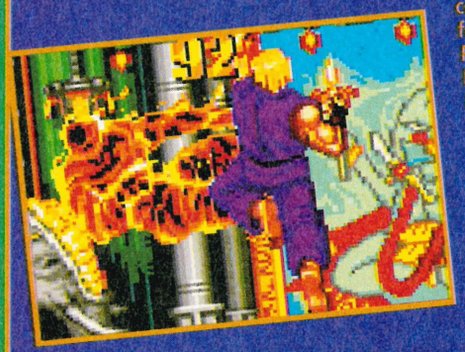
SHINOBI 3
CJSA EA7G – Infinite energy
AX6T AA2E – Infinite credits
AT3A EA72 – Infinite shurikins
AT1T EA4E – Infinite ninjitsu items
CBTT AG48 – Start with 99 lives
CBTT AAC8 – Start with one life

SONIC
DDLT AAGL – Super jump
BDLT AAGL – Mega jump
BDLT ABGL – If you jump, you die
BDLT BCGL – Cannot jump

SONIC 2
2LTA CA9A – No spin attack
ALTA CA8J – Sonic is invisible and invincible at start of game

SUPER STREET FIGHTER II

003BE6602E – Use this code before using any other Action Replay Codes
0001F05500 – Allows you to play the Jap version on US machines
0001F04500 – Allows you to play the Jap version on UK machines
FF80C10000 – Special moves in mid-air for player ine
FF858B000X – Fight the same opponent throughout the game (player one) 0-F
FF803D0090 – Unlimited energy for player one
FF80C20001 – Player one bursts into flames when hit
FF828A0002 – Player one needs to only win one battle
FF80750001 – Extra turbo speed for player one
FF82850005 – Stops the countdown timer on the Death Screen for player one
FF80B40000 – Every special move has fireballs for player one



FF801B0000 – Player one's character is speeded up
FF80620012 – No combos, every hit knocks down player one
FF81890000 – Removes dizzy starts for player one
FF803E0011 – Weird special moves for player one
FF80400011 – Low jumps and special moves for player one
FF83C10000 – Special moves in mid-air for player two
FF828B000X – Fight the same opponent throughout the game (player two) O-F
FF833D0090 – Unlimited energy for player two
FF83C20001 – Player two turns into flames when hit
FF858A0002 – Player two only needs to win one battle
FF83750001 – Extra turbo speed for player two
FF85850005 – Stops the countdown on the death screen for player two
FF83B40000 – Every special move has fireballs for player two
FF831B0000 – Player two's character is speeded up
FF84890000 – Removes dizzy starts for player two
FF833E0011 – Weird special moves for player two
FF83400011 – Low jumps and special moves for player two
FF97EB0000 – Start fighting before you are told

SONIC SPINBALL
AW7T4ABL – Unlimited lives
AE8A5N58 – Level two
AJ8A5N58 – Level three
AN8A5N58 – Level four
C Harlton, Clywd

STREET FIGHTER II
4GGT AAV4 – Press START when playing, for slow mo with a normal pad
CEJT AAEY – Throws are fatal
AAFA AAFA – There's no collision detection
AADA AAN0 – Everyone looks like Ryu
AAEA AAE0 – Player one has no shadow
GLGT AABC – Characters jum to the right

STREETS OF RAGE
BEMT BA7W – Start with nine players
AJ4T AA34 – Infinite lives
PCXA AK2J – Everything floats upwards

STREETS OF RAGE 2
AW7T AA7J – Infinite lives for both of the players
AL7T AA70 – Infinite continues
AERT BALA – Enemies are easier to kill
VERT BALA – Enemies are much easier to kill
PKFA BN0J – 1up worth three lives

SUPER MONACO GP 2
RE5T C6Z6 – Position reported as first place
SBFT BAYA – Start on round nine

SWORD OF VERMILLION
AVET B4VT – Talk to anyone and you DIE!

TAZ-MANIA
AGGT AAGC – Anything Taz eats blows him up
AAEA 0A30 – Taz ice skates on the ice level

TERMINATOR 2
RZ8A A6V6 – Infinite lives
RGJA A60C – Infinite energy

TOEJAM & EARL
GXAA CA4T – Tomatoes stay in mid air until someone hits them
LV8A DT2Y – Disappear in the lift
TD2A AWAJ/6D2A ACAN – Move as fast as jet skates

TURBO OUTRUN
AACT CA6J – Does strange things to the sound effects

WONDERBOY 3
96EA BZ2A – Gives you 64,255 continues

WORLD OF ILLUSION
NNST BA3W – Start with 99 lives
AF6A AAAy – Each card = one life
A92A BTYG – Hits reduce health by four points

X-MEN
A3YA AA32 – Protection from most hits
BDBA CA34 – Protection from falling
ACJT CAGA – Protection from spikes
B5BA CA7T – Lose no Mutant power when falling
ACKT CAFT – Mutant power does not regenerate
TCKT CAFT – Mutant power regenerates faster
ACKT CEFT – Power regenerates much faster
ACKT CJFT – Mutant power regenerates to full

THE MON

Fortunately, having played this superb LucasArts adventure on the ST and PC formats Allie whizzed through the Mega-CD version in record time. However, some people haven't found the experience such an easy one and as a result have turned to us for help. Now though, poor old Allie is having a hard job actually getting any work done thanks to loads of phone calls from distressed gamers, so something has to be done. Enough is enough, she has to do some work so we've strapped her to a chair and MADE her write this players' guide just so she can get on with life. Will it work? I bloody hope so.

AT A GLANCE

This tells you instantly where you can find all the items needed to complete The Secret Of Monkey Island.

MUGS	In bar
POT	(Doubles as a helmet) Kitchen in bar
MEAT	Kitchen in bar
GROG	Kitchen in bar
RED HERRING	Jetty behind kitchen
MONEY	Circus in forest
FLOWERS	In forest
TREASURE	In forest
TREASURE MAP	Citizen in street
RUBBER CHICKEN	Voodoo shop
SWORD	Village shop
SHOVEL	Village shop
BREATH MINTS	Village shop
CREDIT NOTE	In safe in village shop
IDOL	Governor's mansion
GOPHER REPELLENT	Governor's mansion
CAKE	With the prisoner
FILE	Inside the cake
BOAT	Stan's Emporium
SHIP'S CREW	Meathook, Sword Master, Prisoner

ON SHIP

CAPTAIN'S LOG	Draw in captain's cabin
INK POT	Desk in captain's cabin
CEREAL	In galley
CABINET KEY	In cereal box in galley
RECIPE BOOK	In cabinet
CINNAMON STICK	In cabinet
JOLLY ROGER	Crow's-nest
FINE WINE	Chest in cargo hold
GUNPOWDER	Cargo hold
ROPE	Cargo hold
SMALL POT	In kitchen

ON MONKEY ISLAND

ROPE	Fort
ROPE	Pond
MEMOS	All around island
SPYGLASS	Fort
GUNPOWDER	Fort
KEY	In Toothrot's possession
BANANAS	Hanging from tree on beach
SKULL	Locked cage in village
STATUE	In front of monkey head
HEAD OF THE NAVIGATOR	Natives' village
GHOST SHIP	In catacombs under monkey
NECKLACE	On Head Of The Navigator
FEATHER	In room with chickens
BOTTLE OF GROG	In pirate's quarters
SMALL KEY	Captain's quarters
GREASE	Under locked hatch
TOOLS	Behind squeaky door
VOODOO ROOT	In glowing crate

YOU HAVE TO START SOMEWHERE...

CHATTING TO THE LOCALS

It is best to talk to anyone you can in the main bar as they give you plenty of useful hints and facts about the characters in the game and the puzzles you will face. Don't keep hassling people too much though as they may get nasty – when you've got your information, move on to the next person.

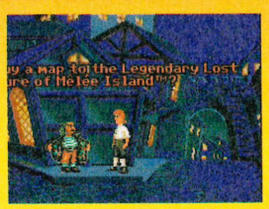
Next, move to the back room and talk to the 'Important-Looking Pirates' – you have to ask them how to become a pirate. They will tell you about three tasks which you must complete, so listen carefully and write the information down if necessary. After completing the tasks return to the pirates for your reward!

GETTING IN TO THE KITCHEN

The cook gets a little irate if you try and enter his kitchen, therefore wait until he walks in to the main bar and then quickly sneak through the door. Inside you will find a piece of meat on the table and a pot underneath – take both items. You can't do anything with the barrel of grog yet but you will need it later.

Now walk through the next door where you will find a fish on the jetty. Unfortunately when you try to pick it up the seagull gets in your way – to get round this just walk to the end of the jetty and show that seagull what for!

CITIZEN ON THE STREET



The chap standing on the street is a shady character indeed, but if you chat to him for long enough he soon reveals that he has a number of maps for sale. Unfortunately you don't have any money as yet, but make a mental note to return here when you do.

SECRET OF KEY ISLAND

THE MEN OF LOW MORAL FIBRE

If you can get any sense out of these guys then you're doing something wrong! Waffle on with them for a while and eventually they will offer to sell you the minutes of a PTA meeting – the catch is that they will pay YOU to take it off their hands!

THE FORTUNE-TELLER IN THE VOODOO SHOP

The fortune-teller fails to give you any useful information but you will find a handy rubber chicken in the shop itself.

THE LOOKOUT

At the Scumm Bar if you head off to the left up the cliff path you reach a lookout point. The old boy is quite cheerful but again offers no real information, but it's worth talking to him anyway. If you keep moving you will find this map of Melee Island:

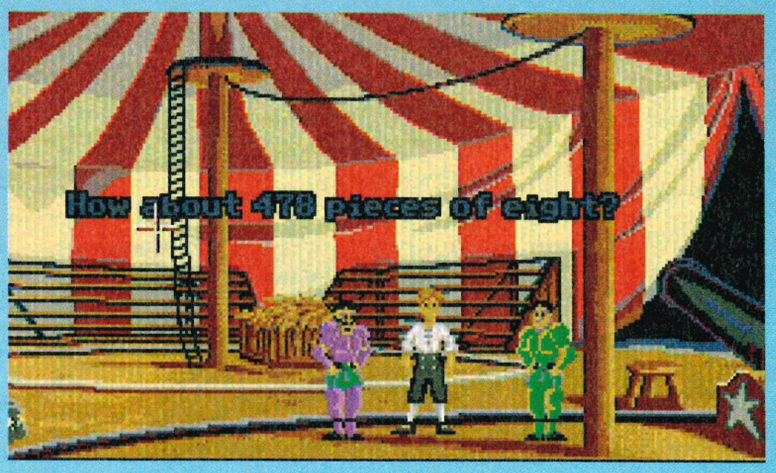
You need to find yourself some money so you must first find the circus. Using the map, wander off to the location indicated.

THE VILLAGE STORE

The shopkeeper is a right grumpy old git and has eyes in the back of his head – if you try and steal anything he will seriously reprimand you for the crime. You need a number of items from this shop but you're not going to get anywhere without some money, so let's go get some!

AT THE CIRCUS

Talk to the Fettucini Brothers who are practising their moves in the big top. They tell you that they need a volunteer to help them with their act and if you oblige they will pay vast amounts of cash but you need a helmet first! Use the pot you found in the kitchen.



HOW TO SPEND YOUR MONEY

Now you've got some bargaining power go to the Village Store and buy the shovel and the sword. Then go back to the dodgy citizen standing on the street corner and purchase one of his fine maps. You're now ready to embark on your three trials.

TRIAL ONE: SWORD MASTER

HOW TO USE YOUR WEAPON

You may have yourself a sword, but you haven't got a clue how to use it! Therefore you must seek out Captain Smirk who will teach you a thing or two about sword fighting. He is located at this point on the island:

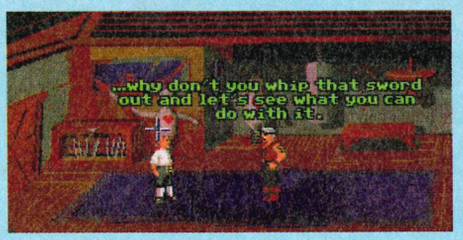
THE BRIDGE TROLL

First you have to get past the troll guarding the bridge. Listen carefully to his riddle and then cast your mind back to all those classic Agatha Christie whodunits – that's right, this is a red herring so give it to him!

AT THE CAPTAIN'S HOUSE

The captain thinks you are a whelp and at first refuses to train you, however if you are persistent and show him that you can pay he will agree to help you...eventually!

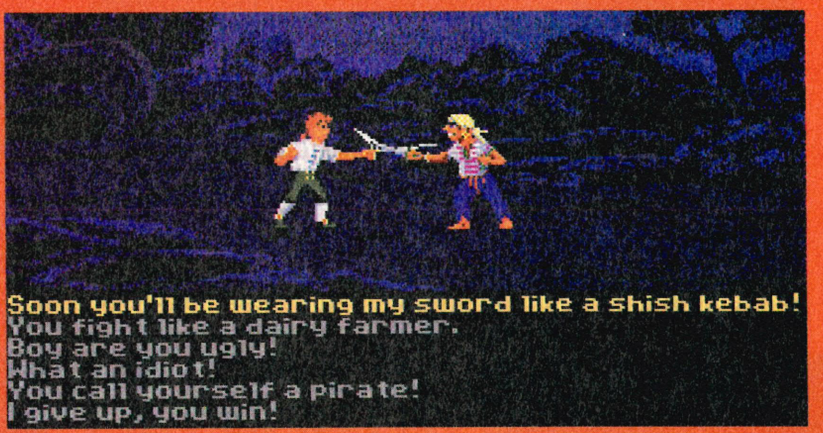
Listen to everything he is telling you and try to come back with some witty remarks. In the end he will tell you that you need a little more practice before you confront the Sword Master, so don't panic when he kicks you out.



A LITTLE PRACTICE

Back on the map screen you will notice lots of little pirates wandering backwards and forwards along the paths. Make for a collision course with a number of them and get ready for a fight.

You don't just need to be proficient with a sword, your wit needs to be as sharp as your blade. The pirates will hurl insults at you and initially you will be unable to make any successful retorts. However, continue to battle it out with the pirates and each time you hear a new insult it will be added to your vocabulary and you can then start hurling the insults yourself and the retorts given by the pirates will also be added to your vocabulary. Eventually you will be beating every pirate that has the misfortune to cross your path. Unable to challenge your sharp tongue they will eventually tell you that "You're good enough to fight the Sword Master." Keep fighting the pirates until one of them tells you this.



Here is a complete list of all the insults and appropriate retorts that you should be accumulating:

1 - This is the end for you, you gutter crawling cur.
A - And I've got a little tip for you. Get the point!
2 - Soon you'll be wearing my sword like a Shish Kebab.
A – You'd better stop waving it like a feather duster!
3 - My handkerchief will wipe up your spilt blood.
A – So you got that job as a janitor after all!
4 - People fall at my feet before they see me coming.
A – Even before they smell your breath!
5 – I once owned a dog that was smarter than you are.
A – He must have taught you everything you know!
6 – You make me want to puke.
A – You make me think somebody has!
7 – Nobody's ever drawn blood from me and nobody will.
A – What, you run that fast?
8 – You fight like a dairy farmer.
A – How appropriate, you fight like a cow!
9 – I got this scar on face during a mighty struggle.
A – I hope you learned to stop picking your nose!
10 – Have you stopped wearing diapers yet?
A – Why do you want to borrow one?
11 – I've heard you're a contemptible sneak.
A – Too bad no one's ever heard of you!
12 – You're no match for my brains you poor fool.
A – I'd be in real trouble if you knew how to use them!
13 – You have the manners of a beggar.
A – I wanted to make sure you'd feel comfortable with me!
14 – I'm not going to take your insolence sitting down.
A – Why, are your haemorrhoids flaring up again?
15 – There are no words for how disgusting you are.
A – Yes there are. You just don't know them!
16 – I've spoken with apes more polite than you.
A – I'm glad to hear you attended your family reunion!

HOW TO FIND THE SWORD MASTER

Only one person knows the location of the Sword Master – the grumpy shopkeeper. Go visit him and mention the Sword Master to him, he will tell you that he knows her and eventually he can be persuaded to ask her if she will see you. When he wanders off to find he, follow the shopkeeper in to the forest to this spot:

CONFRONTING THE SWORD MASTER

The Sword Master will only bother fighting you if one of the wandering pirates said you were good enough to fight her. Even though you're a good fighter and insult-hurler to boot, she still beats you by retorting with insults you've never heard before. The best thing is to try her new insults on the wandering pirates and see if they come up with any new retorts, then return to her and have another go. You will now have a comprehensive list of insults and for each insult she hurls you have an equally cutting reply – think carefully about your reply before you open your mouth.

TRIAL TWO: THE QUEST

TOOLS OF THE TRADE

Before you go treasure hunting you first need to have bought the shovel from the shopkeeper and the map from the shady citizen on the street corner.

PROBLEMS WITH THE MAP

The map appears to be nothing more than dance steps but the moves are actually directions to the treasure. Wander in to the forest and follow the sequence of lefts and rights – the directions refer to the paths on either the left or right of the screen while back refers to the path leading off from the centre of the screen.

BACK, LEFT, RIGHT
LEFT, RIGHT, BACK
RIGHT, LEFT, BACK

As you wander through the forest you will notice a number of flowers, pick some of the yellow petals for later use.

END OF THE ROAD

You've found the 'X' on the floor which obviously means you've found the treasure, so get that shovel out of your backpack and put some elbow grease in to it. The rewards are worth it!

TRIAL THREE: THE ART OF THIEVERY

HOW TO FIND THE IDOL

The idol is in the Governor's house on the other side of town – go passed the Village Shop and the jail, and proceed through the arch.

GETTING PASSED THE DOGS

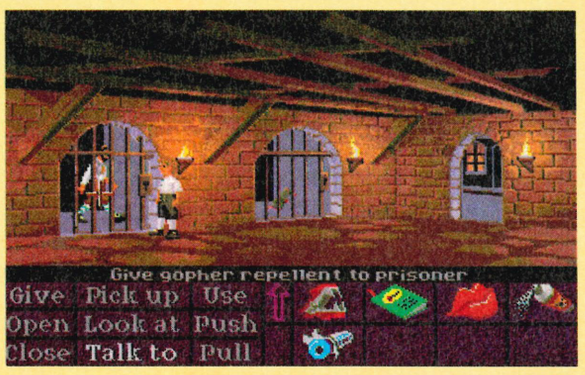
Considering these dogs are only poodles they're bloody vicious. In order to get past you will have to poison them first, which you do by using the flowers with the meat and then give the drugged meat to the dogs.

INSIDE THE MANSION

Walk through the first door you come to and then get ready for a real performance. Don't worry, you can't actually do anything here, so just sit back and let the game get on with it. Coffee break, methinks!

YOU NOW NEED TO FIND A FILE

Go back to the village and pay the prisoner a visit. You will find that Guybrush will not talk to him because his breath is so bad, therefore go to the Village Shop and purchase some breath mints. He now tells you that he is having problems with the rats so give him the gopher repellent as an ideal substitute. For this he will give you a cake as thanks. Open the cake to find a file!



BACK TO THE MANSION

Having wandered around a bit you are having problems getting out – climb through the hole in the wall. You now bump in to Fester who, after a bit of a cuffuffle, throws you out on your ear – this is not a problem, simply pick up the idol and climb out of the water.

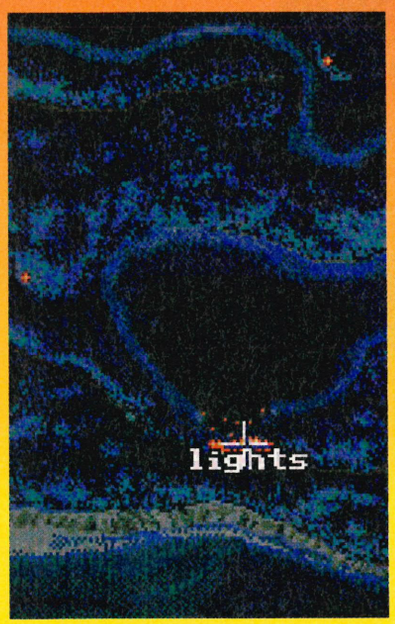
BACK TO THE SCUMM BAR

Once you have successfully completed the three trials you can now return to the three important-looking pirates in the Scumm Bar. To your surprise you find only the cook who, in between sobs, tells you that the Governor has been kidnapped. No one is brave enough to go after her so it's up to you to take the challenge...

BUYING A BOAT

Not an easy task. Go to Stan's Used Boat Emporium and ask to see his finest boats. He can be found at this point on the map:

You don't have enough collateral to buy a boat so ask Stan about credit. He will tell you that the shopkeeper extends credit if you have a job so...



VISIT THE SHOPKEEPER

You must tell him that you have a job otherwise he will ignore you. He will get a credit note from his safe – write down the combination! Dubious of your status, he won't give you credit so ask him about the Sword Master and get him to visit her again.

Now that he's out of the picture try the safe combination you should have written down (I did tell you!). Now go back to Stan's.

SECURING A DEAL

The credit note is not enough for the boat you want but if you put your best bargaining face on, Stan will eventually see the light and sell you a grotty but cheap boat. Now all you need is a crew.

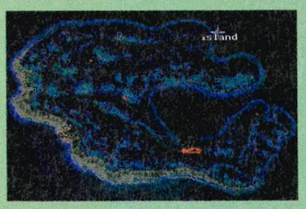
HOW TO FIND A CREW

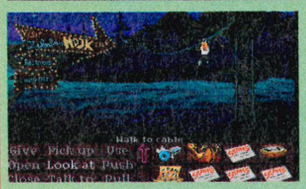
NUMBER ONE

The Sword Master. Simply tell her that the Governor has been kidnapped and her loyalties will get the better of her.

NUMBER THREE

Meathook. Unless you've been wandering around the island exploring new territory you won't have come across Meathook yet – boy, are you in for a shock! Meathook can be found on the small island to the north of the mainland.





You can't cross the water on foot, ninny, you have to use your brain here! The only way to get across is by swinging on the rope – the rubber chicken you picked up in the voodoo shop has a pulley inside and will carry you across the great divide if you USE it with the cable.

Although he looks quite fearsome he is really quite a gentle chap, and has an amazing tattoo as well! To get him to join you tell him that the Governor has been kidnapped, he will then reveal that he is a bit of a coward and doesn't trust you as a leader. You must accept his challenge to face his 'Beast' (oh-er!). If you have the bottle to accept, Meathook will agree to join

NUMBER TWO

The prisoner. He will join you, but first you have to get him out of jail. The lock to his cell looks pretty weak but it's no use searching the island for a key, you will have to melt the lock with something acidic. Remember that keg of grog in the Scumm Bar kitchen?

Pick up about four mugs from the bar and then fill one of them with the grog – this stuff is pretty potent and it will eat through your mug in no time. Steam it back to the jail but watch the little mug icon on your inventory screen, which will start to disintegrate. When you read "Mug near death", pour the grog in to a fresh mug by USING the old mug with the new. When you reach the jail, use the grog on the lock.

Without a word of thanks Otis screeches off in to the night, but don't worry, he'll meet you on the jetty.

PART TWO TIME TO SET SAIL

Get down to the jetty by the Scumm Bar. Your crew will be waiting for you, as is Stan. It's time to sail the seven seas...

MUTINY ON THE BOUNTY

Oh dear, your crew have decided to mutiny. You can try threatening them but they just get nasty. Unfortunately it's all up to you now.

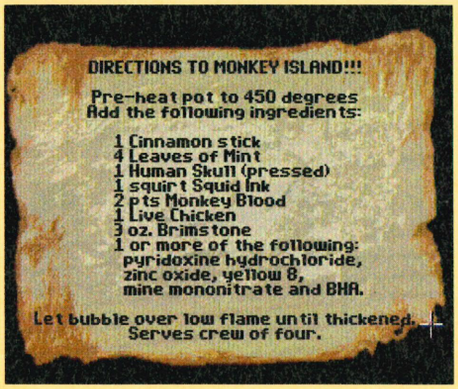
EXPLORING THE SHIP

First go to the captain's cabin to the aft of the boat, open the drawer in the desk and take the captain's log. Inside you will find some helpful information about Monkey Island. Pick up the ink pot and explore the rest of the cabin.

The cabinet is locked but if you go to the ship's galley (the kitchen to all you landlubbers) and open the box of cereal – inside you will find a small key. Inside the cabinet you will find a recipe – feeling peckish? Get you best Keith Floyd face on, it's time to do some cooking.

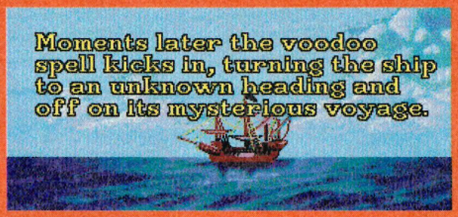
COOKING UP A STORM

You won't find all the ingredients on board, but you will find some damn good alternatives. Below is a list of everything you need:



INGREDIENT:	SUBSTITUTE AND LOCATION:
One Cinnamon Stick	Cinnamon Sticks In cabinet
Four Leaves of Mint	Breath Mints Inventory
One Human Skull (Pressed)	A Jolly Roger Crow's-nest
One Squirt Squid Ink	Pen Ink Cabin
Two pints Monkey Blood	Fine Wine Chest in hold
One Live Chicken	Rubber Chicken Inventory
Three ounce Brimstone	Gunpowder Cargo hold
One or more of the following: BHA Cereal	Kitchen

Now you have all the ingredients, go to the kitchen and mix them all the cooking-pot over the fire.

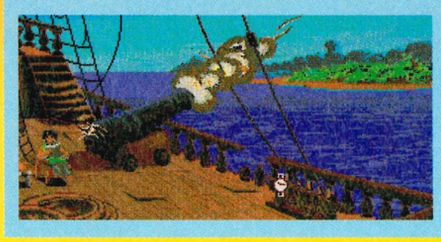


GETTING OFF THE BOAT

You can't swim to Monkey Island and there's no boat, so the only other way to get there is to fire yourself out of the cannon! But first you have to get it to work and again, this takes some improvisation:

ITEM:	SUBSTITUTE:	LOCATION:
Fuse	Rope	Cargo hold
Helmet	Small Pot	Kitchen
Gunpowder		Cargo hold
Flammable object	Quill	Inventory

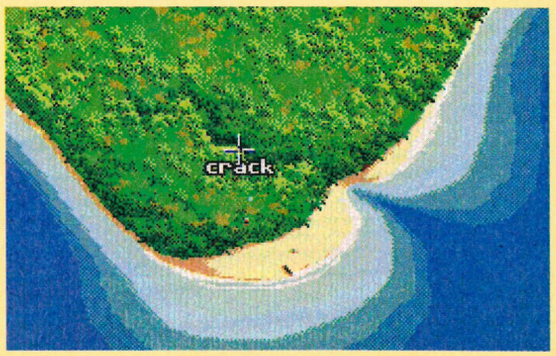
Putting it all together is easy. Set light to the quill using the fire underneath the cooking-pot in the kitchen, then use the rope with the cannon and the gunpowder with the opening of the cannon. Now use the burning quill with the cannon's fuse and then use the pot. KA-POW!



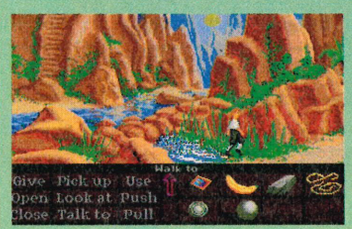
WHAT TO DO NEXT?

You will find a rowing-boat, but unfortunately you can't use it yet as it is missing some oars – these can be found down the chasm. Pick up the banana on the beach.

You have to find LeChuck and in turn rescue the Governor, so head off towards the jungle for a good start. By exploring you should find a piece of rope at the fort while another piece can be found at the pond.



TORTURE AT THE POND



You come across a pond where a man is found hanging but you can't actually reach him. Walk upstream to the fork in the river where you will find a dam, which you will have to get rid of in order to get the rope from the corpse's hand.

To get rid of the dam you will have to blow it up using the gunpowder and the spyglass found at the fort. Open the spyglass to reveal a lens and then use the lens with the sun.

No go and collect the rope from the pond and then return to the chasm to collect your oars. You need both pieces of rope – one from the fort, the other from the pond. Tie one piece to the tree branch and then tie the second piece to the sturdy stump halfway down.

ON MONKEY ISLAND

GUT-ROT? NO, TOOTHROT

Toothrot has vital information for you as well as a key, but if you talk to him he will tell you that he wants his banana picker back from the natives. Unfortunately, you will have to get it for him before you can achieve any more here.

MAKING HEADWAY

Back at the monkey head you will find yourself blocked by a fence. To get through, pull the nose of the totem-pole on the left to open a gate in the fence, however as soon as you let go the gate will close so get the monkey to help. To get into the head though you need that key from Toothrot!

TALKING TO THE NATIVES

Head off to the natives' village and pick up the bananas from the bowl that you find, then turn around and walk out of the village. The natives don't take kindly to theft and capture you, throwing you in to the locked hut.

Getting out of the prison looks tricky but if you pick up the skull on the floor you will notice a loose floorboard – push it out of the way to clear an escape route. The banana picker is in the hut but you will have to return later.

MONKEY BUSINESS

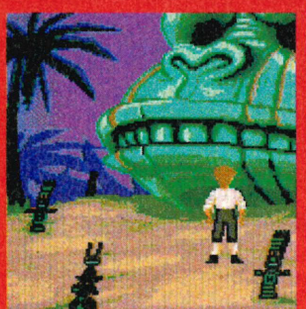
The little monkey you come across proves to be very helpful later, but you first need to bribe it with some bananas – five will

do the trick. After you have bribed the monkey it will follow you wherever you go, so head off towards the giant monkey-head statue on the east side of the island. Unfortunately it won't follow you all the way so head off towards the fork in the river and climb the footholds found on the far side of the water.

You will find some stunning artwork but you won't get very far by looking at it, so pull it towards you four times. You will find yourself high above sea level. Push the large rock you find towards the beach, aiming for the tree. It will knock the tree allowing you to collect the extra bananas. Don't hit the boat!

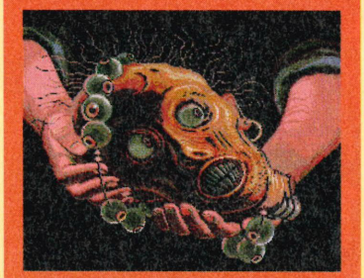
BACK AT THE MONKEY HEAD

First look at the small statues positioned in front of the head and find the smallest one. You now have to take this all the way back to the natives and bargain with them. Eventually they will swap your head for the banana picker which you can then give to Toothrot in exchange for the key.



INSIDE THE CATACOMBS

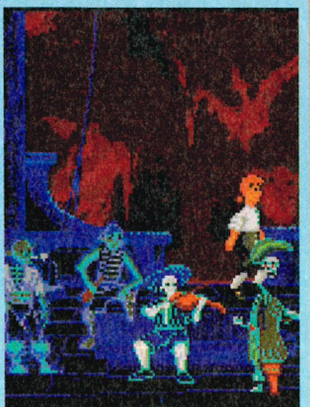
The catacombs are a web of winding passages and it is very easy to get lost, therefore you need the Head Of the Navigator which the natives possess. Every time you stop moving the head will point in the direction you need to be heading – clever, eh? To get the Head, give the natives the pamphlet on 'How To Get Ahead In Navigating'.



THE GHOST SHIP!

Once you find the Ghost Ship, the pirate ghosts keep chasing you off. To get past them you

must first be wearing the necklace that the Head possesses. Try talking to the Head, asking him politely five times if he will part with it and eventually he will. Now wear the necklace and approach the ship.



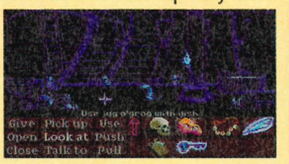
GETTING INSIDE

Search the ship thoroughly and you will find some rooms that you can't enter just yet. Start off by finding the room with the chickens and pigs in it and collect one of the small ghost feathers.

Now find the room with the sleeping ghost crew and tickle one of the pirate's feet with the feather. He will drop the bottle of grog that proves useful later on.

Next seek out Captain LeChuck's quarters where, after some examination, you will find a small key. No? Try using the magnetic compass to collect it.

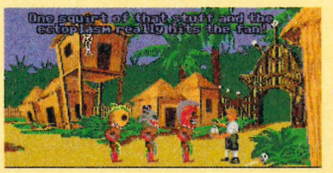
With the key you have just found you will be able to open the locked hatch in the chicken room. Under the hatch you will find some grease that can be used on the squeaky door on the right-hand side of the ship – pick up the tools you find. To get past the rat, pour some of the grog in his dish to make him a little worse for wear.

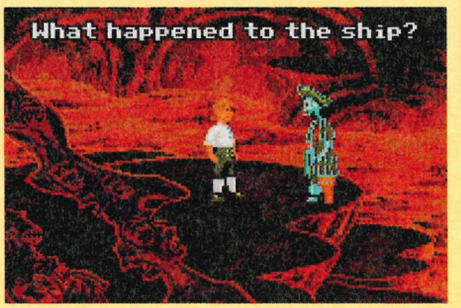


Using the tools, open the glowing crate and collect the voodoo root which should be taken back to the natives.

You will then obtain your Voodoo root juice which you will need to get the Governor out of the brig.

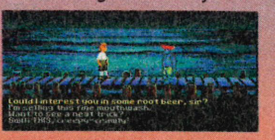
Upon returning to the Ghost Ship you find that it isn't actually there anymore! Ask the ghost where it disappeared off to, but be nice! You will get your information eventually.





THE END IS NIGH

The ghost standing on the dock proves to be a real pain in the neck and the only way to get rid of him is to do something bizarre. Try shooting him with the Voodoo root juice and see what happens.

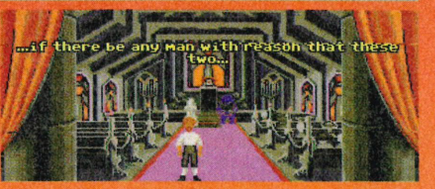


GHOST TOWN

The ghost standing on the corner is hard to pass, but if you look to the left of the arch you will see a small door. Use this door to quietly sneak past him.

MAKING IDLE CHIT-CHAT

You have to talk to LeChuck at some point but whatever you say will annoy the old sea dog. You find that you will get thrashed to pieces and in the commotion you lose your root beer, therefore you need to find something to use in its place. When you are being punched in Stan's boat-yard, try and pick up a bottle of grog from the vending-machine – pick it up in between punches! If you can't do it the first time keep trying each time you get thrown back to the machine.



THE FINALE

What now? Well, you had a struggle and a half trying to get that root beer so it's obviously important. Why not use it on LeChuck himself?

WELL DONE

...And celebrations! You've done it. I bet you didn't think you'd get there, did you? If you're like me, even though you've finished it you'll no doubt be returning to this game over and over.
THE END.

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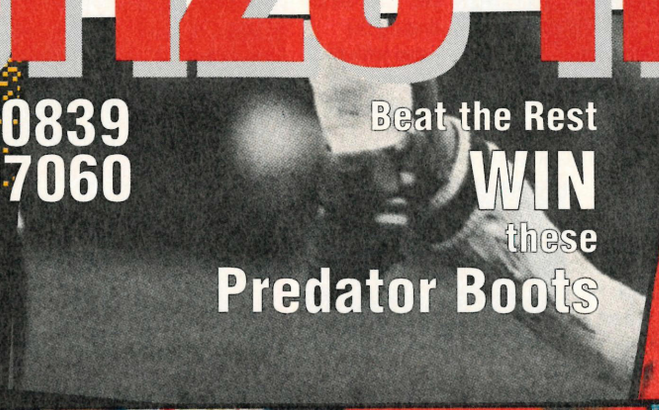

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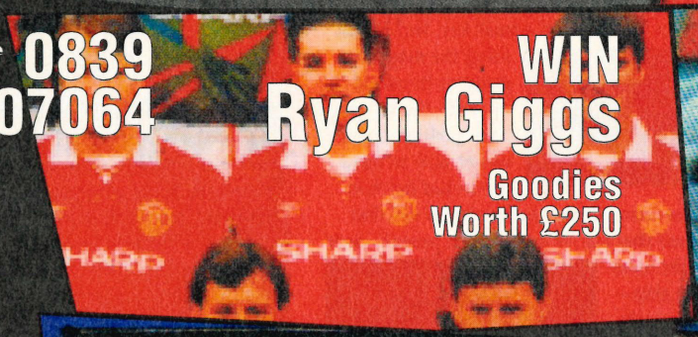

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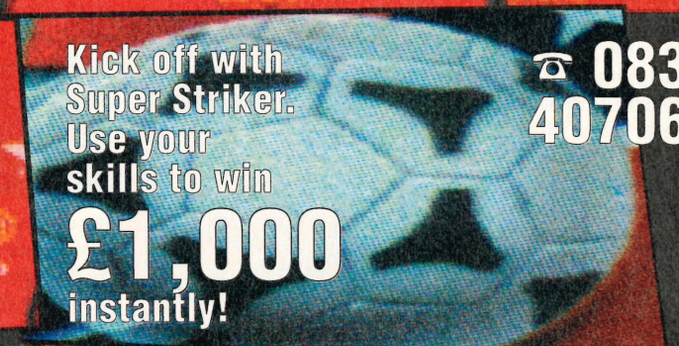

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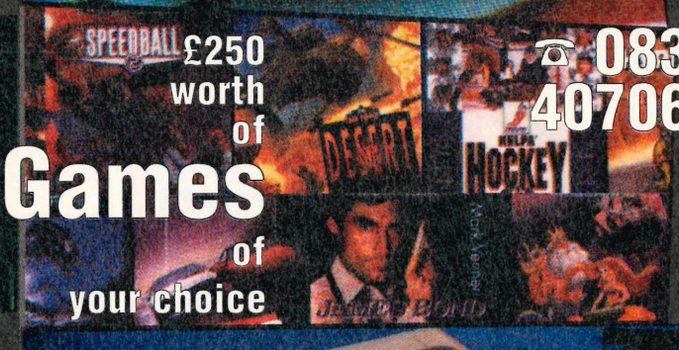

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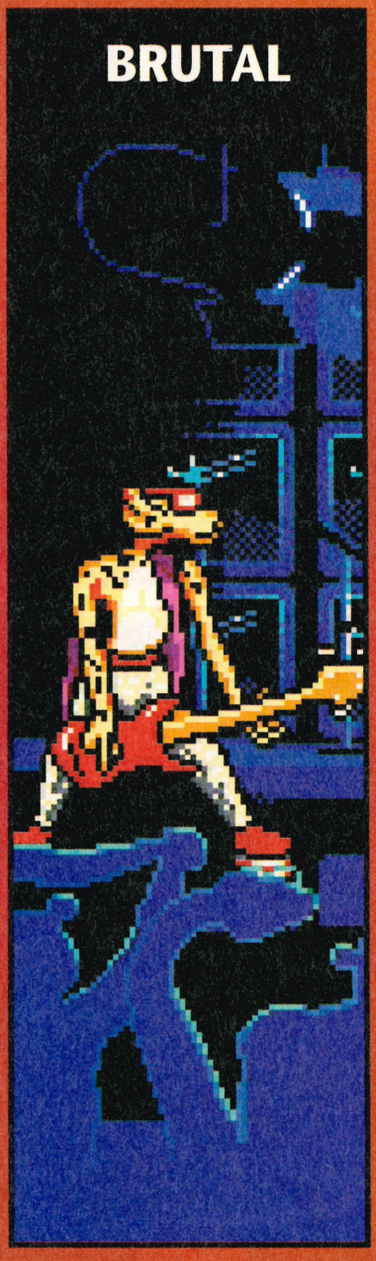
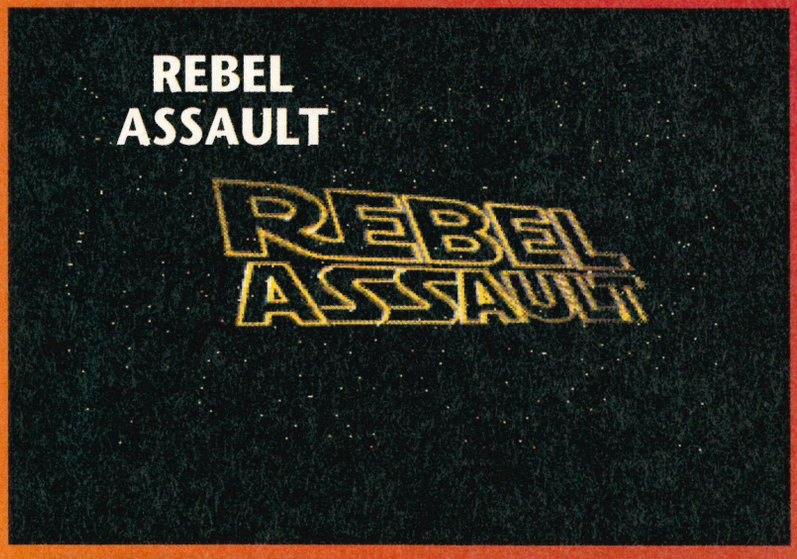
SUMMER STUNNERS





REBEL ASSAULT

LucasArts' superb PC title finally gets converted on to the Mega-CD, receiving a welcome round of applause in the process. Software house: JVC.

HEIMDALL

This first appeared on the ST and Amiga absolutely aeons ago as a superb adventure. Appearing now on the Mega-CD it's still old but also remains enjoyable. Software house: JVC.

BRUTAL

The only one in our hot line-up that isn't by JVC and isn't a conversion. However this graphically smart beat'em-up is for the CD. Two out of three ain't bad! Software house: Gametek.

REVIEWS

BALLZ	44
ANIMALS CD	48
BRUTAL CD	50
IMG TENNIS	52
WING COMMANDER	54
PULSEMAN	56
HEIMDALL CD	60
REBEL ASSAULT CD	64
VAY CD	66

From: ACCOLADE

Release: SEPTEMBER

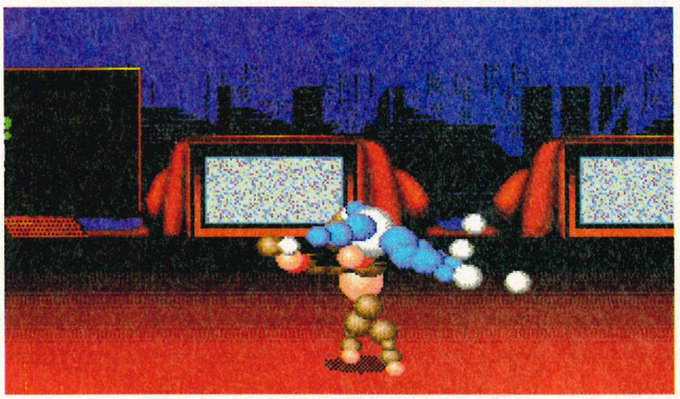
Price: £39.99

Levels: 12

Players: TWO

It's just a load of balls, Damon Allbran exclaimed when he first set eyes on Accolade's newie. That turned out to be just the case...

BALLZ



Now this is supposed to be number thirty seven but it doesn't feel right somehow

So many people complain about the lack of originality in computer games recently. Innovative software is virtually non-existent with countless new Mega Drive titles simply extending the platform or beat'em-up genre – it's good news if you happen to like them, not so enthralling if you don't. Well this here is Ballz, yet another one-on-one beater in similar vein to Street Fighter II. Or is it?

The most substantial difference between Ballz and all the other dross fighting games on the market is that Accolade's latest features loads (and I mean loads) of brightly-coloured balls. Balls, spheres, globes, orbs…call them what you like, they're all round in shape and look, well, different. By different I mean they make the game appear unlike any of the sprite-based beat'em-ups already available. Instead of Honda's fat torso or Chun Li's fragile frame, each of the fighters in Ballz is created from a load of these balls strung together. The result is actually quite effective – the characters are fluidly animated although they still look rather basic. Mind you, you can't expect the detail level of a sprite from a few coloured orbs.

Just like Mortal Kombat this game has finishing moves, but these are a bit more peculiar

PLAY BALL

Anyway, assuming control of any of the eight fighters the ultimate goal of the game is to defeat the Jester, a cocky Black Belt with worse one-liners than Des O'Conner. He boasts to bust your ballz (the manual is filled with such cheap innuendoes) unless you shape up smartish, which basically means you have to fight for your life.

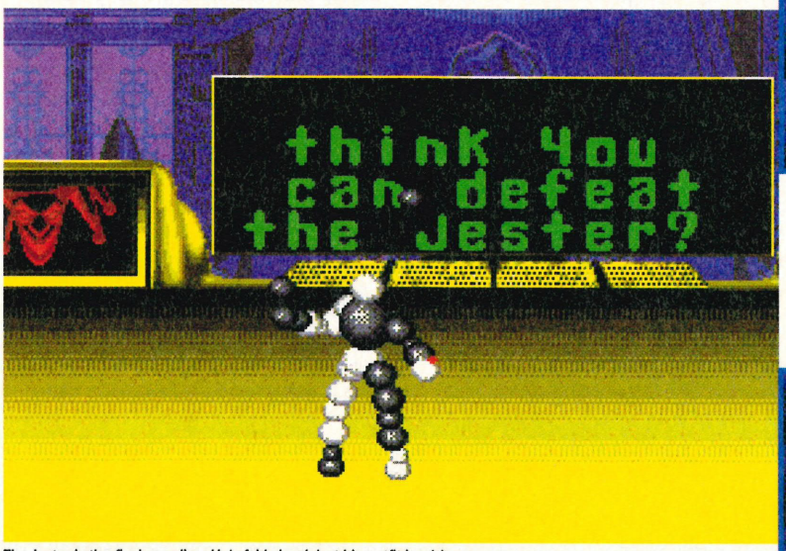
Choosing between the one and two-player modes, the latter is simply a battle to the death between any of the characters. One unique feature the game includes however is the inclusion of a modem link using an Edge 16 card, allowing two gamers to fight on separate machines, linked via a telephone line. A nice option, but more practical is the one-player mode in which the gamer battles against a variety of spheroid maulers before facing the Jester's elite warriors.

Picking difficulty levels to make the game easier or harder, the character selection screen appears next. Each of

Quite what Boomer is up to I have no idea but it looks interesting nonetheless

the eight warriors has a different fighting style, from Turbo's rapid onslaught of punches and kicks to Tsunami's sumo belly-flops. They all have special moves too, some three times the amount you'll find in most other beat'em-ups. Not all are listed in the manual though, leaving it up to the player to learn and master many of the combinations that are needed to defeat the Jester.

Using the three-button joypad, the keys are used to punch, kick and jump. These are just the basic attacks, from which combinations and more complex blows are based. For instance, tapping the jump button followed by a kick will produce a flying kick, it's as easy as that. Of course, using just these moves would mean limited gameplay and that's why a number of more impressive special moves have been included in the game.



The Jester is the final guardian. He's fairly hard, but his outfit is a bit poncy

MOVING ON UP

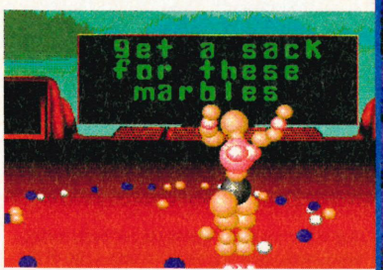
Special moves, like those seen in Street Fighter II and most other beat'em-ups come to think of it, are activated by pressing a combination of buttons and d-pad movements. Only a few are listed for each character, but all have many more which are usually found through luck or just by fiddling maniacally with the joypad. Special moves range from charging shoulder barges to fatal arse gas emissions and can be strung together to create wicked combinations which leave the enemy with little hope of survival.

As powerful as they may be, the damage they cause can be increased even by taunting the enemy. Yup, showing your opponent the finger or hurling abuse regarding their mother and the local Rugby team temporarily weakens their defence, leaving them susceptible to attack. Watch out though, as it's all too easy to lower your guard while annoying your foe.

You fight through Jester's minions one at a time, and after a few bouts you'll face the first of his elite warriors. OK, it may not look hard but the ostrich is a real pain in the backside. Tossing you around like a limp lettuce leaf, like the other boss fighters the ostrich has its Achilles heel. Find the weak spot and the fight is much more one-sided. It's not too difficult to work out their weaknesses either, as clues appear on the video screens dotted around the arena. Look carefully are you quickly learn to taunt the ostrich as well as use the morph ability. Eh, morph ability? Change into Tony Hart's ▶▶▶

Tony Hart's plasticine buddy? Not exactly

The character select screen also shows statistics of previous games played



It's 'innuendoes ahoy' in the manual, but the same jokes are repeated again and again

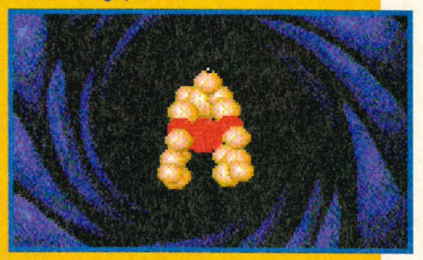
BALLS TO THE LOT OF YOU

BOOMER

Boomer's head-hurl keeps the enemy at a distance while he can self-destruct when they get in close. Because he's clown don't joke around with him, when it comes to fighting he's deadly serious

KRONK

Armed with a whopping great stick of rock, Kronk loves to go clubbing, as long as his opponent is on the receiving end! Watch out for his deadly finishing move in which he'll pin you to the ground by shoving the club through your back

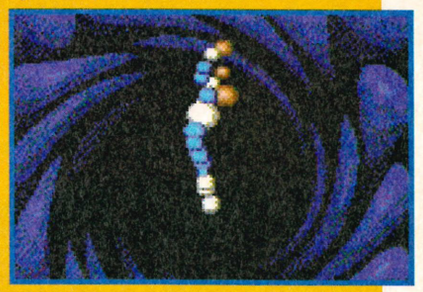


CRUSHER

Probably the slowest character in the game, Crusher more than makes up for his lack of speed with the power of both his punches and kicks. Watch out for his deadly horn charge too, it can prove to be a real pain in the arse (literally!)

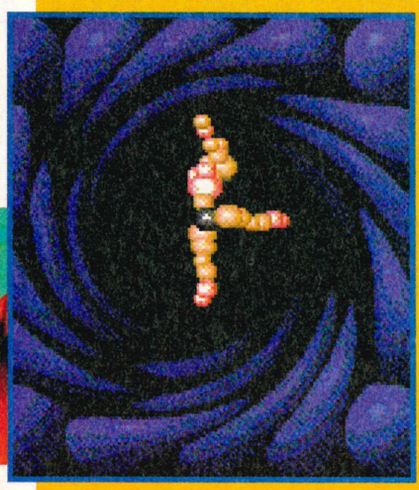
TSUNAMI

Fat boy's gut makes a surprisingly effective battering-ram, butting any unfortunate enemy across the arena. Amazingly he can perform an outrageous flying somersault kick, lifting his flab and throwing himself right at his opponent!



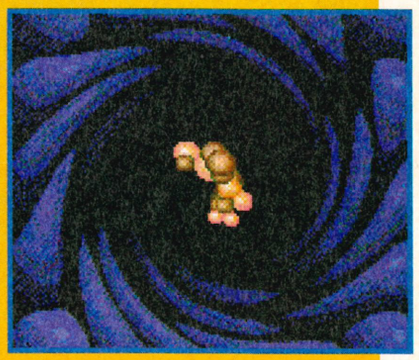
DIVINE

Divine is a ballerina, as graceful and swift in combat as a swan on speed. She takes no crap off any of the other fighters, throwing them over her knee and spanking them when they step out of line



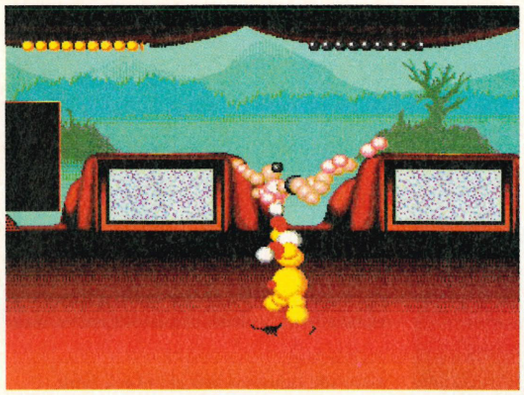
TURBO

Tail and skinny, Turbo is fast on his feet and unbeatable in the air. Possessing the ability to hover in mid-air, dive in and attack with fists and feet to burst your opponent's balls

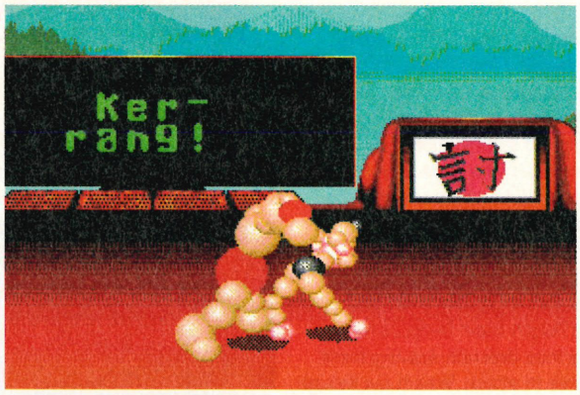


YOKO

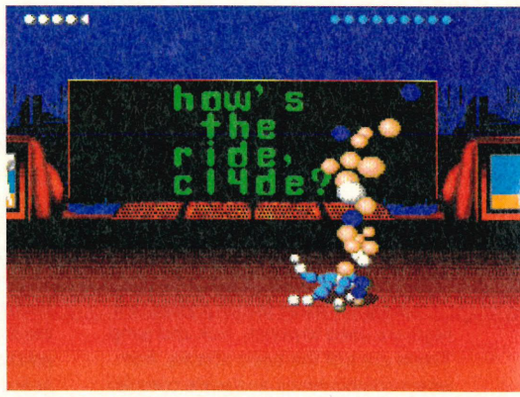
Yoko is a monkey. Monkeys should be left to roam the wilderness, free of human intervention. They should not be thrown into arenas told to fight. If you want to help the monkey who face a perilous future, write to Greenpeace at...



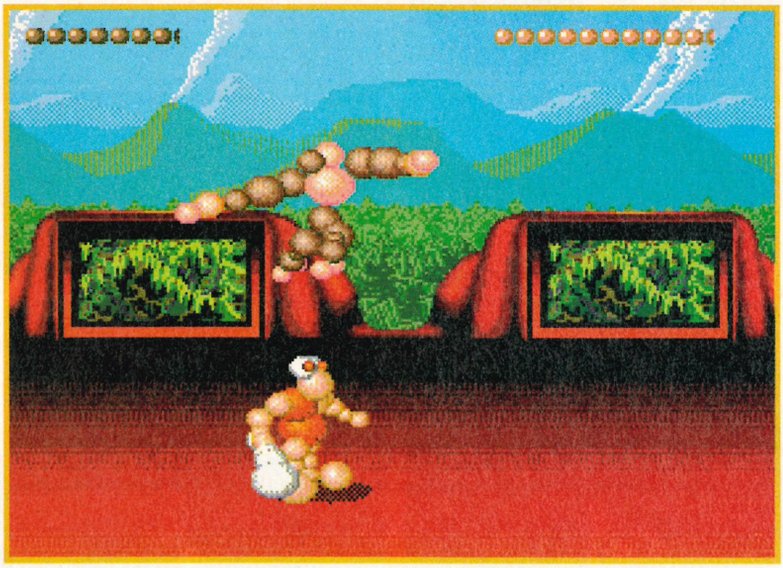
Oi, your not supposed to fiddle with ladies' bits. Geez, this game gets ruder by the minute



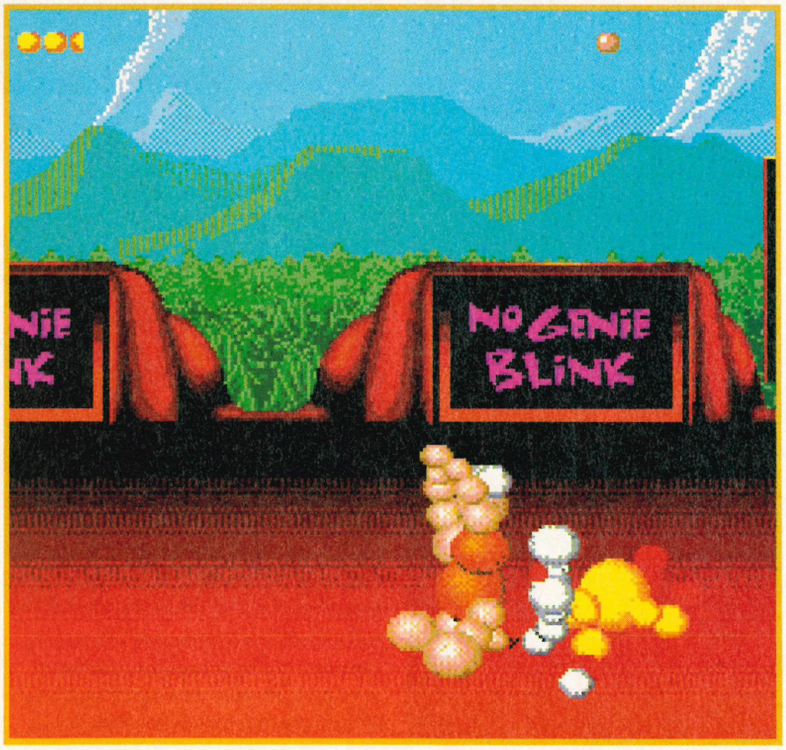
Look folks, we even take adverts for crap music magazines



OK, here's the predictable caption. Wait for it...What a load of balls (groan)



Yoko the monkey can swing through imaginary trees. He also fondles with his hairy coconuts (hmm)



Boomer's future looks grim as Kronk rams his balls down his unfortunate foe's throat (Hmm, again)

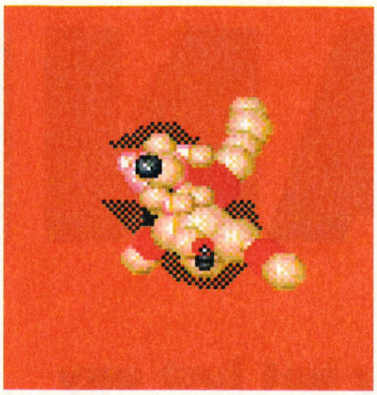
plasticine buddy? Not exactly, but each fighter can change into any of the other characters.

Each time you defeat one of the Jester's tougher warriors you are promoted to the next belt. Starting on white, you'll eventually pass through red, green, blue and eventually black before the Jester appears.

By the third fight you'll be begging for earplugs

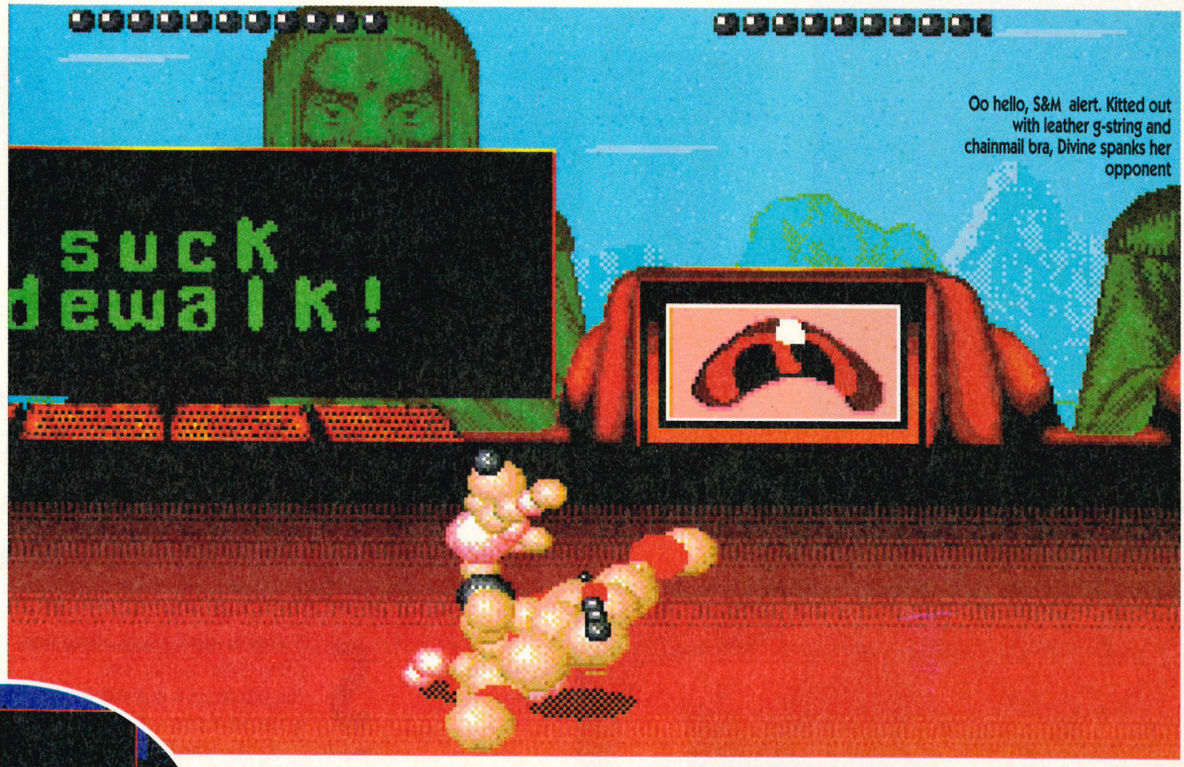
It sounds good, doesn't it? Well it's not bad at all. However, there are few gripes I'd like to get off my chest. First off, there's the sound effects. Initially amusing with sampled grunts, groans and loads of other 'thwacking' noises, they soon lose their appeal and become tedious. No, make that downright annoying. I guarantee that by the second or third fight you'll be begging for earplugs. The graphics, too are problematic. While they are smoothly animated and make a nice change from the many sprite-based games, Ballz is glitched to hell. The game is dogged by fighters with arms of legs missing because there's too many

Look at that backside. It looks like two badly parked Volkswagens (Mind you, I've never seen a pair of VW Beetle's squeezed into some bloke's dirty undies

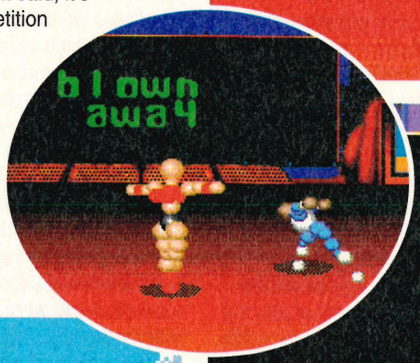


The instant replay can show all the action from any angle, even up above

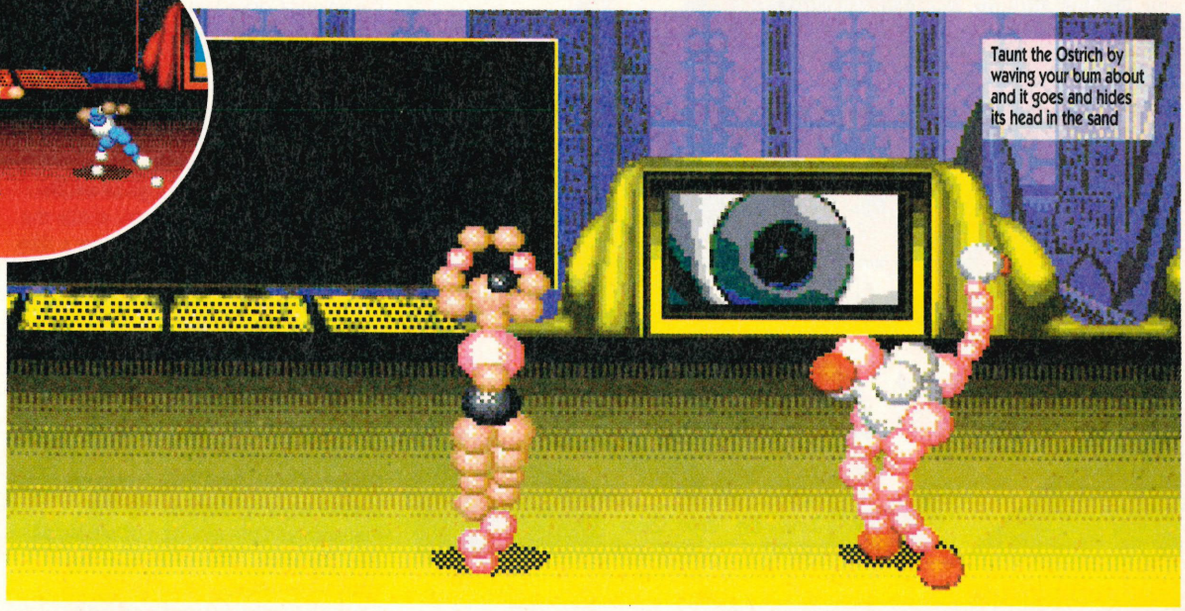
objects on-screen. I must admit that during the thick of the action the glitches don't show that much, but they still appear and it's worth pointing out. Apart from that though, Ballz is quite smart. Visually it's very different and the 3D arena works well. That said, it's up against stiff competition in the form of Super Street Fighter II and to be frank it pales against the playable Capcom classic.



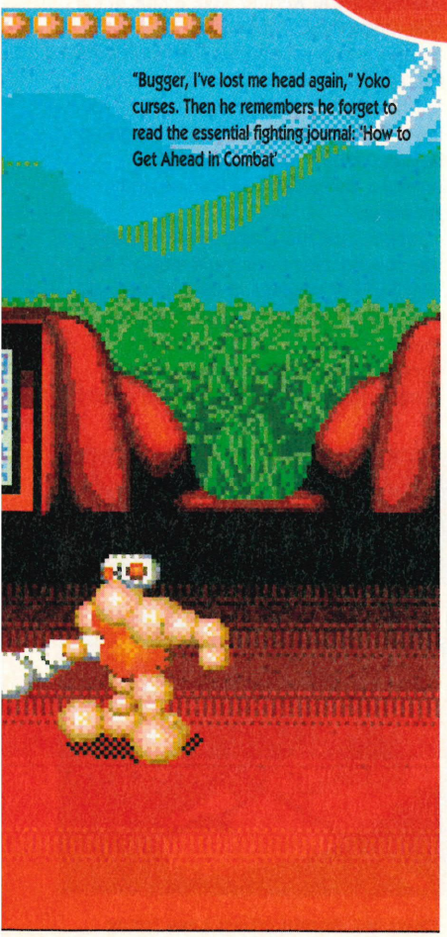
Oo hello, S&M alert. Kitted out with leather g-string and chainmail bra, Divine spanks her opponent



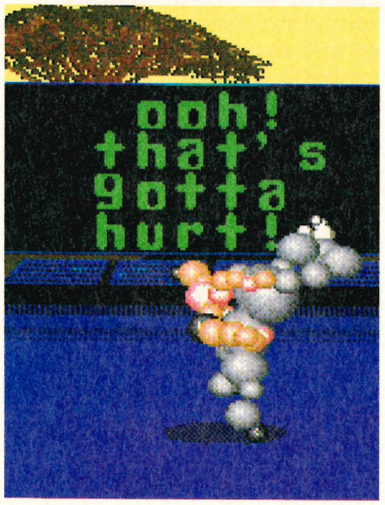
Most characters have a cyclone move that literally blows the opponent away



Taunt the Ostrich by waving your bum about and it goes and hides its head in the sand



"Bugger, I've lost me head again," Yoko curses. Then he remembers he forget to read the essential fighting journal: 'How to Get Ahead in Combat'



That just about says it all, really

80 PERCENT

Perhaps it is an original idea but it just does not have that certain something...and it's not Super Street Fighter II now is it?!

GRAPHICS	8	GAMEPLAY	5
SOUND	6	GAME SIZE	6

From: SOFTWARE TOOLWORKS

Release: SEPT

Price: £39.99

Levels: N/A

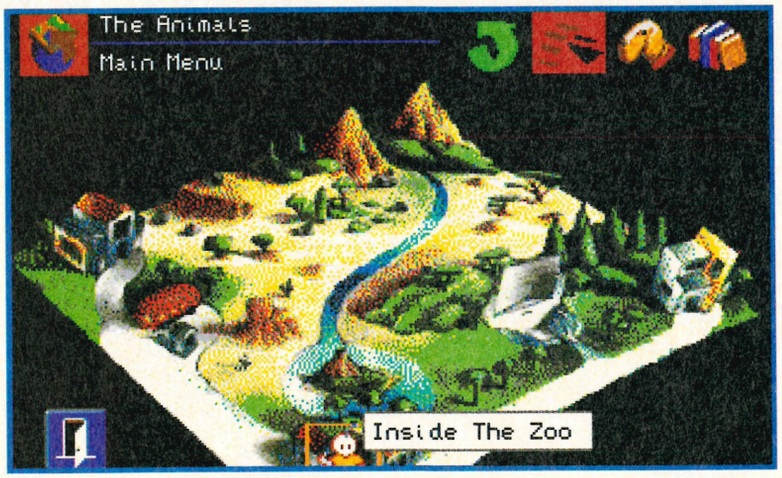
Players: ONE

import

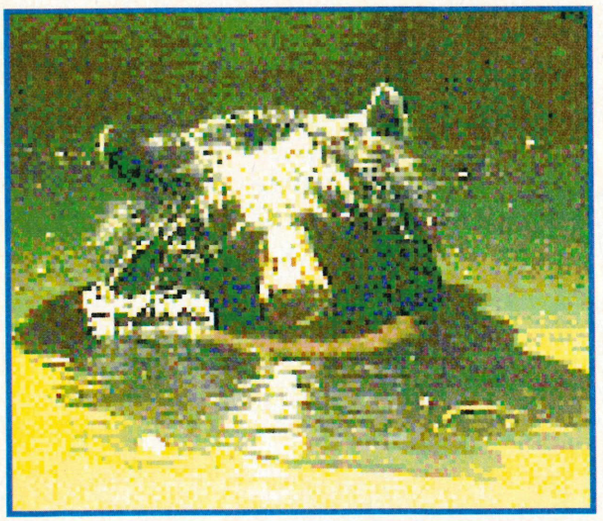
THE ANI

This is the story of a zoo; not just any old zoo, but the San Diego Zoo that happens to be in the Sunshine State of California, lucky for them.

Wow, now that is a big guy



Bald child alert! It's the zoo map



The Black Bear mucking around in the river

So what is the big deal about this place then? Surely one zoological park is pretty similar to the next one – after all the main function of a zoo is surely to keep the animals locked up in small cages for the benefit of little children carrying ice creams and the odd outing from the local Brownie pack or primary school?

Well, it would seem that there is actually a lot more to the good old zoo and the institute in San Diego is a shining example of how a good wildlife park should be run. To merely entitle the San Diego centre a 'zoo' would be a little demeaning because the centre is run in a similar vein to a nature reserve, with the animals being given large areas to live in as opposed to small, cramped cages.

San Diego also has one of the largest and most respected animal research centres in the world (So the Software Toolworks would have me believe anyway) dedicated to the research and preservation of wildlife all over the globe. The centre is also a dedicated campaigner on the global issue and, quite openly I must add, boycotts of products of companies who still continue to exploit animals and the rain forests. Quite simply, The Animals is an educational package that takes the viewer on a walk through of the entire zoo. We kick off with a cartoon map view of the complex and a cursor shaped (rather strangely if you want my opinion) similar to a bald child. The command structure is easy to use and the access time acceptable. To access any of the information on the disc simply place the cursor over any location on the map and the information relating to that place will appear on screen.

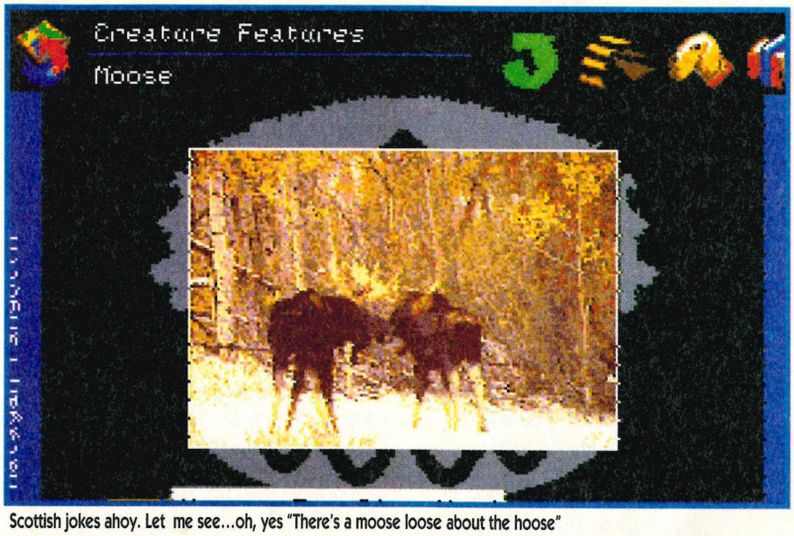
If for instance you wanted to have a look at a few crocodiles – and why not indeed – once the location is selected a menu appears listing all the choices there are for this section of the zoo. For example if you want to have a look at the Nile crocodile just select this option from the menu and yet another menu appears listing all the viewing options available for the Nile crocodile. This may take the form of colour photographs or text giving details on the every aspect of the animal's habits such as feeding and breeding.

Next, and the option which I'm sure the majority of you will head straight for are the FMV sections of the animals. As you may have deduced from the name, this is simply moving images of the chosen animal, sneaking around, eyeballing the camera so on. The quality

This is a nice piccy and very endearing it is too!

Oh yes, very interesting just keep it away from me

MALS



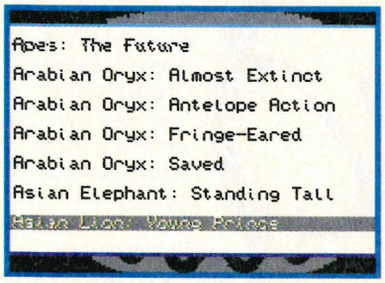
Scottish jokes ahoy. Let me see...oh, yes "There's a moose loose about the hoose"

of the pictures is as good as I've seen on the Mega-CD (Well, when we consider the erm, restrictions anyway). You can also listen to the sound the animal makes. Great stuff.

WE'RE ALL GOING TO THE ZOO TOMORROW...

This is about it as far as The Animals goes. It's a (very small) encyclopaedia which promotes the zoo, its hard work and givers several insights into the world of global warming and Third World exploitation. For the asking price many people may feel a little hard done by – you could go out and purchase the complete video collection of Wildlife on 1 – but I quite enjoyed this and it would be a great learning tool.

I am reliably informed that a share of the profits will find their way back to the zoo, and any place boycotting rich companies destroying our atmosphere and making money from it gets my vote any day of the week. Power to the people comrades.



Very sad, very sad indeed

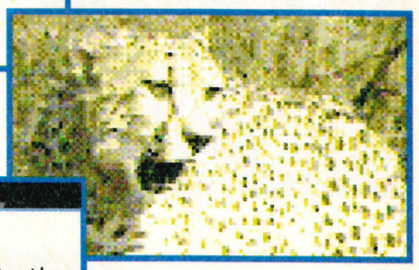
A big elephant trumpets the good points of the Madden series

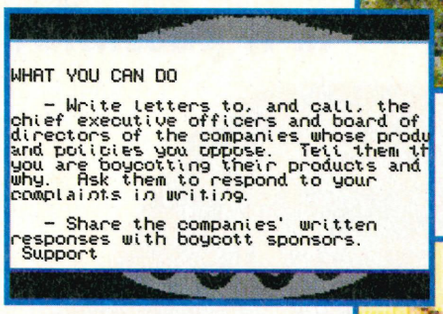
interesting piccy of the paw of an unnamed animal

The Alaskan brown bear shows off to the photographer

(Left) And this – believe it or not – is the Black African Rhino. Handsome isn't he?

(Right) Isn't John Madden a great game. Yes, we all seem to think so anyway

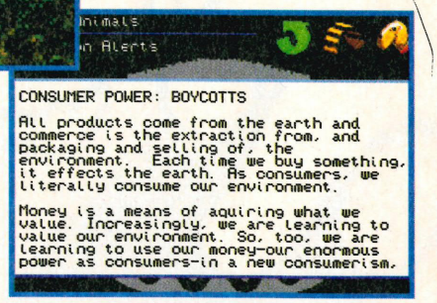




(Left) Slander, and worth every penny. Good on the people at the San Diego Zoo

(Right) A zebra, having a nice rub down

(Left) How can anyone stick something like this into a cage? Even if it is to prevent the species becoming extinct. Surely there's a better way?



(Right) Right on! I'll go along with that. Read this peeps and do your bit

78 PERCENT

Comparable to a Birthday Party record, not smooth enough to please everyone but fun to the more refined listener. Give it a bash

GRAPHICS	7	GAMEPLAY	N/A
SOUND	7	GAME SIZE	7

From: GAMETEK
Release: SEPTEMBER
Price: £39.99
Levels: 10
Players: 2

BRUTA

A Street Fighter clone with cartoon animation? Is it possible? Rich Lloyd investigates

To be honest there are quite a lot of one on one beat'em-ups doing the rounds at the moment, and most of them aren't very good. The only ones even worth considering are Super Street Fighter II and Mortal Kombat II. Both of these titles are outstanding in almost every way, combining great aesthetics with superlative gameplay. In fact the only problem that I really had with both of them was the slightly steep price tag, I mean £50-£60 is a bit over the top really isn't it?

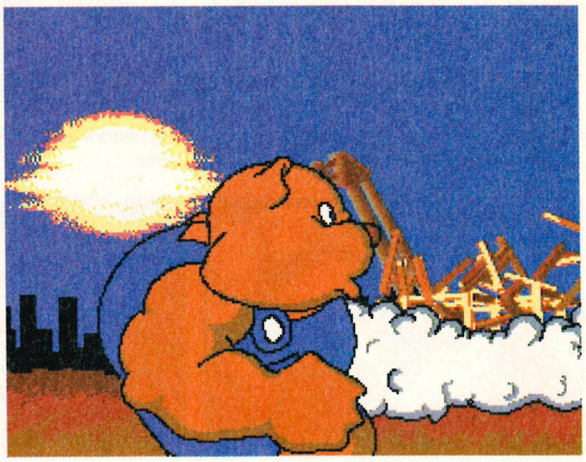
In order to beat these two titles at their own game any similar games will have to be something a bit out of the ordinary, and Gametek reckon that this is what they have got. Brutal is a slightly unique game, in that all of the fighting characters are cartoons, and there are many different animated sequences throughout the game. The intro sequence has to be seen to be believed. It perfectly blends cartoon animation and silicon graphics, and the end result is staggering.

Normally behind a game like this is a simple story that explains why the various characters want to kill each other. In SFII M Bison was an evil bloke and most of the participants had personal reasons to duff him up. Mortal Kombat had the various fighters seeking revenge or personal glory.

There is no such underlying story here apart from the fact that the Dali Lama (no relation) likes to hold a big fight fest every four years. Mind you, having said this, each of the characters involved has a different philosophy on life which goes to explain why they entered and the methods in which they fight. Kendo Coyote for example is a bit of a hot head and reckons that he is the best in the world. Kung Fu Bunny is quite a peaceful bloke who fights only to improve himself and doesn't give two hoots if he wins or loses.

Another unique feature is that you don't start off with a full complement of moves, and you learn special moves after every two rounds. Eventually you will know them all and by means of a special password system you can build all the characters up and then start the game again at any time with your complete set of moves. What this also means is that when you play a head to head match against a mate you can both use your

Swing your pants! Trevor and Simon never thought this would happen

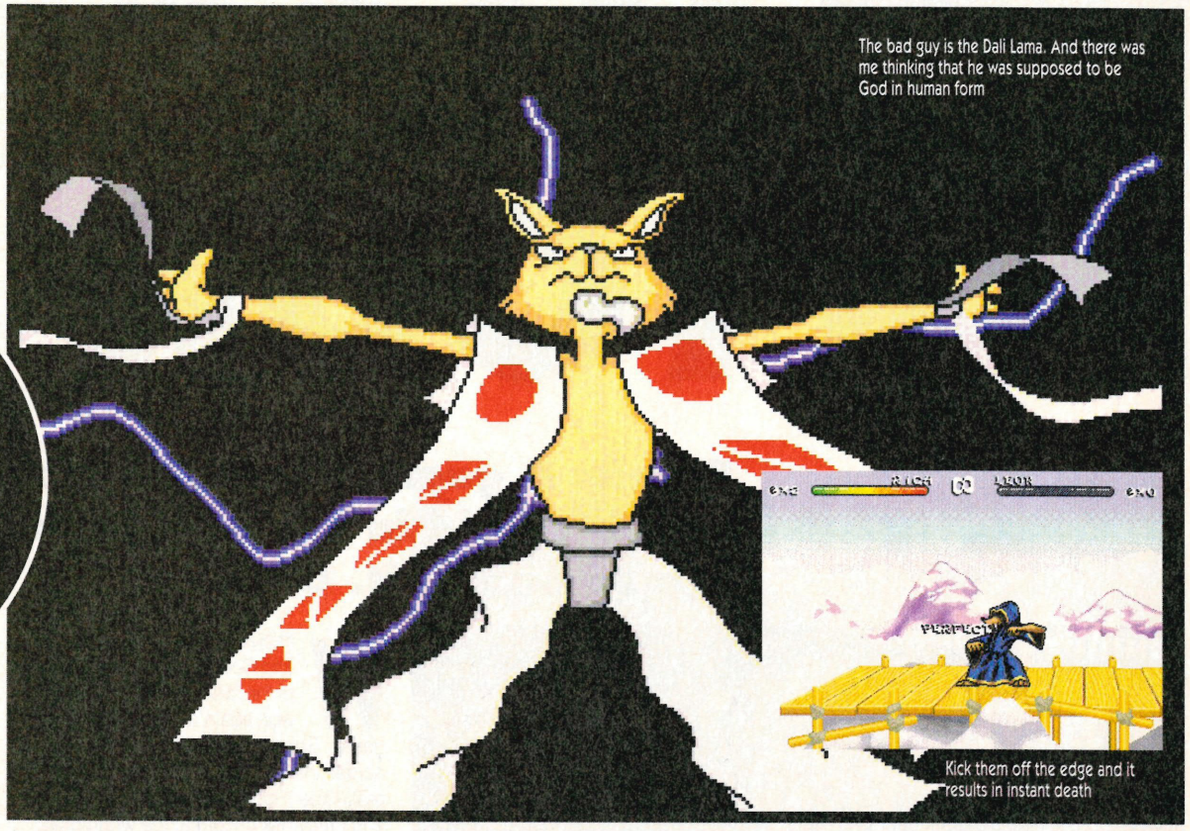


Oh dear. Now there was no need for that to happen

individual passwords and pit your two most highly trained fighters against each other.

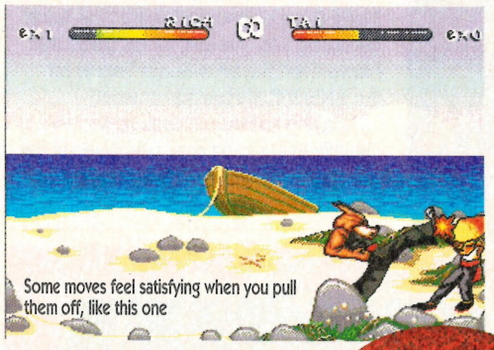
An unusual touch is the Fun Room option. By selecting this you will be presented with a long series of animations showing some amusing out takes from the game in true 'Alright On The Night' style. Here you can see some of the animations that never made it into the game, some silly sequences that the programmers thought might be funny but couldn't actually incorporate, and even some scenes from the original version of the game that looks completely different from the finished product.

The end result looks stunning but unfortunately it is all let down by the severe lack of gameplay. The fighting isn't as fluid as the other titles that I have already mentioned, and instead of blending quick reactions with simple joystick combinations it all ends up with you frantically pressing buttons without much thought or skill involved at all. This is a shame because Brutal is superbly presented but leaves you with the feeling that something is lacking.



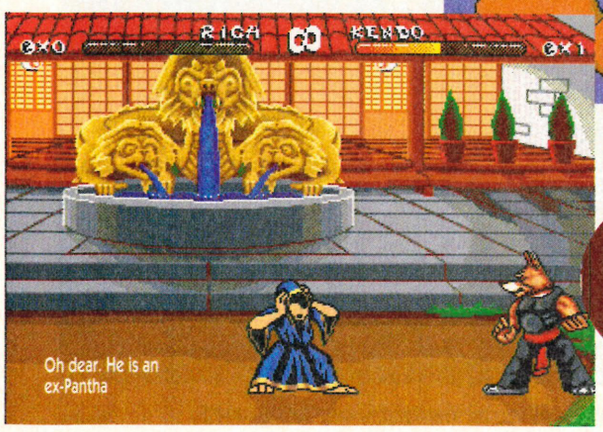
The bad guy is the Dali Lama. And there was me thinking that he was supposed to be God in human form

Kick them off the edge and it results in instant death



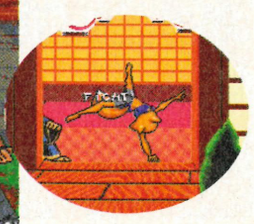
Some moves feel satisfying when you pull them off, like this one

Win fights and then you'll get taught special moves



Oh dear. He is an ex-Pantha

Animation like this pops up everywhere. Good innit



84 PERCENT

First of all this had the potential of a great beat'em-up, the problem came however with the distinct lack of gameplay. Unlucky really!

GRAPHICS	8	GAMEPLAY	6
SOUND	9	GAME SIZE	7

From: EA

Release: SEPTEMBER

Price: £TBA

Levels: N/A

Players: 1/8

IMG™ INTERNATIONAL TOUR TEN

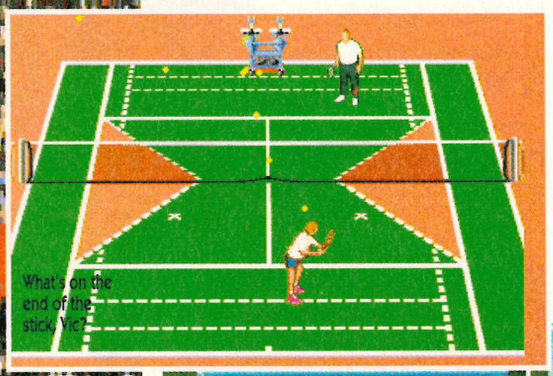
Tennis: A game where the most prestigiouus event is held in our own back yard and yet we are so bad at it. Oh dear...

Wimbledon has come and gone and Codemasters was jubilant at the fact that Pete Sampras won again as he endorsed its game. Sampras scored rave reviews across the board but personally I didn't really rate it all that much. To be honest, and I may risk encurring the wrath of all Mega Drive owners throughout the world by saying this, the best tennis game that I have ever played is Super Tennis on the SNES! Controversial or what?

Having released a console tie-in of virtually every sport ever conceived in the history of mankind and then updated them numerous times EA has turned its hands to the honourable sport of tennis. The Mega Drive has a couple of tennis games already like the aforementioned Pete Sampras and David Crane's Amazing Tennis, but in my humble opinion the best of the bunch is Davis Cup.

Even the most ardent tennis fans might not know what exactly IMG is, and no one here did, but it turns out that this is a group that handles the affairs of international sports stars, including tennis players. By aquiring an IMG licence for this game EA can now include famous tennis players in the game, including Bjorn Borg,

Tennis games are usually terrible when it comes to serving, but it's dead easy here using this power bar thingy



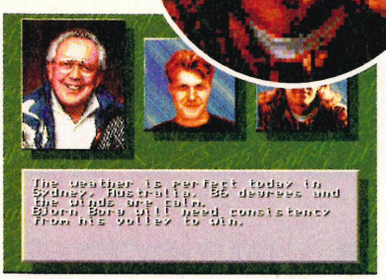
What's on the end of the stick, Vic?

This geezer is Vic, and he wants to coach you for some reason

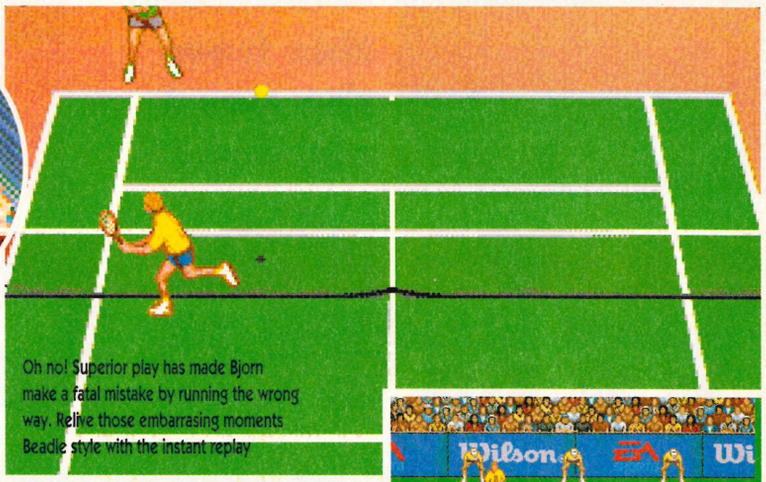
The elimination heats can get quite exciting. I wonder what happened to Lendl and Reneberg?

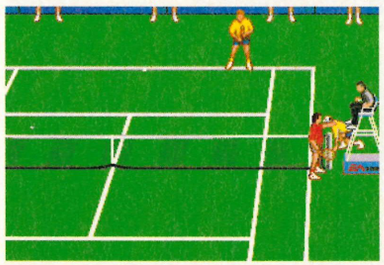
ERNATIONAL NIS

Choose which tourney to play, as they are all here

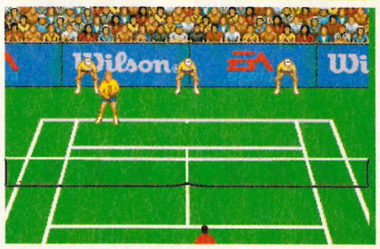


I guess porr old Ron Barr must have got the sack or something





This chap seems to have a bit of a temper, and he keeps on argueing with the umpire!



Well there's a lot going on here isn't there? I don't know what to say. Erm, oh look, there's my mum in the crowd

Jeremy Bates, Ivan Lendl, and John Lloyd.

WHAT, NO WOMEN?

Tennis games normally have two major problems. The first is that it is usually stupidly hard to learn to serve properly and the second is that the player playing at the back of the court usually plays at a disadvantage as the court perspective often makes it nigh on impossible to judge where the ball is. Fortunately EA realise this and IMG tennis doesn't suffer from either of these problems!

When serving you must press the C button and a power bar will appear. Press the C button again to judge how hard to hit the ball and then press another button to determine where the ball makes contact with the racket. By using the joypad it is possible to direct whereabouts the ball will land which means that it is dead easy to serve accurately.

To make it easier for the second player to hit the ball the game is viewed by using a floating third person perspective which means that the ball is clearly visible in relation to your player at all times. So folks, if you miss the ball it's not the fault of the game!

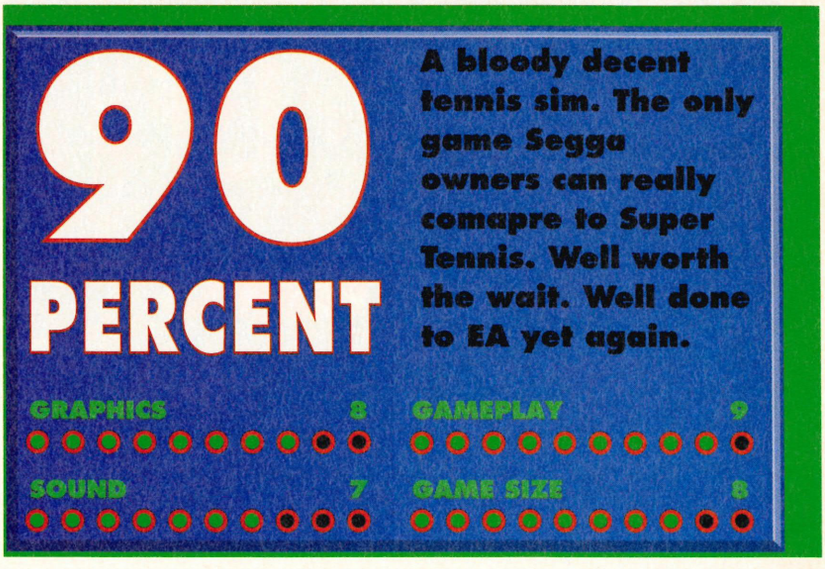
ELEPHANTINE ANTICS

If you've played an EA Sports game then you will immediately be familiar with the way IMG Tennis works. There are loads of options on the title screen where you select how many people are playing, how many sets each match will consist of, and what sort of match to play. As well as the standard exhibition match you can play with three other people in a mammoth doubles event or play any in number of international tennis tournaments. The world tour means the players have to compete in a grand total of seventeen tournaments! With eight players able to compete at once this means the tour will take a very, very long time to finish.

To be honest I can't fault this title on anything apart from the fact that you can't dive for the ball which is quite annoying. Graphically things look quite basic until you see the players move. They look quite basic but the sprites have been rotoscoped which means the animation looks realistic. The sound consists of some slightly iffy speech and a wide range of satisfying thwacks, grunts and groans. If you like tennis then you will love this.

As it says in the manual, "if it's in the game it's in the game". This covers every aspect of tennis and doesn't have as many niggles as its contemporaries. The result is a supremely playable game which will have you fighting when you play against your mates!

London Lawn Tennis Open? Now where could that be held, I wonder?



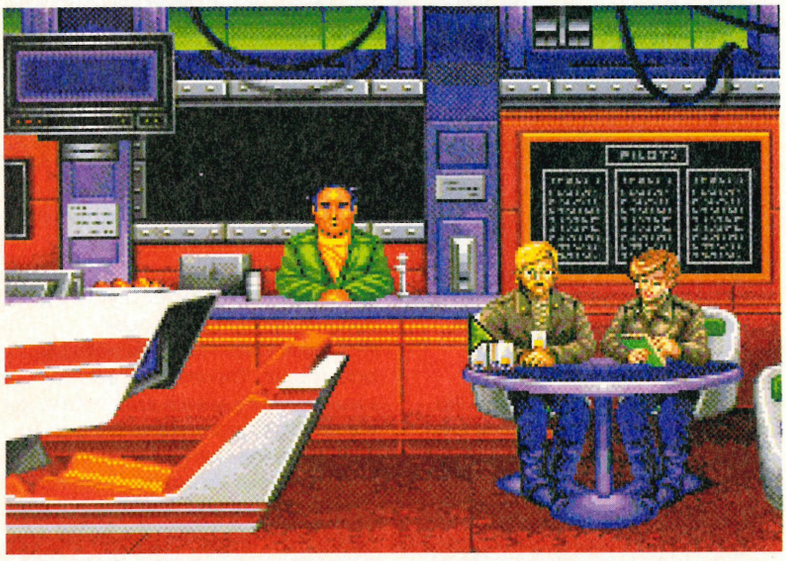
Release: OUT NOW

Price: £44.99

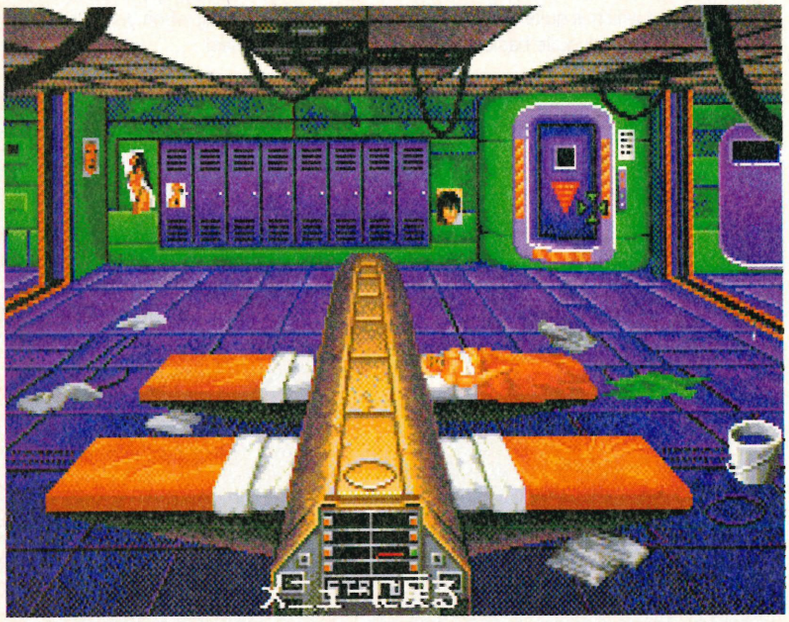
import

Wing Commander, yes I remember this from the good old days

WING COMMAN



Drinking before flying. Tut, tut



Oi! keep the noise down out there

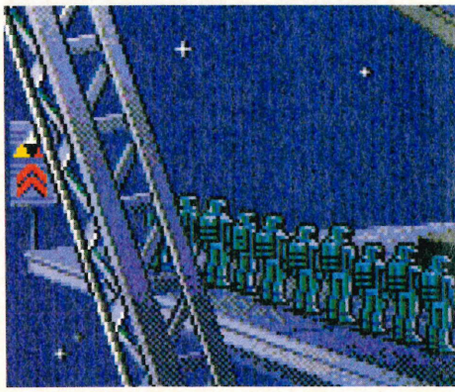
This a good old game that appeared many calendar months ago on that old man of machines the Amiga, then onto the ST and finally winding up on the SNES and of course the bloody PC.

In those old days the Amiga version was considered (Arghhhh) state of the art and if you look around really hard the original version of the game can still be found knocking around in a three game pack that contains Elite Plus and Mega Traveller 1. Of course this has nothing at all to do with this CD version of the game but the fact does remain painfully obvious for all to see that Wing Commander is one very old game indeed.

CRASH THAT SHIP

If you are one of these new kids on the block chances are you may have never encountered Wing Commander. Worry thy self not, Wing Commander is really just a futuristic shoot'em-up, oh sure, there's a sprinkling of strategy in there but it's really just a shooter.

The player plays the part of one small cog in the machine that makes up the Galactic Federation of Planets (Or something along those lines, I take it you the get the general idea) and your lot are at war with alien forces. This alien lot are up to no good the length and breadth of the galaxy – if it moves they attack it, if



it's worth any money they nick it. Just the typical stuff bug-eyed aliens tend to do in their spare time I suppose. There it is really – enlist with the space cadets (ho, ho) head into deep space and prime your laser cannons.

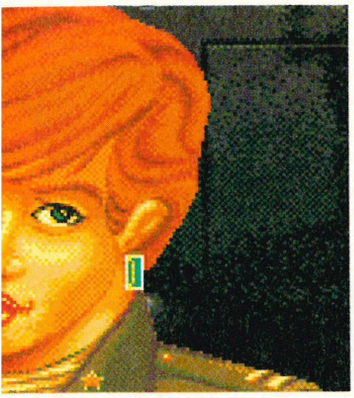
Enough for a great game? I think not, but other than the incredibly bad Warp Speed this is the only game of its type to put in a guest appearance on the Mega-CD (and the Mega Drive for that matter) – strange but true I suppose.

Anyway you start at the bottom and give it your best to work up the slippery ladder. The only way to 'get on' is to complete the missions and tasks that are assigned to your fighter group in order to become an ace in destroying enemy ships.

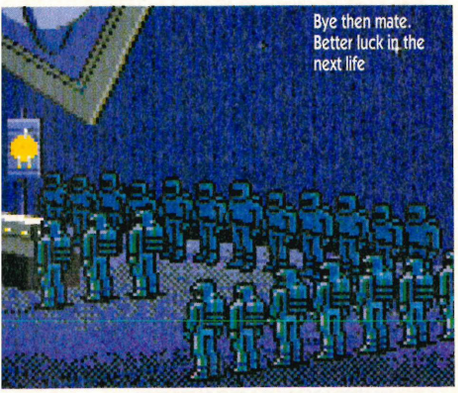
The early missions are simply tasks

Okay so we lost, but it certainly wasn't my fault

That's it, come to daddy



DER CD



that involve using the very basic navigational system that forms part of the ship's cockpit and finding your way between navigational points.

Of course on the way between way-points small bands of enemy ship are bound to be reported in the sector you are currently whizzing through at warp speed. When these small enemy pockets are encountered a good old fashioned fight takes place with yourself and a few wingmen taking on a usually equal number of opposing craft. This is just what is to be expected – one crosshair in the centre of the screen, a few powerful lasers and all your dogfighting skills.

As further progression is made in the game and you rise through the ranks the missions you are chosen to participate in become far more complex and difficult.

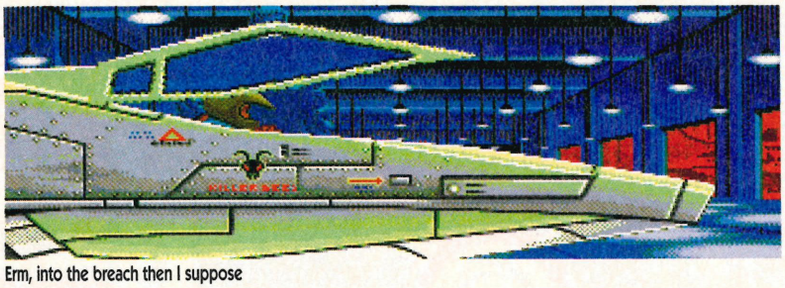
Now escort missions have to be flown in which large unprotected freighters must be protected until the port of call is reached. Aside from this there are also skirmish battles and full-scale battle scenarios.

The beauty of this game is that each mission you tale part in has a bearing on the overall battle that is being fought against the alien invaders. If you fail on a few missions the war will drag on indefinitely (unless you are killed of course) and may even be lost.

TO THE END

Wing Commander may be late in appearing on the Mega-CD but I found it rather enjoyable. The graphics are fine and at no time suffer from the slow down which affected many other editions of the game. If any complaint can be made it is that the enemy attack patterns can sometimes be predictable. The mindless blasting may sour your opinion of the game but overall it's not a bad effort.

Not quite managed to master this yet



Erm, into the breach then I suppose

70 PERCENT

I played this to death on my Amiga so I welcomed it with open arms on the Mega Drive. It may be old but it's still a good offering!

GRAPHICS	7	GAMEPLAY	8
SOUND	5	GAME SIZE	6

From: SEGA
Release: OUT NOW
Price: £39.99
Levels: LOTS
Players: 1

import

PULS

The Japanese are a strange bunch aren't they? Psychedelic doesn't even come close when talking about Pulseman

It must be very hard these days to come up with an original game. Someone once said that there are only about five different story-lines and all other stories are simply variations on a theme. It looks like this has become the case with games as well because a lot of the new stuff we keep seeing comprise basically of all the best bits from other similar titles.

With computers having such a firm hold on everything across the world criminals are no longer thugs with their mum's tights over their head and a banana in their coat pocket with which they hold up the local post office. Now anyone with an above-average knowledge of computers and communication can perform massive robberies simply by pressing a few buttons and transferring a few million pounds between bank accounts. These criminals have been impossible to catch...until now!

BRUCE BOXLEITNER

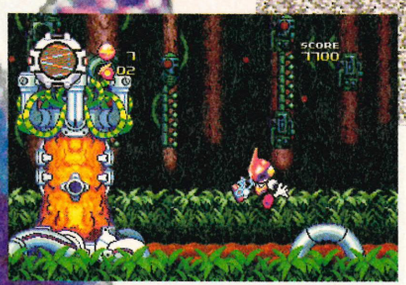
The hero of the piece is an computer operator who was sucked into his terminal where he became Pulseman; an electronic being who can exist in our world or in the datastreams of cyberspace.

When a computer crime is detected Pulseman sets off into action and can track down the criminals by following their actions in the real world or in cyberspace. Anyone that remembers Automan or Tron will know the score.

The problem is that even though the story-line is quite novel it is just another platform game like every other one before. Pulsey can run along and jump between the platforms, punching any

Out of the static appears the hero of the piece

Below: Who needs a level select cheat when there is one built in already?



A computerised tree doesn't sound very dangerous, but it is

his is nice and easonal. Lots of ipped out Chrimbo ees floating rough the sky

He's all charged up and raring to go but the robotic cat has other ideas

EMAN

enemies that get in the way, and if he reaches a certain speed he gets charged up. Touching water or making contact with certain monsters drains this charge, but when powered up he can throw a bolt of electricity or just turn into a giant spark and spin off, bouncing all over the place until he runs out of juice.

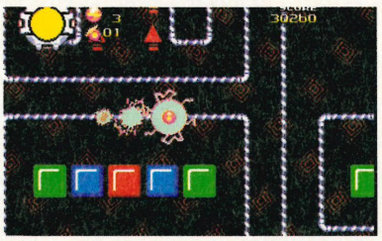
Upon finding a computer terminal he digitises himself and then goes into cyberspace, a weird and wonderful world of computers where anything goes. These bits get a bit freaky and some of the levels feature some of the most complex animated backgrounds you have ever seen. One level even has lots of Christmas trees and stars floating around for no apparent reason.

DEZI ARNAZ JNR

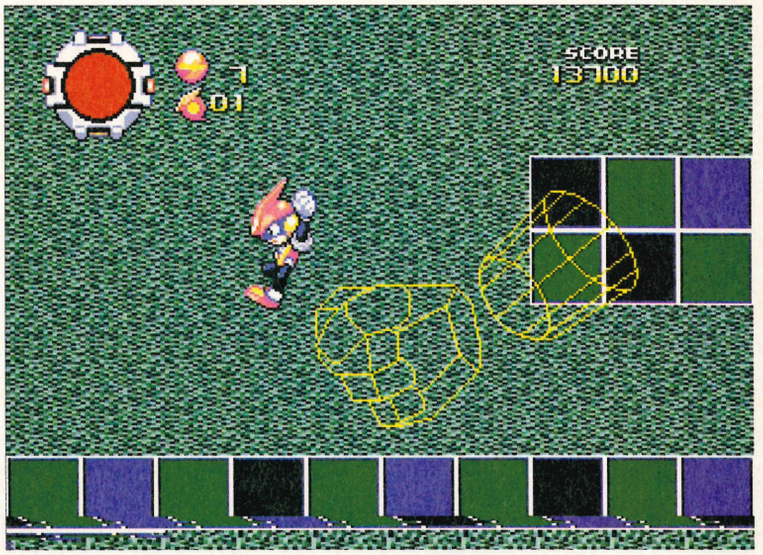
Even though the graphics are very detailed and varied it doesn't hide the fact that there isn't really much to do in the way of gameplay. The main part of the game is spent negotiating platforms to reach the right-hand side of the level, and there aren't very many enemies to overcome. At the end of each level is the ubiquitous guardian, but even these don't put up too much of a fight.

On the whole Pulseman is just another average game. There is nothing really wrong with it and it is quite entertaining to play for a couple of hours if you have nothing better to do but on the other hand you would be sorely disappointed if you had just shelled out 40 sovs on an average platform romp with snazzy graphics.

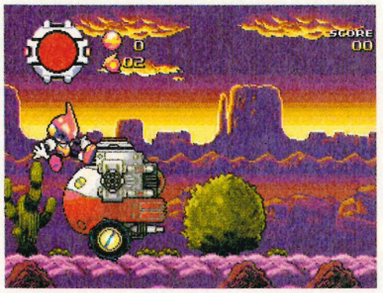
When reviewing some games it is tempting to use clichés like "try before you buy" or "you could do a lot worse than this", and I think this is quite an appropriate moment to do so. If you are looking for something a little bit different then this is "worth a look".



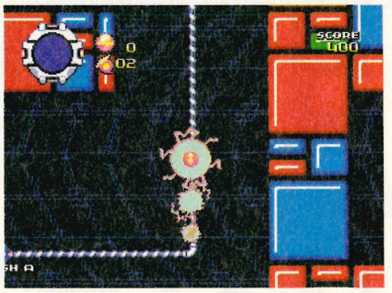
Riding on computer wires as a spark saves a lot of hassle with platforms



The first boss is a computer generated fist who can literally punch your lights out



That looks as if it could be quite painful



By travelling down the datastreams you can reach areas you couldn't normally

After clearing a scene why not have a game of breakout?

The wall cannot be breached so just jump into the computer and out the other side!

68 PERCENT

Yet another platform game to join the masses that are already out there. It looks good though and...erm...

GRAPHICS	8	GAMEPLAY	6
SOUND	7	GAME SIZE	6

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HEIM

From: JVC

Release: IMPORT

Price: £44.99

Levels: THREE WORLDS

Players: ONE

More Mega-CD mayhem sweeps in from the States, only to land slap-bang on Rick Taylor's desk. Again he moans, "Does somebody up there hate me?"

Heimdall, Heimdall, Heimdall... now where have I heard that game name before? I know – Heimdall was an action adventure game that came out on the ST and Amiga through Core Design about three years ago. Blimey, it's all flooding back to me now. It had loads of Nordic gods and boar wrestling, and something about throwing axes at a girl's head.

Why then is it only now that we are seeing a console conversion, and a Mega-CD one at that? Not only does it seem strange that we are lagging behind by three years but we also know that the original developer, Core Design has practically finished Heimdall 2, so why didn't JVC just wait until it could release the up-to-date sequel?

Ah, the joys of company politics. Who's to say what the reasoning is behind this delayed release, and who really cares anyway? All that matters is that it's here, it's on the Mega-CD and surprisingly enough it's rather good.

IT'S THE WAY YOU TELL IT

The game is all about Viking legends and gods long forgotten, with the plot apparently based on a real Nordic tale. In a time of Ragnarok (something to do with a parting of ways between mortal man and the Viking gods, I think), three weapons were stolen from the most powerful of the gods and thrust down to Earth out of their reach.

Because of Ragnarok the gods were unable to descend down to Earth and retrieve the weapons themselves, so they had to find a

Here we have the game's title screen...and a very nice title screen it is too!

DALL

Choose a team to accompany you on your perilous journey

champion to complete the task for them. After a few parlour tricks, the odd flash of lightning and no doubt one or two card tricks using a deck of Paul Daniels' marked playing cards, a hero was found and Heimdall was his name.

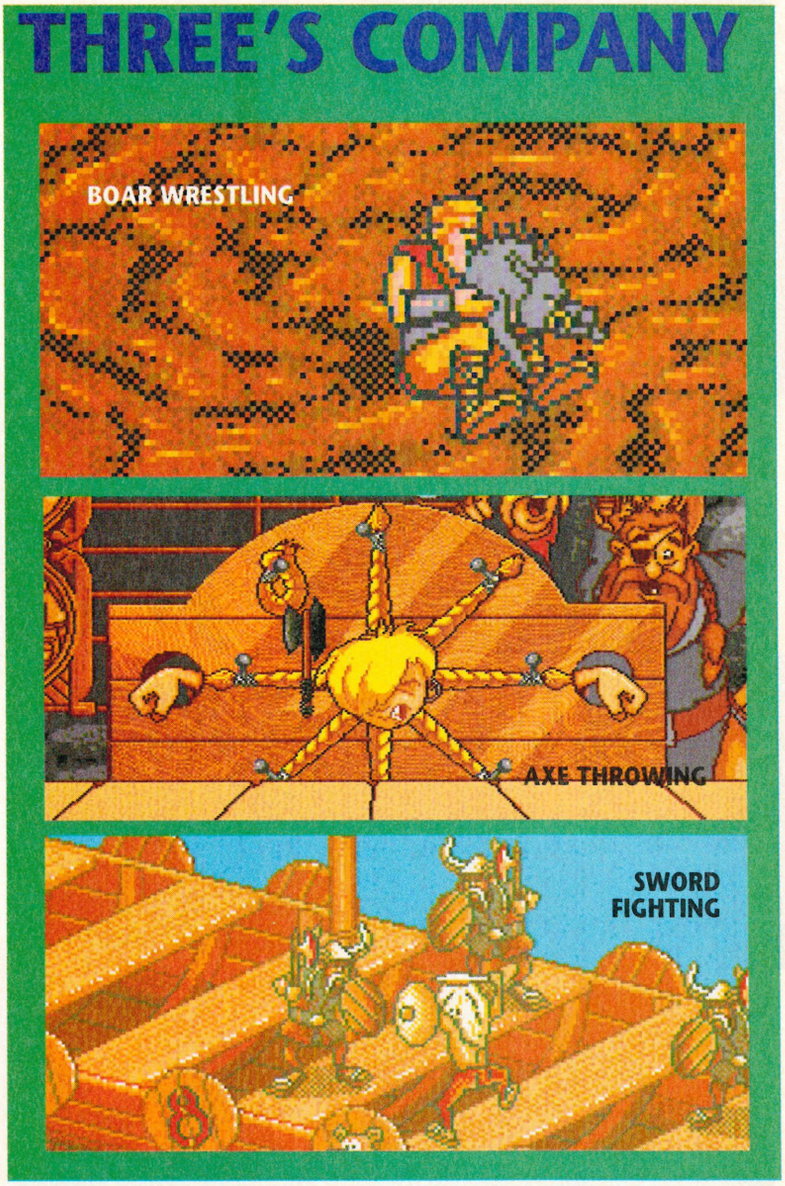
So, playing the part of our intrepid hero you set off on a magical mystery tour filled with ghouls, goblins, trolls, magicians and giant spiders as you search for said weapons. Sounds straightforward enough, but in fact Heimdall is very long, very complex and will take you an eternity to complete.

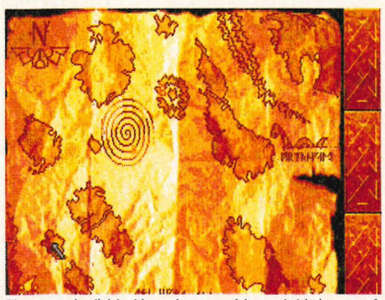
Heimdall is very long, very complex and will take an eternity to complete

KINGDOM WITH A VIEW

Heimdall is basically a walk-through action adventure, viewed for the main from a 3D isometric perspective. The game revolves around player attributes including strength and the ability to perform magic, with a team of six characters making up the game's full compliment.

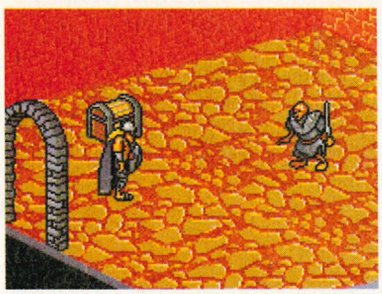
There are a number of different characters to choose



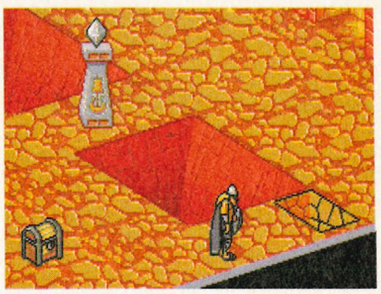


The game is divided into three worlds, and this is one of them

On guard, you fiend! On second thoughts...I don't like the look of this fella



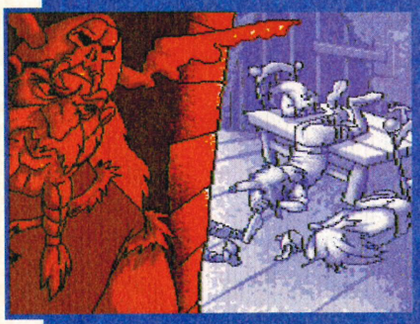
You must confront all creatures in a room before you can pass through



In some instances you must use magic to overcome hazards such as pits and traps

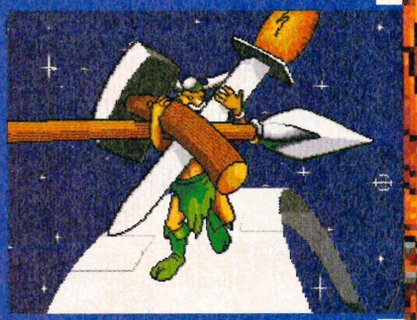
JACKANORY

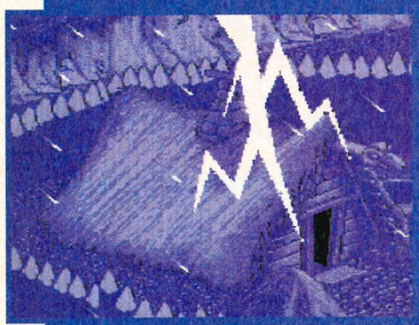
(Right) According to legend the nordic gods created Valhalla and then created man to populate it. Eventually Valhalla became overcrowded so they had to send everyone packing and dumped them on Earth instead!



(Left) There were good and evil gods in Valhalla and they were always having a bit of a ding-dong. So one day an evil god named Loki got a bit narky and decided to drug three of the 'good' gods...

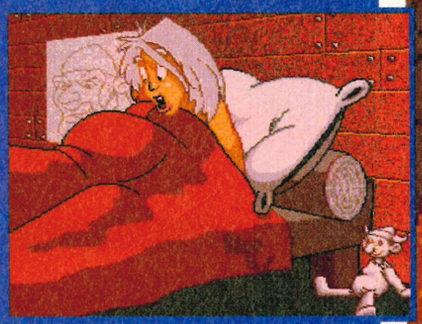
(Right)...While they were asleep Loki nicked their all-powerful weapons and cast them down in to the realm of mortal man, out of the gods' reach. What a git!



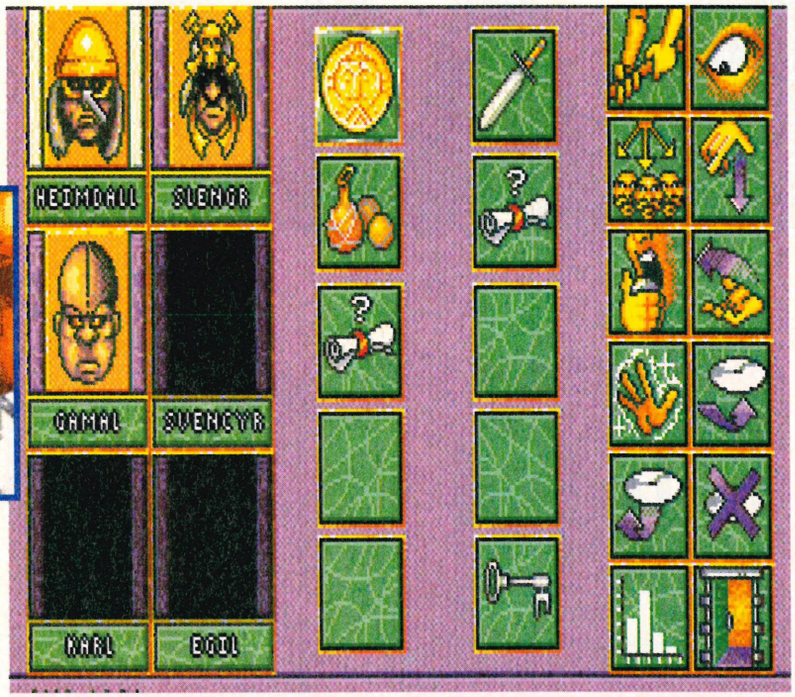


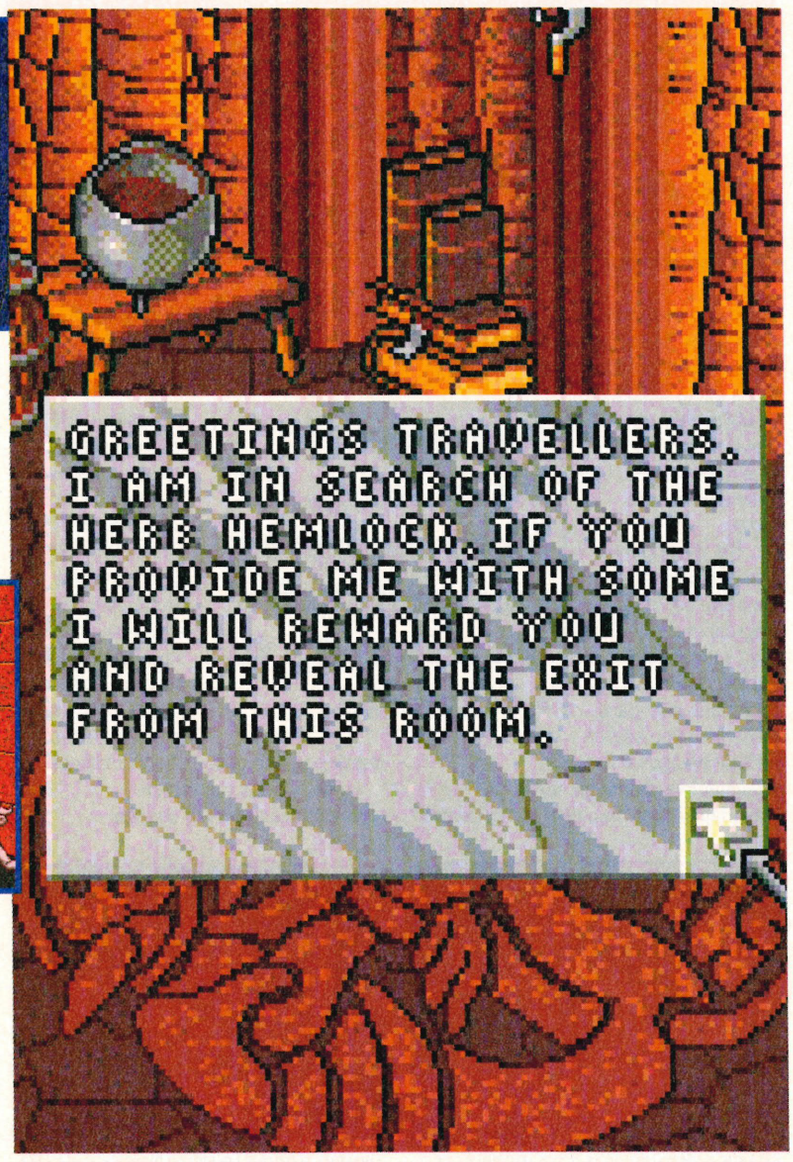
(Left) Feeling more than a bit pissed off at this, the good gods formulated a plan and decided to find themselves a mortal champion

(Right) With this they magically made some poor girl preggers overnight (dirty old men) in order to bear a champion child who would steam off in search of the weapons and ultimately save the day

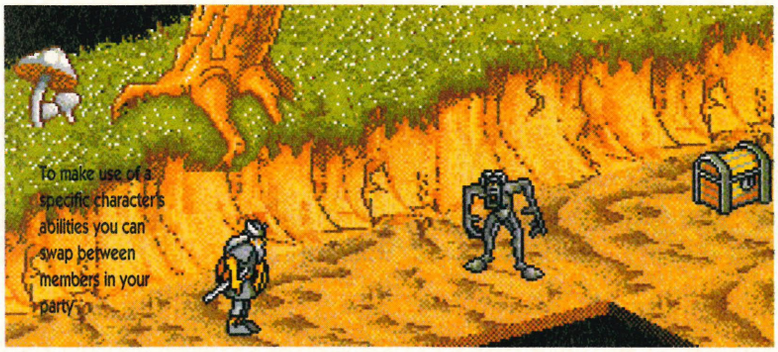


(Left) However the gods didn't bank on us, the majority of Mega Drive players! Never mind eh, try and try again, that's my motto

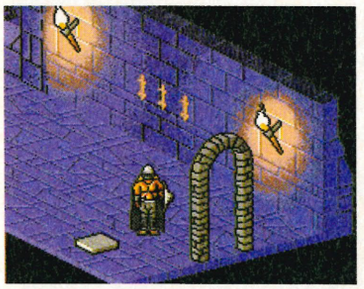




Listen very carefully, I shall say this only once...



Arghhh! Horrendously large and pretty damn scary spider! Kill it! KILL IT!!!


Standing on some floor pads can be beneficial, while others can set off dangerous traps such as this one

from including warriors, rangers, oafs and magicians, and you need a well-balanced team to overcome various puzzles and obstacles throughout the game. You also have the ability to swap between these characters when wandering through the levels or fighting opponents so a good variety is essential.

The main character's attributes depend on how well you compete in three sub-games played before you embark on the main game. These sub-games are a welcome addition to the adventure theme and give the gamer the chance to experience more of a light-hearted frolic before being thrust in to the long-winded and often heavy-going adventure section.

Beautifully presented and animated, the sub-games involve axe-throwing, boar wrestling and sword-fighting and your success at completing all three tasks determines the strength and prowess of Heimdall himself. Also, if you perform well more volunteers will offer their services giving you a more comprehensive range of talents to choose from.

Once in the main game itself you are faced with the daunting prospect of exploring three massive worlds, each of which is divided into individual islands which are illustrated on a detailed map screen. You can search the islands in any order and it is often necessary to retrace your steps in order to complete some of the puzzles or riddles, a feature which can get tedious.

In fact that's one of the game's major downfalls. Although it offers compelling gameplay, a vast array of locations, hoards of enemies and oodles of puzzles, the game gets very repetitive. You are never really offered any real variety and after hours of continual play the thought of facing more stubborn enemies, falling down more invisible pits and falling foul of yet more exploding treasure chests can be a bit much.

Even the combat element grates on your nerves after a while, despite the view changing to a brand-new screen boasting a detailed animation of the enemy you're fighting. Blocking and thrusting with precision timing has a certain novelty factor at first but it soon becomes very dull in the latter stages of the game, especially when the creatures get impossible to beat and your entire team gets slaughtered at once. Thank heavens for the save game facility.

THINKING CAPS ON

Very little has actually changed in the conversion – everything from the graphics to the gameplay remains intact. Whereas this could be viewed as a bonus because of the original's crisp detail, smooth cartoon intro sequence and novel puzzles, it could also be seen as a major downpoint.

Three years on and no significant changes are to be seen (bar the speech perhaps), but JVC has to justify the game being on CD somehow. The level designs, the sprites, the backdrops and even the puzzles remain the same. This is fine if a: you worshipped the original and are wetting yourself at the thought of getting your hands on it again, or b: you haven't got a clue what we're going on about because you've never even heard of the damn thing in the first place.

Three years on and no significant changes are to be seen in Heimdall...

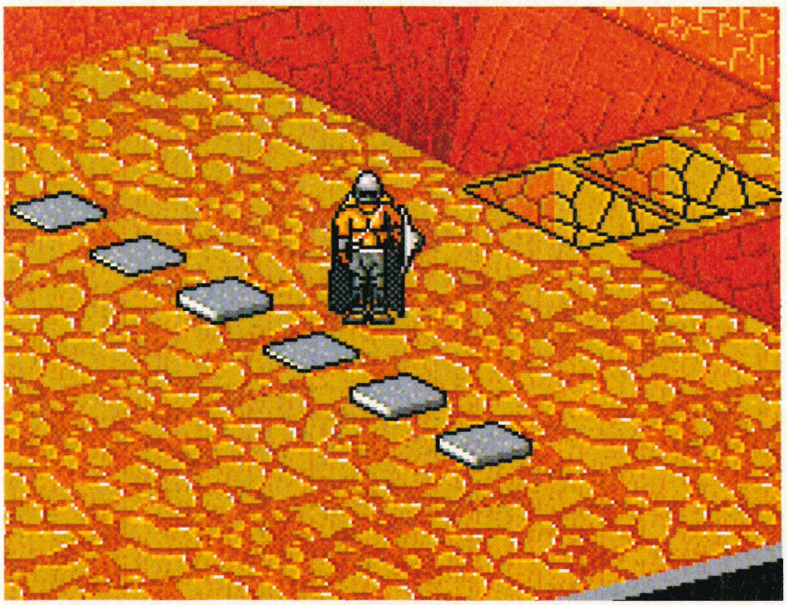
But what, if like me, you can still remember how to complete many of the puzzles? That doesn't leave you much to strive for. It's like having a nice pint of ice-cold beer…I may have enjoyed gulping it down the first time but it doesn't mean that I want to regurgitate it and have another go!

Admittedly Heimdall is still damn hard and getting a substantial way in to the game is going to take you a while. However I found myself getting just a little bit bored in the initial stages because, to my surprise, I could remember the solutions to some puzzles and the locations of important items.

Heimdall remains good fun to play, mainly because of the beautiful presentation, the clean graphics and the sheer size of the game. It is also very easy to get in to thanks to simple controls and icon-driven selection screens.

The gameplay itself is ideal for beginners, breaking them in gently with easy initial puzzles, while the later stages will have the experts pulling their hair out with frustration. There are annoying factors such as the repetitiveness, and you also find yourself lacking in spells at times and the invisible pits are just stupid, causing you to plummet to your death without any warning.

But hey, it's an adventure game and a relatively decent one at that – something that doesn't happen all that often on the Mega Drive let alone the Mega-CD, so who am I to complain?


The first puzzle is a complete bugger – if you haven't already completed it three years ago when the game was released on the ST and the Amiga

79 PERCENT

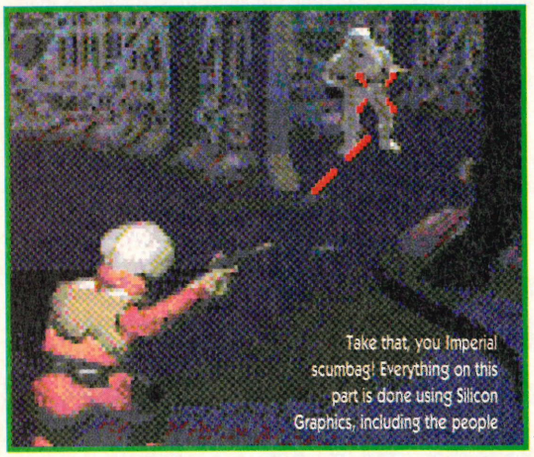
"An ancient game that has been converted well, but unfortunately too late. It is overshadowed by the likes of Landstalker"

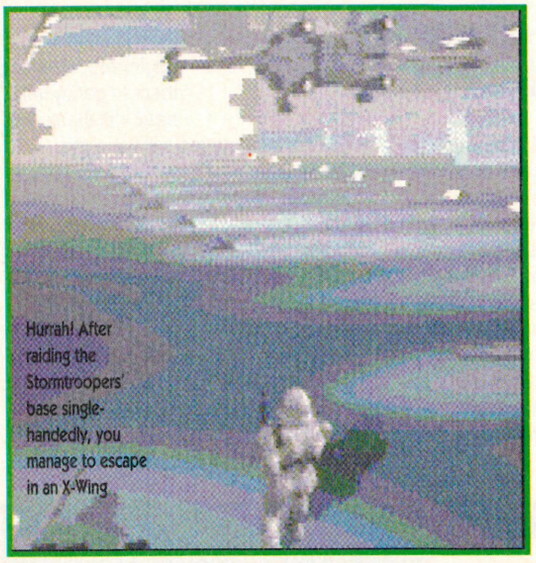
GRAPHICS	7	GAMEPLAY	7
SOUND	8	GAME SIZE	9

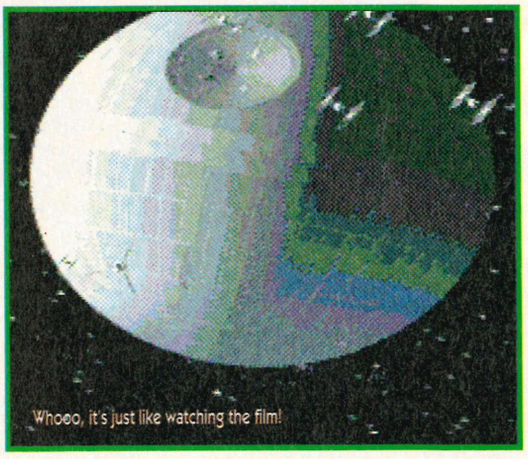
From: JVC
Release:SEPTEMBER
Price: £39.99
Levels: 10
Players: ONE

REBEL A

Here's a question for you – what good is there in producing a perfect conversion of a game that was pretty damn terrible in the first place? Miriam Lovitt investigates.


Take that, you Imperial scumbag! Everything on this part is done using Silicon Graphics, including the people


Hurrah! After raiding the Stormtroopers' base single-handedly, you manage to escape in an X-Wing


Whoeo, it's just like watching the film!

Just before Christmas last year Rebel Assault was launched on the PC and received mixed reviews – the graphics were amazing but the gameplay was atrocious, meaning that it looked good at first but was ultimately disappointing. Now JVC has ported it across to the Mega-CD, a format infamous for having appalling games, and this is the result.

EMPEROR PALPATINE

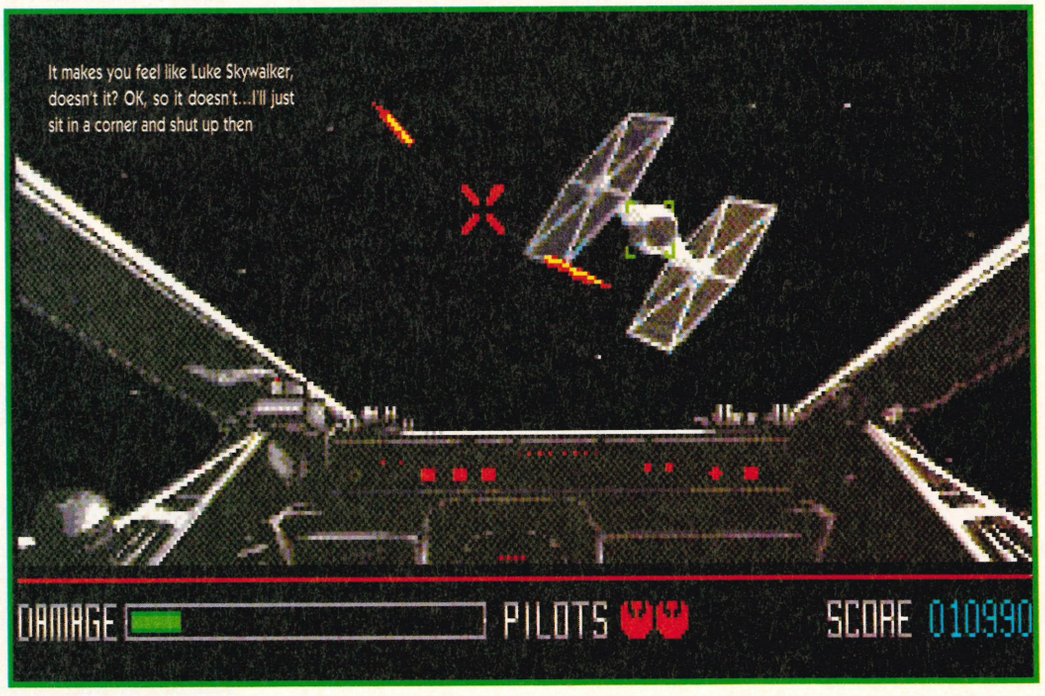
Compared to other Mega-CD titles Rebel Assault is very well presented. This is one of two Star Wars-related CD games to be released recently, the other being Software Toolworks' Star Wars Chess.

Rebel Assault puts you the player in the shoes of Rookie One, a rebel with a big heart straight out of flight school. The game is loosely based around the events of the three films, leading up to the climax in the trench on the Death Star. Naturally a rookie isn't up to the challenge of fighting Darth Vader straight away, and so the first few missions are for training purposes only.

You start off in a lowly T-16 and have to follow your flight leader around the rocky canyons of Tatooine. After this some enemy forces attack from the ground, and it is up to you to take them out. Then it's off to the skies to fly through the meteor storms and challenge the Empire's Imperial Cruisers. Eventually you will end up flying over Hoth shooting down the AT-ATs, with the final levels taking place in outer space with you and your fellow rebels trying to destroy the Death Star.

The Star Wars films have a great following which makes Rebel Assault very appealing, but after playing it for a while the truth will finally dawn on you. After lengthy FMV intro scenes mixing digitised scenes and Silicon Graphics sequences, you actually get into the game…and what a let-down it is. We all know that the Mega-CD isn't the best machine when it comes to this sort of thing and the word 'grainy' often springs to mind, but this is ridiculous.

On some stages you find yourself flying along and have to shoot the many targets as you fly past. One easy mode a target appears around each enemy and



SSAULT

the crosshair locks onto it when it gets close, but on hard mode you have to spot each one by yourself which is nigh on impossible as all the graphics seem to blend together into one amorphous mass.

The intermission scenes between the levels look great but the in-game graphics could have been a lot more detailed. In transferring the game to a 64-colour palette from a 256-colour palette, a lot has been lost and at some stages in the game everything looks so confusing that you can't see what is going on, especially in the canyons.

Once you get used to the fact that the machine's limitations mean that this is the best that you are ever going to get from this sort of game, things get a bit better and some stages of the game are actually quite fun, especially where you are at the helm of the X-Wing and have to fight the Tie Fighters and the Star Destroyers. Also the sections where you have to run around on foot shooting Stormtroopers as they rush out from around the corners is very entertaining.

In all Rebel Assault is a bit of a mishmash of different game styles, but the overall effect is unfortunately ruined by poor graphics on some of the stages and very unresponsive controls. I would like to recommend this to any of the many Star Wars fans out there but I can't.

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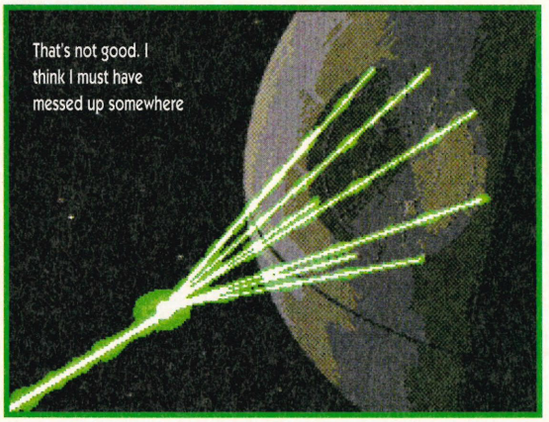
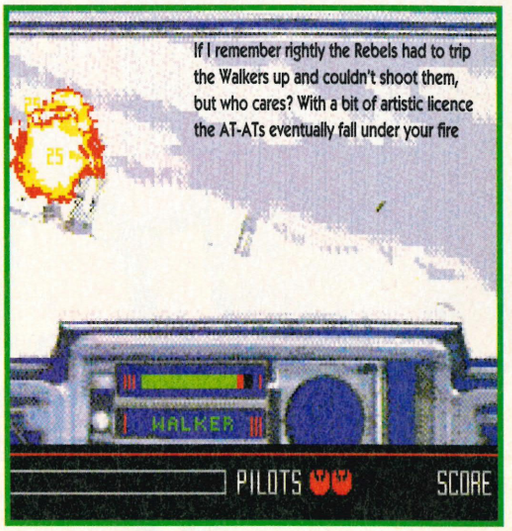
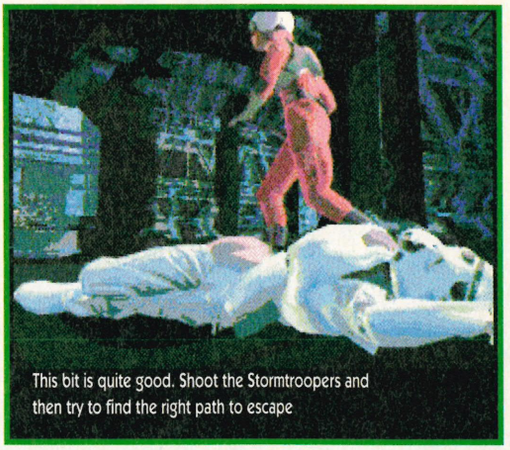
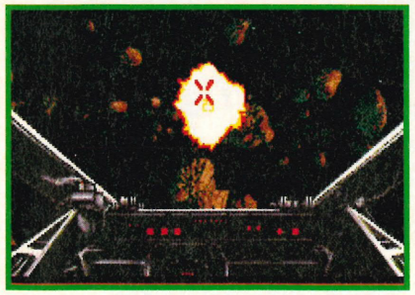
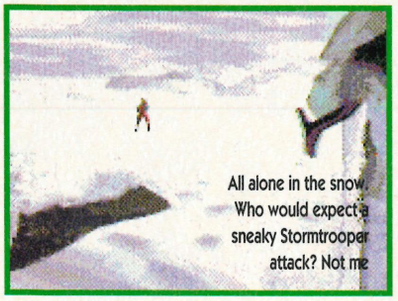










68 PERCENT

"It's quite a good conversion of the PC version, but that wasn't much cop either. It's a bit disappointing for a Star Wars game"

GRAPHICS	5	GAMEPLAY	6
SOUND	9	GAME SIZE	7

VAY

From: WORKING DESIGNS

Release: NOW

Price: £44.99

Levels: LOADS!

Players: ONE

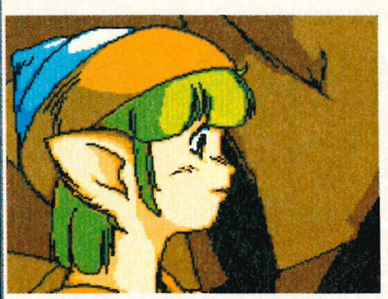
Looking bigger than a roly-poly in a latex swimsuit, Vay's plethora of levels and army of monsters could take you weeks to conquer. Damon Allbran was given 24 hours...

Computer RPGs are funny things – take Vay for example. It's true, you do play the role of the lead character but it's quite different from tabletop role-playing games like AD&D. To be honest it's more like a graphic adventure, and a very big one at that. Towering above all the other mediocre Mega Drive RPGs, Vay is arguably as good as Lunar which also happened to CD-based. Hang on, maybe we've found the Mega-CD's niche. Hoorah, the Mega-CD is a worthwhile piece of kit after all!

Anyway, here is Vay, a fine CD game which boasts a whopping great play area for hours of hack'n'slash RPGing. One thing that immediately springs to mind is why Vay is a CD release. The SNES has very similar cartridge-based games like the Final Fantasy series, so why can't a Mega Drive cart handle it? There are a number of reasons, the first being the Anime introduction and cut sequences which occasionally grace the monitor screen. These are not the best animation I've seen, being very blocky and generally a bit naff, and they do take up valuable memory on a cartridge, but nevertheless they are vital to the game as they set the scene and also create atmosphere.

The other reason Vay is a CD-only release is the fact that this game is big. So big in fact that you'd probably waste days, even weeks just exploring every cave, every cavern and every cupboard in Lorath. Incidentally, having played the game for two days solid and only just making onto the mainland, I'd say I was approximately an eighth of the way into the game. Bearing this in mind, it would be another fortnight or so before I even managed to rescue Lady Elin.

Look at that fat Otto over there. You want to cut down on your pork, mate and get some exercise



Alrighty there, Pottle. Yup, that's the little geezer they named after a kiddies' toilet-training device!

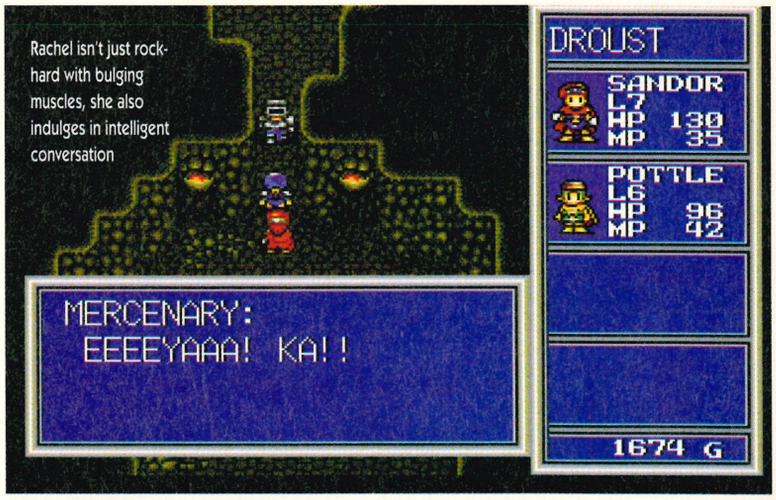
Wake up, Pootle. Why the hell are you taking a nap in the middle of a fight?! Geez, he'd be no good in a bar-room brawl, would he?!

AND SO THE STORY GOES

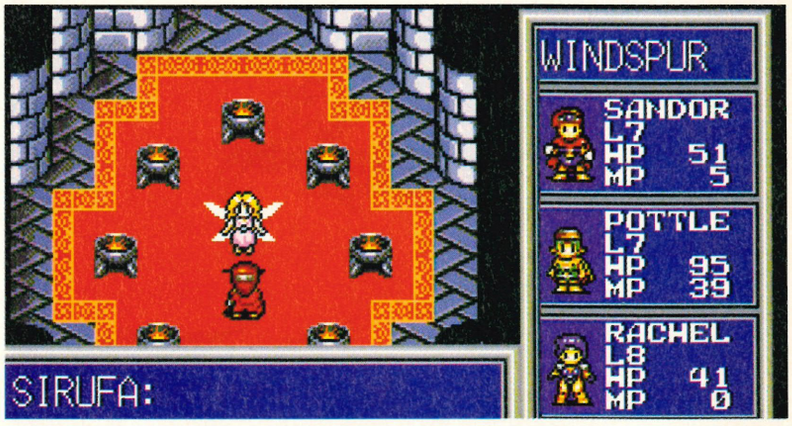
Lady Elin, on the day she was kidnapped by the Danek army, was due to marry Prince Sandor who you just happen to play. Nabbed by a marauding horde of robotic soldiers, Elin was taken to a distant land, leaving Sandor no other choice but to rescue her. Sandy's minuscule muscles are puny compared to the might of the Danek enemy, so first he must find the five Orbs of the Magicians of Sealing in order to unlock the powerful suit of Vay. This mechanised armour will even up the odds, but still the fight seems a bit daunting for the little geezer.

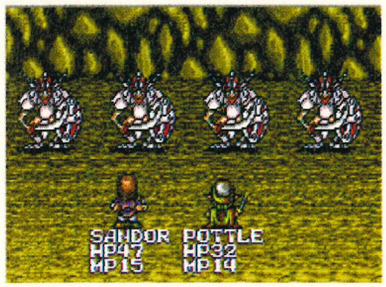
Vay is so big that you'll probably waste days, even weeks just exploring

Pure in body and soul but weedy all the same, Sandor starts his quest in the Kingdom of Lorath with little more than a penknife-sized sword and a few tatty robes. Leaving his beloved homeland behind in search of his fiancée Elin, Sandor soon stumbles into trouble across the plains of Lorath. In Vay, movement is simply executed using the D-pad. For long-distance travel the map zooms out, making journeys must faster. When exploring cites and other locations the view zooms in to show more detail, including other villagers ▸▸▸



To battle against the tougher creatures, use the experience points to gain skill levels and therefore increase your hit points and fighting abilities

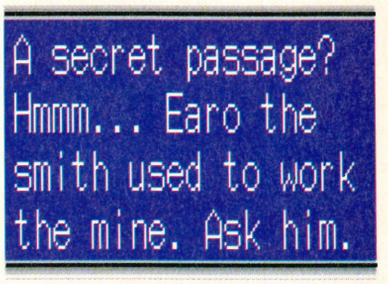




Hmm, four against one reminds me of a Saturday night outside The Crown...

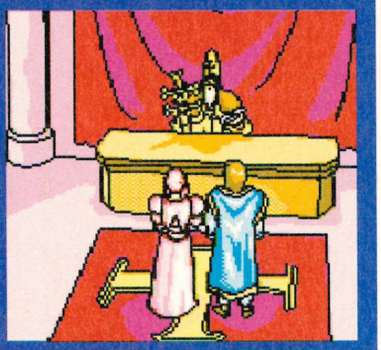
The game is entirely menu driven, these being accessed by the rather smart joypad-controlled cursor

Look, do you mind not discussing your anal antics in public. There's a time and place for everything

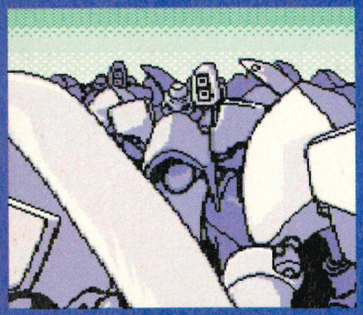


Now call me old-fashioned, but I'd say that was a clue. It isn't? Bugger...

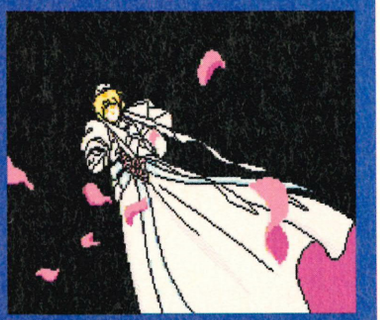
THERE'S NO OTHER VAY



(Right) "Excuse me, would you mind stepping forward just a little bit. That's it, just into the centre of that large cross." The priest chuckles to himself as the doomed duo walk forward.

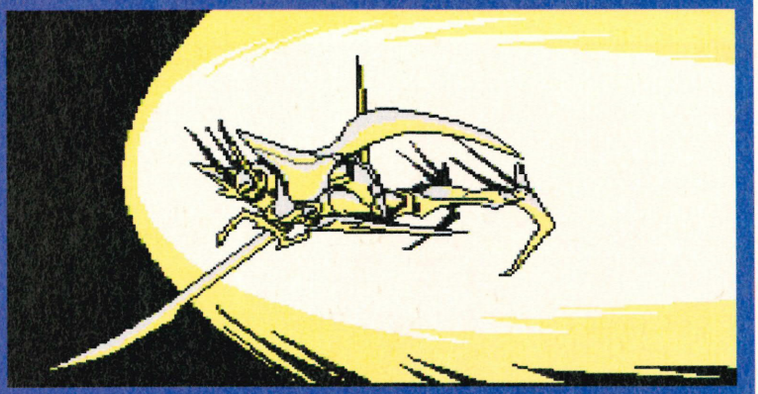


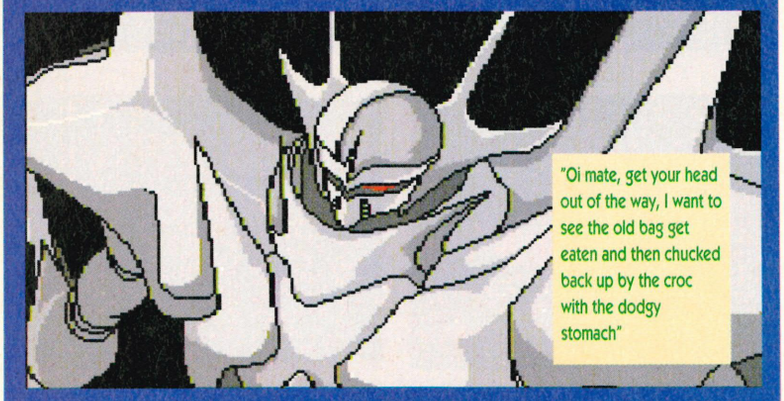
(Left) "Ha, ha, look – they're falling for the oldest trick in the book. Man and wife walk forward, wife disappears down trapdoor and gets eaten by crocodiles. Gets a laugh every time."

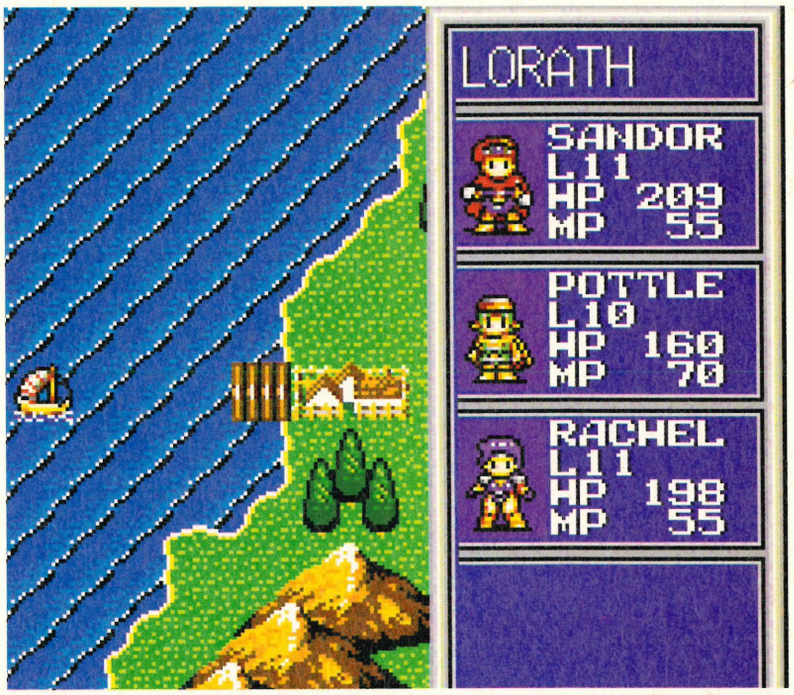


(Right) "Er, Sandor, why are you laughing at us? I haven't smudged my lipstick have I?"

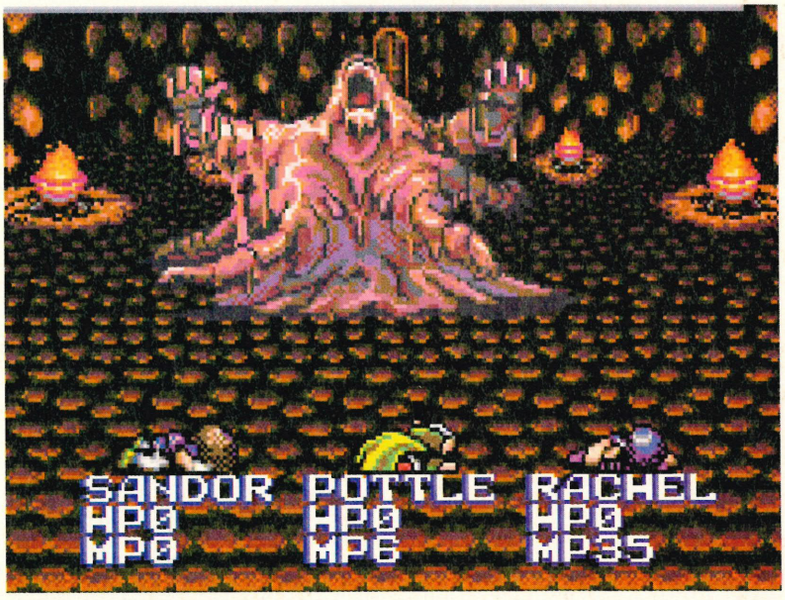
(Below) "No, you lipstick's fine, dearest, but there's a bloody massive firefly heading straight towards us...duck!!!"







And now we head over to Rosemary Ford for the semi-finals in the freestyle section of Come Dancing.Who'sin the line-up tonight, Rosemary?



Wahay! Yeah, what a kicking party this is. Anyone got any Veras? Any salmon? No? Well sod this then, let's go to the pubinstead

who Sandor can interact with. Talking to other people is often rewarding, gathering little snippets of information about the quest ahead or about Lorath in general. Idle chatter wastes time though so don't gossip with the village idiot. Elin has been thrown in the deepest, darkest and dankest dungeon ever (honest) and she's laddered her tights, so what are you waiting for?

D'YOU WANNA RUMBLE?

Sandor is a bit of a sad old git really. Wandering around the vast land with his eyes closed, he doesn't realise that a particularly gruesome monster is squaring up for a fight with him before it's a bit too late. Without warning, your party of intrepid adventures are cast into battle with one of Lorath's indigenous (and distinctly unfriendly) lifeforms. Fighting is controlled either manually or automatically, using the artificial intelligence option on the attack screen.

Choose to attack manually and you have a number of options. Attack is the most obvious, hacking away at any enemy with the weapon carried in your sword hand. Another of Sandor's options is to use magic, either to wound the enemy or to heal any of your team members. There are 14 magic spells in all, ranging from the impressive lightning bolt which nukes an enemy, to narcosis which puts the chosen target in a deep slumber, rendering them prone to your attack.

Aside from attacking, other fight options include fleeing (which isn't always successful, so beware), parrying an enemy's attack or using an item. There are loads of objects in Vay, many of which can be used in combat. For instance, herbal extracts can be used to heal your troops' wounds while the exit stone is a sacred rock which teleports your party out of the cave or location which they are currently trapped in.

Vay is a pretty decent RPG. Graphically it's very nice and there are some neat audio effects

Should Sandor survive the attack, which is highly likely in the beginning, he will be awarded experience points which eventually raise him up a skill level when he has earned enough. Increasing the skill level of a character not only boosts their hit points, it also allows them to attack more effectively. Initially character levels increase quickly, but when experience levels begin to rise it takes a lot more points to actually notice any difference. This means fighting more, even tougher monsters to actually gain more hit points and improve your sword-swinging skills.

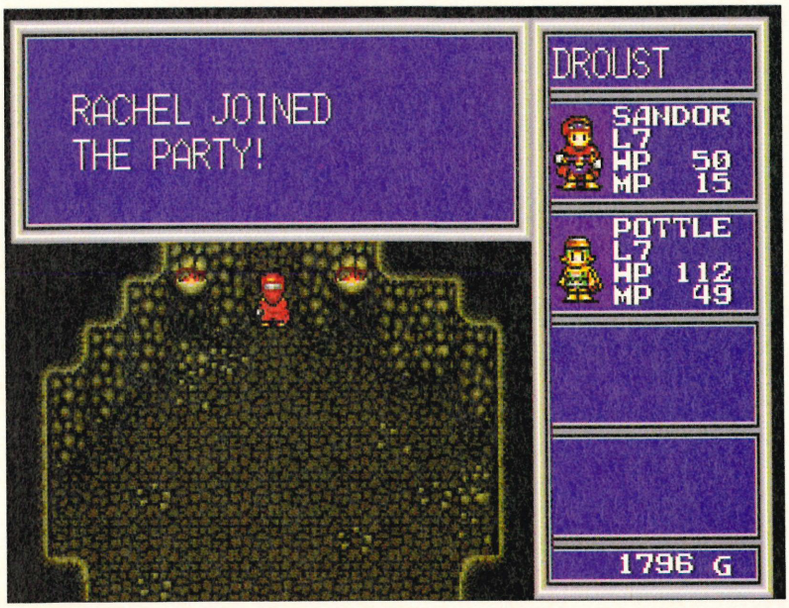
As Sandor progresses, chatting up women as he goes, he eventually makes new friends who are willing to join him in his quest. Soon after leaving his homeland Sandor joins up with his warrior pal Pottle. There's also a bard named Lynx and a powerful magician called PJ to name but a few.

SIMPLISTIC CONTROLS

Using the joypad to operate the simplistic operating system, a menu of options can be called up at any time, allowing Sandor and company to use, drop or sort out any items in their collective inventories. They can also cast magic points (providing they have enough manna) or simply view each character statistic sheet.

Each profile details experience points and the current level of experience, as well as the character's strength, agility, luck and wisdom. More important statistics such as hit points, magic points and armour value also appear on this menu. Also included is the option to save – a facility that a game such as this desperately needs. Up to three separate games can be saved, and these can easily be saved over if necessary.

So there you have it, Vay is a pretty decent RPG. Graphically it's very nice and there are some neat audio effects too, but it's gameplay that counts and Vay has oodles of it. RPGs are very much an acquired taste so the game won't appeal to everyone. But don't, whatever you do, shun this as being another boring role-player because it isn't. OK, the continuous fighting occasionally gets a bit tedious but that soon pales against the rich story-line. No, Vay really is quite a good game, so there.



Hoorah, hoorah, hoorah! Rachel has joined the party, the music's kickin' and the DJ is storming, cutting a mean groove. Let's rave, people!

85 PERCENT

"The simplistic controls make Vay a joy to play. The huge game area also means that you'll waste hours trying to finish the damn thing"

GRAPHICS	6	GAMEPLAY	8
SOUND	7	GAME SIZE	10

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FOOTBA

We're football crazy, we're football mad...well Gerry is but we all like a good kick-around followed by a few largers every now and then. Mind you, why not combine largers and footie with any of the Mega Drive's numerous soccer sims. Damon Allbran checks out the best and the rest...

Footballeh? Brings back memories of sweat-sodden shorts and odorous armpits...wait a sec, enough of Gerry's hygiene hang-ups, we're talking about the sport of men, we're talking good old English soccer. Ah yes, soccer, a game which I've haven't played seriously since school. OK, I've had the odd kick-around since but I'll never forget being the last player picked when it came to choosing sides...I think (sob) it's left me (gibber) scarred for life (dribble).

Anyway, after years of counselling I've just about got over it. Or at least I thought I was until I was lumbered with this, oh the bad memories just came flooding back. Well football games on the Mega Drive are plentiful, but decent ones are harder to come by. There's are vertically scrolling ones, horizontally scrolling one, hell, there's even an import game which combines soccer with role-playing! Mind you, as hard as I think, there's only a couple of games I'd consider playing, let alone buy. The obvious choice for the football connoisseur is (fanfare please) Sensible Soccer. It's brilliant, it's fabulous, it's basically the dog's love spuds. On cart this is one of the most playable games ever and that's why it's resting triumphantly on the top spot of the Mega charts.

FIFA International Soccer

Choose your favourite teams from a selection of hundreds, including national and international teams as well as the custom league which includes sides like Crisp Flavours verses Bad Language. It's fairly useless but a laugh all the same. That's just the cart version, the CD game has various enhancements including loads of rendered footage both during the introduction sequences and at various points throughout the game. There's also

LL GAMES

Excellent when released some two years ago, Super Kick Off just isn't good enough to compete against Sensible and FIFA

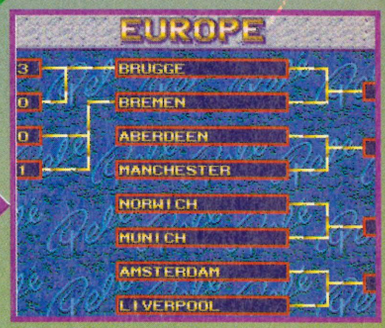
CHRONOLOGICALLY SPEAKING

He's fat, he's round, he's always on the ground! The Ref needs glasses! Who's the asshole in the red? Hmm, don't ya just love those footie chants?

GAME	RELEASE DATE	MEGA RATING	ISSUE
Super Kick Off	April 1992	79%	(Issue 6)
Italia World Cup '90	June 1990	40%	
Sensible Soccer	October 1993	94%	(Issue 15)
FIFA International Soccer	November 1993	94%	(Issue 15)
Euro Club Football	August 1992	71%	(Issue 5)
Pro Striker	July 1993	68%	(Issue 10)
Pele	January 1994	53%	
Ultimate Soccer	July 1993	93%	(Issue 11)
World Championship Soccer 2	August 1994	52%	(Issue 23)
World Cup USA '94	June 1994	42%	

We love you Sensi, we do, we love you Sensi, we do...Sensible Soccer's rather good, actually

Due to FIFA funny perspective, it's takes a few minutes to master the control. Once you sussed them out you'll be doing penalties and scissor kicks like a good 'un!



Oh dear Pelé, your career really has gone down the tubes. Mind you, I'm sure he's not complaining, his name is enough to bring in the cash

US Gold effort may have been the official World Cup 1994 game but sadly it's not the superb game we all hoped for

Landstalker. Funny thing is though, it works a treat. After the initial confusion of perspectives, this game looks good and more importantly plays well.

Forgetting these two biggies, there is a whole host of other soccer game available. Super Kick Off used to be one of the better ones around but now pales in comparison to Sensi, as do the likes of the ageing Italia World Cup '90, Euro Club Football and Pro Striker. There's also the recent World Championship Soccer which is surprisingly poor considering the tough competition it was pitted against. Mind you, it's just as bad as US Gold's appalling bad World Cup USA '94 and Accolade's Pelé. Nope, it you want a decent football game choose between FIFA or Sensible soccer. Personally I'd vouch for the latter (if you hadn't gathered!)but ultimately it's down to personal taste.

improved sound with footie chants (without swear words) that were actually digitised from a real-life match. Ah, it's such a superb game...go out and buy it.

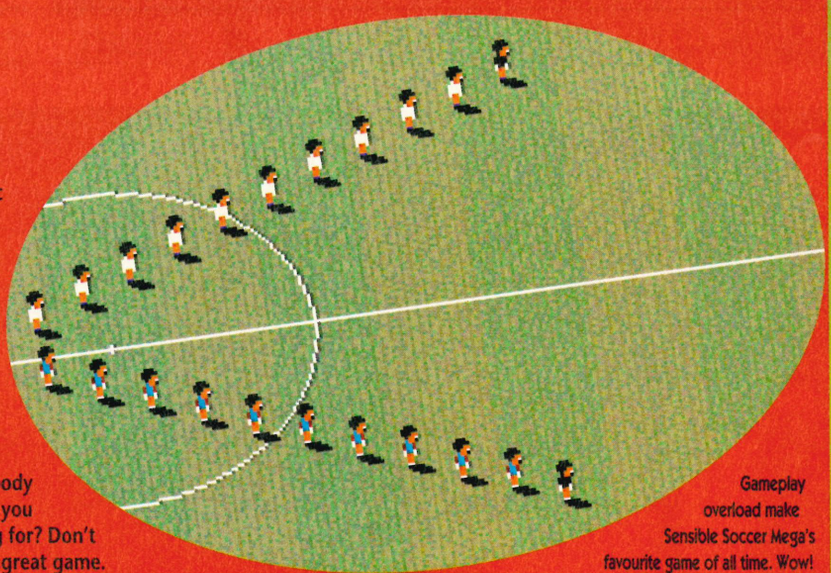
But don't think Sensible Soccer is the be-all and end-all of soccer simulations. No siree, don't forget Electronic Arts' unique FIFA Soccer. Unique? Yup, this here corker of a game uses a isometric view-point usually only associated with graphic adventures like

Sensible Soccer

BEST FIVE FOOTBALL GAMES

1. Sensible Soccer (Sony)
2. FIFA International Soccer (Electronic Arts)
3. Ultimate Soccer
4: Super Kick Off (Anco)
5: Pro Striker (Japanese Import)

I told you so, Sensible Soccer rules above everything else! All versions are brilliant, the cartridge version, the CD game and the newly release international edition are superbly outstanding games. We love it, everybody I know loves (including my Mum) and you should love it, so what are you waiting for? Don't rule out FIFA Soccer though, it's still a great game.



Gameplay overload make Sensible Soccer Mega's favourite game of all time. Wow!

TOP 50

MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. It's an invaluable buyer's guide for those who take their games seriously, and over the next six pages we'll tell you how to buy most of them for as little as half price

1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um, rather good and lastly we at MEGA love Sensible Soccer because, er, we love it. OK, they may not be five of the best reasons but they're all true. Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it and then you can join the rest of us when we simply sit there smiling, in the knowledge that this truly is something special indeed.

SENSIBLE SOCCER
£20/Swap for *FIFA* – 0224 743392
Swap for *Aladdin* – 0422 311688
Swap for *Madden '94* – 0662 242265

2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed in issue 14)

The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine. Mortal Kombat came and went, a whole series of clones have tried it on and failed and through it all SSF2 has remained the undisputed champion of the beat'em-ups. Why? It's simple, really. There are no gimmicky digitised fighters, just straight-forward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to become unbeatable as one character, let alone the master of all 12. The gameplay is faultless, when you hit an opponent you can almost feel it. When you get hit, there's no doubting that it was your own stupid fault, there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

STREET FIGHTER 2
£45 – 0365 722746
£40 – 0905 795584
£40 – 021 624 1257
£35 – 0206 561276
£35 - 0875 853381 after 6pm

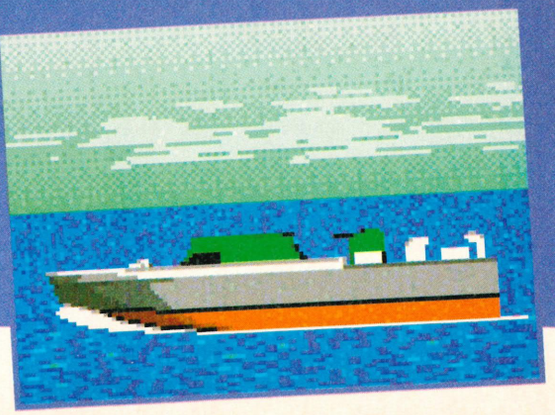
TOP 10

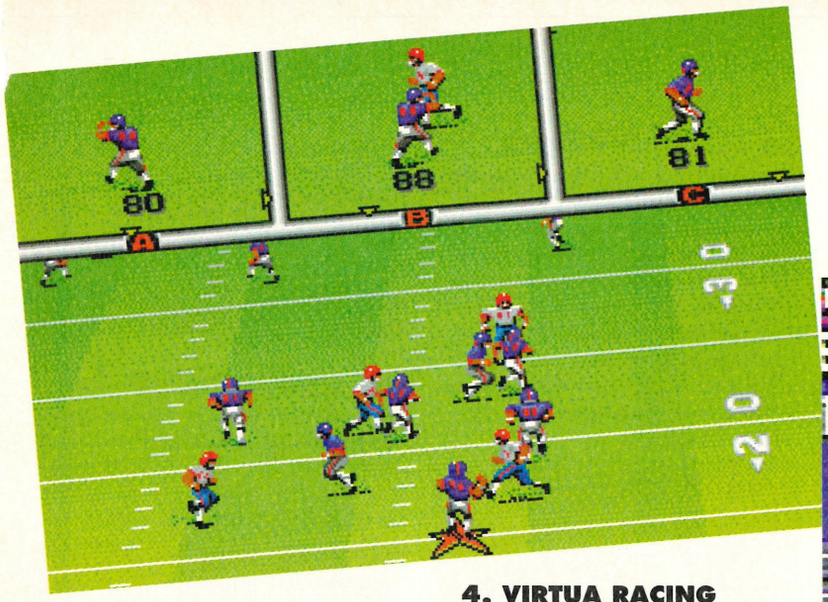
There are 10 games worth having if you own a Mega CD player. And here they are, in full controversial order...

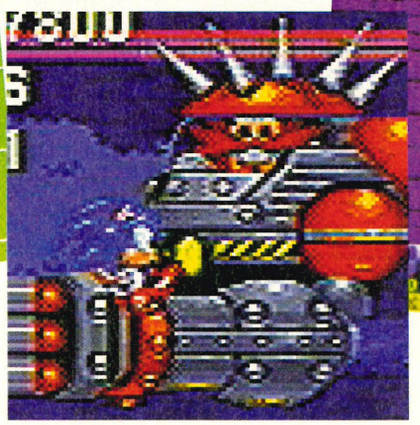
1. THUNDERHAWK

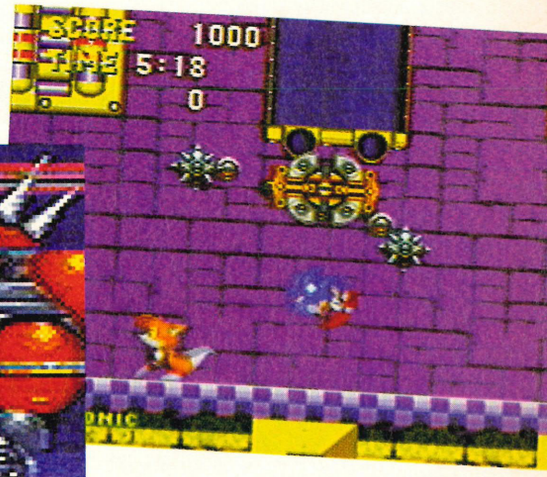
Core – £49.99
Reviewed in issue 13

Thunderhawk was released last October, but it is still undoubtedly the best game the Mega CD has to offer (mind you, you can expect to see Core's Battlecorps entering this section next month). Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.









3. JOHN MADDEN SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of *Madden '92* or *'93*. Regardless, this is top two-player action.

MADDEN FOOTBALL AND E A HOCKEY
Swap both games for *Sensible Soccer* or *NBA Jam* – 0495 724755
JOHN MADDEN '92
Swap – 0777 707039
JOHN MADDEN '93
£25 – 0905 795584
£20 – 0629 733847
JOHN MADDEN NFL '94
£30 – 0360 85489
£30 – 0602 431360
Swap for *NBA Jam* – 0422 311688
Wanted: £30/Swap – 0685 812933

4. VIRTUA RACING

Sega – £69.99 (Reviewed in issue 19)

God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest that you save up the money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

VIRTUA RACING
£30 – 0506 856108

5. SONIC 3

Sega – £59.99 (Reviewed in issue 18)

We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway.

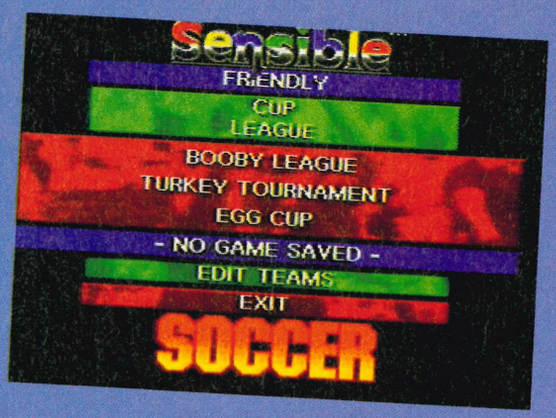
Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you *do* finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.

SONIC 3
Swap for *NBA Jam* – 081 641 7075
Swap for *NBA Jam* – (Ireland) 074 27437

2. SENSIBLE SOCCER CD

Sony – £34.99
Reviewed in issue 21

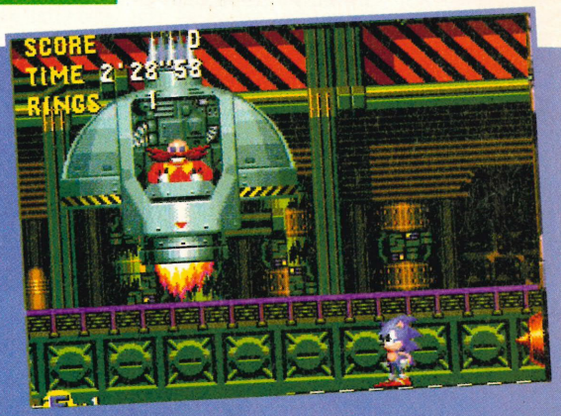
Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of Sensible Soccer has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.



3. SONIC CD

Sega – £49.99
Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with Sonic 3 really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly. The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.



Continued on page 76...

6. LANDSTALKER

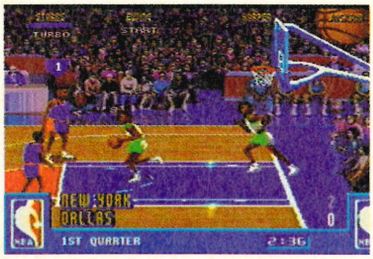
Sega – £59.99 (Reviewed in issue 14)

This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.

LANDSTALKER
£40 – 0889 566063 (evenings only)

7. NBA JAM

Acclaim – £49.99 (Reviewed in issue 18)



The gameplay speaks for itself in Acclaim's brilliant four-player conversion of the coin-op classic. *NBA Jam* doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to – you'll soon be screeching with delight.

NBA JAM
Wanted: Swap for Skitchin' - 0501 74395

8. FLASHBACK

U.S. Gold – £44.99 (Reviewed in issue 9)

There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.

FLASHBACK
£25 – 021 624 1257
£25/Swap – J M Hichens, 64 Victoria Road, Bangor, County Down, Northern Ireland, BT20 5ER
Swap for *Int. Rugby* – 0501 743950
Wanted – 071 225 3420
Wanted: £20/Swap for *Euro Club Soccer* – 0992 760970 (ask for Tony)

9. MEAN BEAN MACHINE

Sega – £39.99 (Reviewed in issue 16)

Another variation on the *Tetris* theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it, it's amazingly addictive and fun.

MEAN BEAN MACHINE
£30 – 0204 709076

10. MICRO MACHINES

CodeMasters – £34.99 (Reviewed in issue 5)

CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The hazards are even stranger. There are loads of tracks, the challenge is enormous, the graphics are lovely, the gameplay is worryingly addictive and it has a two-player mode too.

MICRO MACHINES
£25 – 0603 737583 (after 5.15 pm)
£20 – 0202 490276
£20 – 0202 490276
£20/Swap for *FIFA* – 0685 812933
£25/Swap for *PGA Euro Tour Golf* – 0742 448368

11. FIFA SOCCER

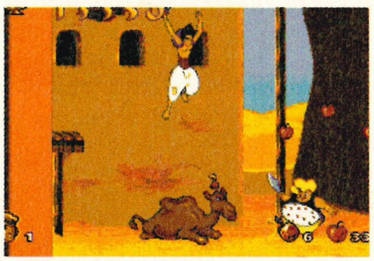
Electronic Arts – £44.99 (Reviewed in issue 15)

Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).

FIFA INTERNATIONAL SOCCER
£15 – 071 708 3269 (after 6 pm)
£32 – 0662 242265
Swap for *PGA European Tour Golf* – 0536 510534
Wanted – 0603 737583 (after 5.15 pm)
Wanted: £25/Swap – 0685 812933

12. ALADDIN

Sega/Virgin – £44.99 (Reviewed in issue 14)



This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.

ALADDIN
£30 – 0365 722746
£25 – 0202 490276
Wanted – 0406 371377

13. JUNGLE STRIKE

Electronic Arts – £44.99 (Reviewed in issue 9)

The successor to *Desert Strike* is just what you'd expect. More missions, better gameplay, slightly tarted-up graphics, but most importantly, more of the same classic shooting action. A spiffing blast.

JUNGLE STRIKE
£20 – 0502 539047
£15 – 081 877 9317
£15 – 081 853 0709

14. TOEJAM & EARL 2

Sega – £49.99 (Reviewed in issue 16)

Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.

15. CHAOS ENGINE

Microprose – £44.99 (Reviewed in issue 19)

Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.

16. SUB TERRANIA

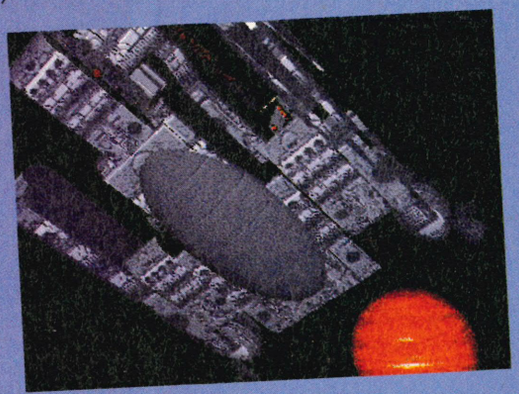
Sega – £44.99 (Reviewed in issue 20)

If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside

4. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

Core blesses the Mega-CD with yet another superb game, following up the superlative Thunderhawk with a game which looks just as promising, namely Battlecorps. Again this is a smart first-perspective shoot'em-up but rather than piloting the modern-day equivalent of Blue Thunder you now strap yourself into a gigantic steel robot known as a Bipedal Attack Machine. Mind you, in essence the game remains the same with loads of action, levels and violence. Excellent fun.



5. SILPHEED

Sega – £44.99

Reviewed in issue 13

This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.

though, this still contains enough classically good gameplay to pull you in time after time.

17. F1

Domark – £49.99 (Reviewed in issue 11)

Considering this lacks any of the custom chippage of *Virtua Racing*, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to *Virtua Racing*. You won't be disappointed.

F1
£25 – 0323 894569
£20 – 0257 254219
Wanted: £35 – 0900 817786

18. PGA TOUR SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 18)

Technically, these games are looking a tad dated now, but as far as getting in a damn good round of golf goes, they're the business.

PGA TOUR GOLF
£20 – 021 624 1257
PGA TOUR GOLF 2
£20/Swap – J M Hichens, 64 Victoria Road, Bangor, County Down, Northern Ireland, BT20 5ER
Wanted – 071 225 3420
PGA EUROPEAN TOUR GOLF
£25 – 0360 85489
Wanted: £30/Swap – 0685 812933

19. ROAD RASH 2 (INC. ROAD RASH 1)

Electronic Arts – £39.99 (Reviewed in issue 4)

Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner.

ROAD RASH
£20 – 0778 347150
£20/Swap for *Sonic Spinball* – 0273 701326
Swap – 0406 371377
ROAD RASH 2
£15 – 0602 260581
Swap for *Mean Bean Machine/Mortal Kombat/ToeJam & Earl 2* – 031 229 1969

20. NHL HOCKEY SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 12)

Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again, EA's expertise in producing sport sims has given us an exciting simulation of the real thing.

NHLPA HOCKEY '93
Swap for *Super Baseball 2020* – 0536 510534
NHL HOCKEY '94
Wanted: £30/Swap – 0685 812933

21. JUNGLE BOOK

Virgin – £44.99 (Reviewed in issue 20)

"If it ain't broke, don't fix it," as they say. *The Jungle Book* is basically Aladdin 2 if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.

22. LOST VIKINGS

Virgin – £44.99 (Reviewed in issue 16)

As lost vikings go, these guys are pretty bloody lost, and a good job too, because it provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled.

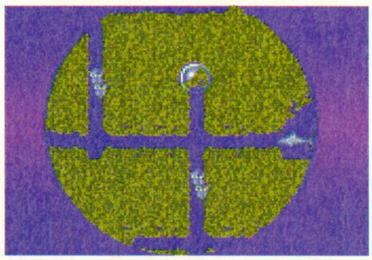
23. LEMMINGS

Sega – £39.99 (Reviewed in issue 2)

Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. Oh, this game's utterly and totally brilliant by the way.

24. ECCO

Sega – £39.99 (Reviewed in issue 6)



Opinions are divided about this game, but on the whole everyone loves it. Considering the complete lack of action and violence in the game, this is really quite a rivetting title. And the animation is fantastic.

ECCO THE DOLPHIN
£25 – 0905 795584
£20 – 0709 872596
£16 – 0690 760325
£25/Swap for *FIFA* – 0685 812933
Swap – 0406 371377
Swap for *F-15* or *F1* – 0343 542582
Swap for *Ultimate Soccer* – 0501 743950
Swap for *Shining Force* – 031 229 1969

25. STREETS OF RAGE SERIES

Sega – £49.99
(Latest version reviewed in issue 20)

The SOR series won't go down in history as great games, but if you're after good solid scrolling beat-'em-ups, they represent the best there is.

STREETS OF RAGE
£18 - 0980 862577 after 6pm
Swap SOR II for Tiny Toons, Lost Vikings, Rocket Knight, etc - 0383 831653
Swap SOR II for Mega-Lo-Mania, Power Monger, Rocket Knight etc - 0229 822723

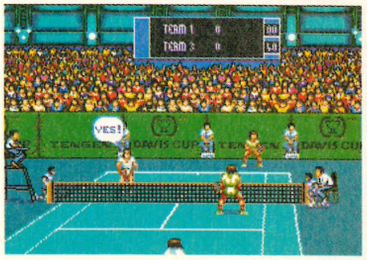
26. QUACKSHOT

Sega – £39.99

Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!

27. DAVIS CUP TENNIS

Domark – £39.99 (Reviewed in issue 12)



As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat.

DAVIS CUP TENNIS
£25 – 855581 after 6pm

28. COOL SPOT

Virgin – £39.99 (Reviewed in issue 9)

Yep. it's Dave Perry again. Still, there's no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.

COOL SPOT
£20 – 0202 490276
Swap – 0777 707039

6. LETHAL ENFORCERS CD

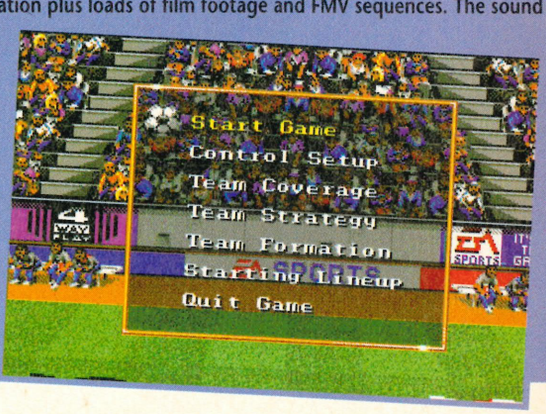
Konami – £54.99
Reviewed in issue 15

We've already covered this in the Mega Drive Top 50, but basically, this excellent reproduction of the coin-op works just as well on CD. This version comes with the same practical, functional light gun, plays just as frantically, sounds even better than the cart version, and can be bought for £10 less. It's a winner all round really. It's not mentally taxing in any way whatsoever but it is an horrendous laugh to play. It brings out the crap American gun-toting cop in everyone, which, let's face it, is no bad thing.

7. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99 (Reviewed in issue 23)

FIFA International gets the CD treatment in this, an updated (but still not as good as Sen version of the game. What enhancements has it got? Easy. Graphically the game looks a l cleaner, with more animation plus loads of film footage and FMV sequences. The sound i where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed,with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.



29. HELLFIRE

Sega – £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful *Sub Terrania* has. Still flipping superb though.

30. MORTAL KOMBAT

Acclaim - £39.99 (Reviewed in issue 11)

A bloody close conversion of the impressive coin-op, this equally impressive conversion simply doesn't have the range of moves and the immense playability of the supreme Street Fighter II. The graphics are gorgeous though, and Mortal Kombat II promises to be far superior.

MORTAL KOMBAT
Swap for *NHL '94* or *J Madden '94* - 0501 743950
£20 - 0875 853381 after 6pm
Swap for *Mega-lo-Mania, Power Monger, Micro Machines* etc - 0229 822723

31. ROLO TO THE RESCUE

Electronic Arts – £39.99 (Reviewed in issue 5)

And as if *James Pond 3* wasn't good enough, *Rolo To The Rescue* is another bloody fab non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

ROLO TO THE RESCUE
£20/Swap for *PGA Euro Tour* – 071 237 2354

32. TINY TOONS

Konami – £44.99 (Reviewed in issue 8)

Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc".

TINY TOONS
£20 – 0905 795584
£25/Swap for *FIFA* – 0685 812933

33. SHINING FORCE

Sega – £49.99 (Reviewed in issue 10)

If you're the sort of saddo who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then this is right up your alley-type thing.

34. MEGA-LO-MANIA

Virgin – £44.99 (Reviewed in issue 6)

Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.

MEGA-LO-MANIA
£20 (ono) – 0934 522356
£15 – 0502 539047
£23/Swap – 0603 737583 (after 5.15 pm)
£20/Swap – 0703 893438

35. LETHAL ENFORCERS

Konami – £64.99 (Reviewed in issue 15)

So it's £65 but you get a top arcade conversion and a light gun that's a whole heap more useable than that Menacer thing. And you get to shout rock hard things at the screen like, "Eat lead" and "Let's see you knit that Aran sweater Grandma".

36. SONIC 2

Sega – £39.99 (Reviewed in issue 2)

See *Sonic 3* entry at number 5, then remove some of the difficulty, neat visuals and that new yellow evil Sonic lookalike and you'll be left with this.

SONIC 2
£20 (ono) – 0934 522356
£17 – 0202 490276
£15 – 071 708 3269 (after 6 pm)

37. RAINBOW ISLANDS

Taito – Import

Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.

RAINBOW ISLANDS
£30 – 0202 490276

38. DESERT STRIKE

Electronic Arts – £39.99

Everybody should know what this is all about. Still, it's an isometric 3D multi-level helicopter combat game based on the Gulf War and it's not quite as good as its sequel, *Jungle Strike*.

DESERT STRIKE
£20 – 0689 824923
£15 – 0720 23137

39. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)

The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one.

40. ROYAL RUMBLE

Acclaim – £44.99 (Reviewed in issue 14)

Acclaim's WWF games wildly vary in quality, but fortunately, this particular Mega Drive cart manages to use the subject matter to quite entertaining effect. It's not by any means a technically accomplished beat'em-up but all the varied moves are nicely implemented and above all, it's very amusing to play indeed.

ROYAL RUMBLE
Wanted – 0603 737583 (after 5.15 pm)
Wanted – 071 225 3420

41. GOLDEN AXE 2

Sega – £19.99

Golden Axe is over the hill, *Golden Axe 3* is appalling, but fortunately, *Golden Axe 2* was, and still is, quite smart.

GOLDEN AXE 2
£13 – 0202 490276
Swap for *Olympic Gold/Ultimate Soccer* – 031 229 1969

42. ZOMBIES ATE MY NEIGHBOURS

Konami – £44.99 (Reviewed in issue 14)

Zombies is a strange game, full of bizarre adversaries (such as giant killer babies) but it's this quirkiness that lifts it above being simply another standard *Gauntlet* variant.

43. SONIC SPINBALL

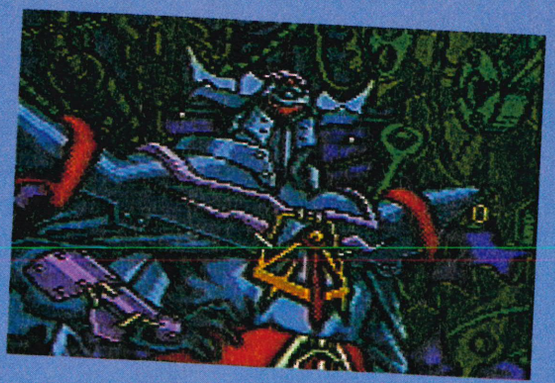
Sega – £44.99 (Reviewed in issue 15)

A Sonic game with a challenge and with a pinball theme – a heavenly fusion as far as the MEGA team are concerned. Pinball purists will be slightly put off because a rolling Sonic can't really take the place of a silvery ball, but frankly, this game shows that innovation and ingenuity are still alive and well.

SONIC SPINBALL
£30 (ono) – 0934 522356

8. LUNAR THE SILVER STAR

Working Designs – £49.99
Reviewed in issue 18

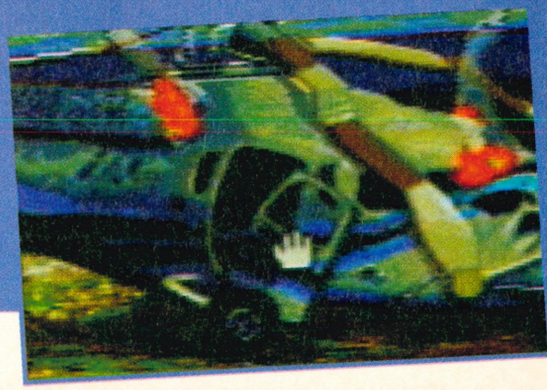


This is not destined to go down in the history books for its contribution to the role-playing genre but it's still a fine example of its type and provides a solid, if formulaic, adventure spruced up with a healthy helping of Anime-style Japanese animated sequences to enhance the story-line. Not Landstalker, but a good attempt.

9. JURASSIC PARK CD

Sega – £44.99
Reviewed in issue 18

Big licence, logo-slapped-on-the-front-end, platform game, crap vague plot references from the movie. Same old story...but wait! What's this. Decently shot and acted full-motion video, nice rendered views of each of the locations, a well-structured adventure scenario, shooty action sections and a completely original plotline that carries on where the feature film left off. OK, it's not the most difficult adventure ever written but we don't care, because whoever wrote it bravely transgressed the unwritten law that all film licences should be crap and unoriginal.



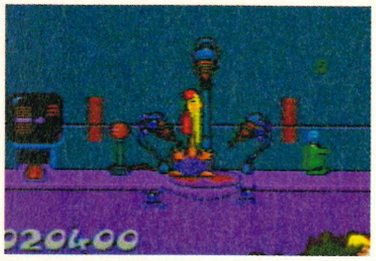
44. DRAGON

Virgin – £44.99 (Reviewed in issue 22)

Well, who'd have thought it? A beat'em-up that actually diverted our attention from *SF2* for a while. The developers steered right away from the Street Fighter formula and managed to use techniques other than fireballs and special moves galore to make this a challenging and long-lasting experience.

45. BUBBA 'N' STIX

Core – £44.99 (Reviewed in issue 19)



This game will probably be forgotten before long, which is a shame, because this is Core's best platformer to date. Cartoony, platformy, puzzley, challenging, and original.

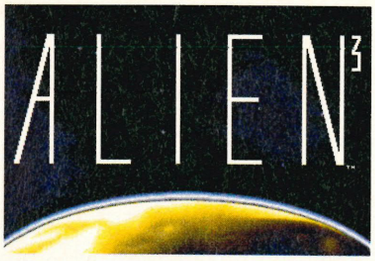
46. FATAL FURY 2

Takara - £39.99 (Reviewed in issue 23)

Yet another contender for the Street Fighter throne, but again not even coming close to Capcom's classic. Thankfully it's better than the first effort, being faster and graphically more impressive as well as featuring a bundle of new moves plus a whopping seven new characters. Still, compared to SSFII it's crap.

47. ALIEN 3

Acclaim – £39.99



Came out just before MEGA was born, so take our word for it now that it's a very hard, very violent, very exciting platform blaster. And the bleak visuals kind of capture the atmosphere of the film quite well too.

ALIEN 3
£16 – 0690 760325
£15 – 0720 23137

48. SHINOBI 3

Sega – £39.99 (Reviewed in issue 13)

Slightly unfriendly initially, but once you get into it, this is a stormingly good shuriken'em-up. There's also a lot of variety between sections (there's a good horse riding level too). So if you've ever fancied wearing a flannel over your head and throwing sharp things at people, this is a splendid place to do it.

SHINOBI 3
£10 – 0737 352627

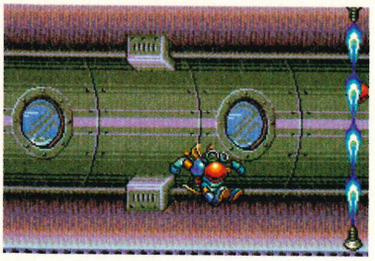
49. F-15

Microprose – £44.99 (Reviewed in issue 12)

Look, it's not that brilliant really, but it's OK. And to be honest, it's the only flight sim you're ever likely to want to play on the Mega Drive. So if you fancy some in-flight entertainment, book a holiday to Greece and chat up the air stewardesses...er, no, actually, give this a go instead.

50. ROCKET KNIGHT ADVENTURES

Konami – £44.99 (Reviewed in issue 12)



Konami is great at producing shoot'em-ups, and this is no exception. But good though it is, there's something lacking. Great main character (Sparkster*), great graphics, it's crammed with nice touches, but it doesn't quite have the pizzazz of other Konami carts.

10. DUNE CD

Virgin – £44.99
Reviewed in issue 14

This is a conversion of a PC title, and it shows. It's basically a role-playing game, and while initially confusing, an involved and entertaining plot slowly unfolds and is made all the more convincing by nice graphics, fantastic in-betweeny flying scenes and some FMV from the film, which is cunningly reproduced in black and white lines making the quality very good indeed. So much for having to spend £1,000 on a machine that takes several days to load a game.

OTHER CARTS FOR SALE

If you're after a game which does not appear in our Top 50, you may well find it on offer in this listing. If it's not here, your best bet may be to take out a "wanted" ad in the next issue of MEGA. Simply fill in the form at the bottom of this page to get your free reader ad

AERO BLASTERS
£25 – 0202 490276
ALTERED BEAST
£10 – 0394 271629
BART VS SPACE MUTANTS
£13 – 0202 490276
BATMAN
£10 – 081 877 9317
BIO-HAZARD BATTLE
£17 – 0202 490276
£15 – 0720 23137
BUDOKEN
£5 – 0737 352627
BURNING FORCE
£9 – 0202 490276
CALIFORNIA GAMES
£10 – 071 635 0367
CASTLE OF ILLUSION
£20 – 0689 824923
£20 – 0202 490276
CENTURION
£15/Swap – 0703 843438
CHUCK ROCK
£17 – 0202 490276
CORPORATION
£20 – 0689 824923
DECAP ATTACK
£20/Swap – 071 237 2354
DRAGON'S FURY
£17 – 0202 490276
DUNGEONS AND DRAGONS
£15 – 0502 539047
ESWAT
£9 – 0202 490276
EURO CLUB SOCCER
£12 – 081 853 0709
£20/Swap – 0709 872596
F-22 INTERCEPTOR
£13 – 0202 490276
Swap – 0206 561276
FATAL FURY
£15 – 081 877 9317
FATAL LABYRINTH
£10 – 0737 352627
FATAL REWIND
£10 – 0737 352627
FORGOTTEN WORLDS
Swap for *Bonanza Bros/Chuck Rock* – 031 229 1969
GENERAL CHAOS
Wanted: £30 – 0900 817786
GHOSTBUSTERS
£13 – 0202 490276
GHOULS 'N' GHOSTS
£20/Swap for *Sonic 3* – 071 237 2354
GLOBAL GLADIATORS
£17 – 0202 490276
GODS
£25 – 021 624 1257
GREATEST HEAVYWEIGHTS
Wanted – 0206 561276
GREENDOG
£15 – 0708 386443
£13 – 0202 490276
HARD DRIVIN'
£9 – 0202 490276
THE IMMORTAL
£18 – 0689 824923
INTERNATIONAL RUGBY
Wanted – 071 225 3420
INTERNATIONAL RUGBY
Wanted – 0501 743950
JAMES POND 2
£20/Swap for *Asterix* – 0273 701326
JAMES POND 2 AND GHOULS & GHOSTS
Swap for *Batman Returns CD* – 0382 500582
JEWEL MASTER
£13 – 0202 490276
JURASSIC PARK
£15 – 081 877 9317
KID CHAMELEON
£17 – 0202 490276
KING OF THE MONSTERS
£15 – 0734 696954 (ask for John)
KRUSTY'S SUPER FUN HOUSE
£17 – 0202 490276
LOTUS TURBO CHALLENGE
£18 – 0228 402 789
£15 – 0898 642003
MARBLE MADNESS
£13 – 0202 490276
MARVEL LAND
£13 – 0202 490276
MAZIN WARS
£15 – 0734 691487
MERCS
Swap for *Taz-Mania* – 0206 561276
MICROCOSM
£25 – 081 853 0709
MIG-29
£20 – 0257 254219
MONSTER LAIR
£9 – 0202 490276
MORTAL KOMBAT
£25 – 0360 85489
£25/Swap – 071 635 0367
Swap for *Street Fighter 2* – 0501 743950
OUTRUN
£9 – 0202 490276
PELE
Swap for 2020 *Super Baseball* – 0742 448368
PIRATES GOLD
Wanted: £30 – 0900 817786
POWERMONGER
£25 – 0294 601960
RAMBO 3
£9 – 0202 490276
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MEGA MOUTH

And now for the most interesting part of the magazine – the letters page

Here's a quick and easy way to lose weight – get someone to slice it off!

Dear MEGA,
After seeing that the very clever people at DATEL have now produced a converter for the Mega Drive to play Master System games, it got me thinking that if this can be done for Master System games, perhaps a converter for other types of cartridges, ie SNES, could be produced. If you think of all the time that is now being wasted on producing games in umpteen different formats when they could be produced in one format and played with a converter, thus increasing sales in that format and with increased sales and greater mass production, the price in theory should come down (or would they keep the extra profit?).

Another idea would be to link two Mega Drives together (like 2 PCs via RS232 link) to play some duellist-type games where you would like to keep your strategy secret from the other player.
Geoffrey Coombs, Kent

Dear Geoffrey,
It's a nice idea but you are sort of missing the point. The Mega Drive was designed with the Master System in mind, so that it would be easy to design such a converter. Datel wasn't the first company to make one – Sega launched its Power Base converter almost as soon as the Mega Drive came out. There was talk about a converter that would allow SNES games to be played on a Mega Drive but it is highly unlikely that one will ever appear. I don't think Nintendo would be very happy after spending millions designing and marketing the SNES and then someone goes and makes a widget that means you don't actually have to buy one to play its games!

As for the Mega Drive link-up system, Bullfrog designed one ages ago but it never got to the shops. Now Accolade is about to release Zero Tolerance which can be played by two players via a link-up cable that plugs into the second joypad port of the two machines.

Dear Mega,
Well done on your new look, I think it makes a refreshing change from the last two years. I have got all 22 previous copies, but I do have one query regarding the change around. It's all to do with the cutting down of page space allocated to Mega Mouth. It has always been around four pages long and for what is, in my opinion, one of the most important parts of the magazine I don't think a cut to just two pages is really justified. If this cutback is here to stay maybe you could replace Stunt Mega Drive with another letter or two as I believe that they are more print worthy.
Barry Valder, Eastbourne
PS I was having the same problems with Sensible Soccer as Andrew Davenport (issue 21), so I followed your advice and returned it to Sony and received a new copy in under six days! Thank you.

Dear Barry,
It is a shame that the letters page has been cut down to two pages but that's the way things go I'm afraid. With so much important info to give you in the magazine and so little room obviously something has to give, and when things change it is impossible to please everyone.

Anyhow, I'm making another change. Consider Stunt Mega Drive officially dead. The poor adventuring Sega had a short but relatively exciting life and he got up to all manner of dangerous exploits. Can you believe the irony of it that after performing all his life-threatening stunts he blew a terminal fuse during a game of Sonic 3?! Not the most respectable way to go really is it? Anyhow, he has finally shuffled off to Silicon Heaven and we shan't see him again, at least not if I have anything to do with it anyway. I used to work in the McDonalds in Eastbourne by the way. I just thought you might like to know.

Dear Mega,
In your recent review of Streets of Rage 3 (issue 20) I felt disappointed by what the game had turned out to be. That was until I read the review of the game in the official SEGA magazine. In there it told us a lot more about the game, including the new moves, the way in which the characters improve their fighting skills throughout the game, the way in which characters can use their favourite weapons to perform special attacks, the new power meter, the two different endings, the way in which the two characters can co-operate to attack baddies, the one-on-one duel in the trap-laden rooms, the train stage in which trains go past sometimes hitting and killing you, and the fact that the cart is 24-meg and not 16 as you said.

You were so busy slagging the game off for its few faults that you completely forgot to tell us much about the game. From the screen shots it looks to be one

MEGA STAR

Dear MEGA,
I am a regular reader of both Mega and your sister magazine, Edge. Over the last couple of months Edge has been quite obviously ambitious regarding the chances of the Sony Playstation, with Sega's Saturn assuming a second-rate status purely because it is marginally under priced.

I believe this attitude to be very naive considering both companies' respective histories. Sony, although being a very established firm, has relatively little experience on the gaming front whereas Sega is a console powerhouse in comparison.

Does anyone remember a couple of years ago when the Super Nintendo first arrived? It was the more powerful of the 16-bit machines and everybody assumed that the Mega Drive would lay down and die. Now the Mega Drive is the most popular 16-bit machine in Europe and America with the Super Nintendo looking suspect. This can be credited to Sega's know how and so to pass judgement on the Saturn even before it is released would be really rather stupid, don't you think? The future looks bright for the Saturn and Sega in general, so how about giving both machines a fair chance.
Keep up the good work, the magazine's new look is great!
Richard Veale, Bromsgrove
PS I wouldn't be too worried about Nintendo's elusive Project Reality. Remember the SNES CD-ROM? Hot air is a Nintendo speciality.

Dear Richard,
Reading through this issue you may have noticed that Mega and Edge aren't sister magazines any more. There's been a bit of a family rift and Mega has left home once and for all.

Both the Sony Playstation and the Saturn both look like incredible machines that will soon be getting everyone really excited. As you say, Sony is a relative newcomer to the console scene but you shouldn't hold that against it – after all, it wasn't Sony that made the Mega-CD was it? Both companies know that they can't afford to make any mistakes, and I don't think they will.

As for the Nintendo CD-ROM, it wasn't released because Nintendo saw how poor most of the Mega-CD stuff was and decided that a repeat performance was not such a good idea.

STRAIGHT TO THE POINT

I am writing to ask you about the possibility of Sonic 4 for the Mega Drive. Will Sega introduce Amy, a girlfriend for Sonic? Will Knuckles and Tails remain in the game? If the game is released when will it come out and how much will it cost? PLEASE ANSWER.
Liam Pollock, Shrewsbury

Sonic 4 is planned but we haven't heard any details about it so we don't know. In the meantime, keep an eye out for Sonic and Knuckles which should be out soon and might keep you happy for a bit.

If you enjoy playing on your games console but want to have friends and a social life, you buy a two-player game. That's fine if you have a SNES as almost every game on it has a two-player option, but what if you own a Mega Drive? Half-decent Sega two-player games are as rare as a decent Mario game.
Gary Roberts, Leics

There are lots of decent two-player games on the Mega Drive. Take a look at SFII, MKII, Streets of Rage III, Sonic 2, Gauntlet 4, Gunstar Heroes, etc, etc. Need I go on? Also, I must confess to liking the Mario games as well.

To skip hard levels, press pause and A, B, C, B, A, C, A, B, C, B, A, C then you will go to the next level.
Anon, Nowheresville

Hello? Is anybody home? There is something amiss here. I think you might have forgotten to include the first page of your letter, mate – you know, the one that would actually say which game you are talking about, who you are, where you come from, and whether you are a complete and utter looney or not. Believe it or not, readers, this is a complete letter and not just a snippet. I opened up the envelope and out fell a single sheet of paper with that one sentence written on it. Curious or what?

of the best animated games out. Why you only gave it 72 per cent I don't know. You said the game was too much like SOR2 to buy. If I am mistaken in thinking that the above were not in SOR2 then could you please send me a list of where or when the above things happened in SOR2? OK, so the levels look slightly similr, but seeing as how these were already extremely good why shouldn't SOR3 not just carry them on?

WHY THE HELL AREN'T THEY BRINGING OUT THE STAR TREK GAME OVER HERE? I read what you said in reply to Paul Higson's letter but I don't believe that the company bringing out Star Trek doesn't think that it is good value. I have to question the company's mentality – if it needs proof of how many people like Star Trek then tell them to write to SKY ONE or to the Star Trek Fan Club. Please try and get them to change their deranged minds.
Andrew Wagner, Ayrshire, Scotland
PS When you test a new game do you buy it or simply borrow it from the publisher?

Dear Andrew,
Sorry for having to butcher your letter so severely, but it was quite long and I don't have that much room on these mere two pages. Firstly, SOR3 is a great game, but I found that after playing it for a few hours I was bored to tears. The animation is superb and there are some smart ideas there but it isn't sufficiently different to the other two. In case you hadn't noticed Streets of Rage 1 allowed the two fighters to interact and had two endings, while in the second game there was a head-to-head mode. It's good, but its not that good.

Secondly, Star Trek is the most abysmal game in existence. Don't get me wrong, I'm a bit of a trekkie myself and got all excited when it came in for review. However, 10 seconds later I was laughing out loud at how poor the game looked, and a few hours later my laughter had turned to tears as my 'away team' wandered aimlessly around desperately searching for something to do.

When we review official games we get sent an EPROM board, pre-production cartridge or a set of chips, months before the game hits the streets. In the case of import games, sometimes we get sent them straight from Japan or America by the software house concerned, or import dealers kindly supply us with their latest titles.

MEGA MORON

Dear Mega,
Is Paul Mellerick stupid – how can Sensi be 10 places ahead of FIFA when they both got the same percentage? Why do you override the marks you give?
James Greenfield
PS Is 90 quid an acceptable price for a computer game when for 10 quid more you can buy the machine?

Dear James,
If anyone is stupid around here it is you matey. The two footy games came out ages ago and got very respectable reviews indeed, but Sensi's long-term playability meant it came out as a better game overall.
PS It depends if you want to spend that much on a game.

SHUT DOWN

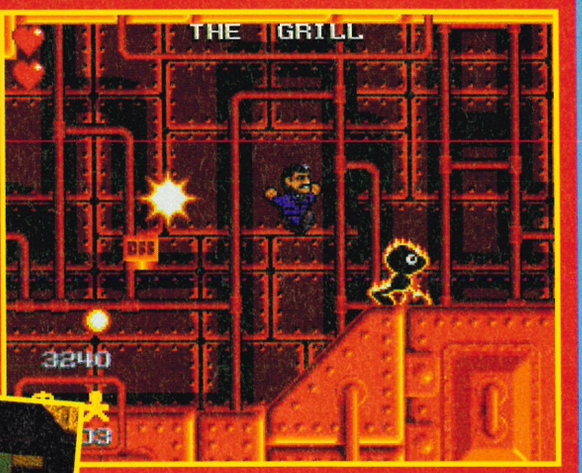
DECENT MEGA DRIVE PLATFORM GAMES SHOCK!

It's true! After months of playing platform games that are technically described as being 'a right load of old bobbins' a lesser known breed of game has started to appear throughout the country - the decent platform game. As you will have already read in these very pages we managed to capture the highly dangerous Mickeyous Manious but it escaped before we could study it properly. By next time we will have dissected it and analysed all of its various internal organs. It'll all be done humanely of course, and will be treated in the same way as the creature dubbed 'Mighty Max'. Another strangely primitive yet agile animal that will come under close scrutiny is a breed named after the type of rock found near where they dwell, the Flintstones.

MEGA ISSUE 25 ON SALE THURSDAY 29 SEPTEMBER

SHOCK AND HORROR OF HORROR GAMES SHOCK HORROR!

Games are getting scarier by the minute, revealed a top psychologist last week. Dr Cyril Nearly was commenting on such games as Addams Family Values, Frankenstein, Mortal Kombat II



and Lemmings 2. When asked about Lemmings 2 Cyril was quoted to say "Well they scared me". Find out more about it all next month.

MEGA COMPETITION

My first it in Brilliant, but not in Ace,
My second is in Nose, but not in Face
My third is in Love, but not in Romance
My fourth is in Waltz, but not in Dance
My fifth is in Torrid, but not in Affair,
My sixth is in twice, but not in pair
My seventh is in sock but not in shoe
My eighth is in lies but not in true.
Put them together and what have you got?
Next month's Mega, that's what!

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