

australia's

100% SEGA

magazine

MEGAZONE

JUNE 1994 \$4.95* NZ \$6.95 (Inc. GST)

free!
poster
inside

Cheat
and prosper
We show you how!

WIN!
a PRO
ACTION
REPLAY

- ▶ **Asterix 3**
- ▶ **Tomcat Alley**
- ▶ **Double Switch**
- ▶ **Streets of Rage III**

Plus the
best joke in
Australia!

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Print Post Approved PP255003/00156. Vol 6/12

Dracula

UNLEASHED

Something to get
your teeth into

MegaDrive Master System Game Gear Mega-CD



tastes Like

sounds Like



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We expose the sorry tale of a cheat cart addict in this heart-wrenching exclusive. Bring the Kleenex.

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SEGA CLASSICS



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June 1994

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*Recommended and maximum retail price only.



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END ZONE

This month, we've given over the entire page to you – yes, the 'Heavens Alive, I've Won a Mega Drive' winner has been decided, and we publish the joke of the century plus the best of the rest.

EdiTorial

This month sees an increase in the number of games released for the Mega-CD. It's not surprising: Sega is keen to create a large software base for its machine in order to encourage more of you to buy it.

What is surprising is that these latest games are actually very good.

It's taken a long time. Much of the early software available was utter drivel – and that's being generous. The problem was that all of a sudden there was a huge amount of space available to store music, graphics and code. And the programmers didn't have a clue what to do with it. Their early attempts at full-motion video ended up being repetitive, and more like watching a non-interactive cartoon than a game. A low-quality, grainy one at that.

Graphics have improved, with full video windows being implemented. But most important is that gameplay is being put back into games. Sure, there's still the odd turkey, but the trend is bigger and better. Check out the reviews of *Double Switch*, *Dracula Unleashed* and *Tomcat Alley*.

Coupled with the fact that the Mega-CD has recently had a further reduction in price, CD games are looking more and more viable. Maybe the Mega-CD isn't as much of a joke as you might have first thought.

Adam.

MEGA MOUTH LETTERS



TALL TAILS

Dear whoever gets this letter,
I'm a pretty darn big Sega fan. I've written 500 times but you just give me the flick every time! (*What makes you think this time's going to be any different?* – Adam.) How could you do that? But yeah, yeah, all of youse are stinking liars! On your review of *Sonic Chaos* you've got a picture of Tails getting some rings in a bonus stage, but Tails doesn't do bonus stages! 3.5 words for you! Answer or die! (Please!)

I'm with Cliff from QLD (Mega Mouth, November issue) (*Very nice for you both.* – Adam). Games are bloody expensive! \$300 for a cartridge system with so called 'free' games. I did my bit – all those who agree, write to the rip offs!

Last of all, no offence but I'm surprised that adults are into this thing.

Matthew
Ingleburn, NSW

We can explain everything, honest officer! The version of Sonic Chaos we had was pre-release and had a special cheat built in to allow us to get to see all the levels. This was taken out of the final version of the game, but allowed us to visit the bonus stage with Tails. So now you know!

We have to say that we reckon the Mega Drive bundles are pretty good value; the games aren't free, but it does work out cheaper than if you were to buy the titles separately. Anyhow, we know we've promised this a million times before but we'll be blowing open this whole pricing thing very soon – it's being researched at this moment!

You know what they say – you're only as old as you feel. 'Scuse us, we're just off to watch Play School...

ACTION REPLAY

I've noticed your mag is the coolest around, but there are a few questions I would like to ask:

1. Does the Mega-CD have a Pro Action Replay and if so, how much is it?
2. Has *Buck Rogers* got a level select?
3. Where do you get a Mega Drive Pro Action Replay from?

Goodbye for now.
A crazy Sega head

Actually, the coolest magazine around is Refrigeration Today, but you were close.

1. There's no Mega-CD version of the Action Replay available... yet. Datel has been working on one. Codemasters, too, is developing a version of the Game Genie for the Mega-CD. More when we have it.

2. No, but get through the game by using a combination of backstabbing and dodging incoming bullets.

3. If you can't locate one at your regular games store, call Kaylee Computing on (09) 310 1962.

DISC SATISFACTION

Dear Games Mag,

Here's the scenario: *Mortal Kombat*, *Jurassic Park*, *Dune*, *Dracula*, *Microcosm* and many more.

'So what?', you ask. Well they are, or will be, available on Mega-CD and Amiga CD32 (and probably other CD formats).

Mega-CD: 16-bit CPU; colours, not many; CD Price \$NZ180 (at least).

Amiga CD-32: 32-bit CPU; colours, loads; CD price, \$NZ100 (ish).

When identical games are released on these formats, then it's obvious the Amiga will be better in most respects (and yes, with proper marketing it should survive).

FOUR PLAY

Dear Megazone,

Please don't keep me in the dark. Does the EA four-way play adaptor work on most popular games, or only on EA games (such as *Madden '94*, *NHL '94* etc)? I want to buy one of these for *NBA Jam*, but don't know if it will suit. Thanks a billion.

David
Gympie, QLD

Sorry David, but EA's adaptor will not work with NBA Jam, you'll need to get hold of Sega's MultiTap to play the game with four players. Sega and EA developed their multi-player adaptors independently and they're incompatible. It's a shame, but then again, so is Bronwyn Bishop's hairdo.

I'm very interested to hear Sega's defence against a direct comparison like that. I'm almost expecting them to say that to produce a slower, less-smooth, far-less-colourful game, the 'downward' programming costs more!

Don't get me wrong. You see, I own *both* systems and I will still buy Sega CDs, but not when they're available in a superior format and that, despite this, they still manage to cost far more. (And it won't wash with me if anyone says that Amiga is trying to buy customers.)

I'm 36 (a born again gamer), have other interests (ie: a life) and try not to throw my money away. As a paying punter (loads in the case of Sega!), my loyalty has to be earned...
CONVINCE ME, SEGA!

Karl
Wellington, NZ

There are other systems out there, and often the same titles are released on a variety of different formats. However, Megazone's function is to help you get the most out of your Sega system.

If you happen to own other systems, and reckon that the games are cheaper and just as good (or better) on that system, then you'd be silly not to buy for your other machine. You're in the position where you can choose.

We take your point about pricing – Mega-CD games are pretty steep. And it's something we're looking into.

HOW TO WIN LETTERS

DEAD HARD AND PROUD OF IT

Dear Megazone,

I own a Mega Drive and Mega-CD II. I have a stack of games for them, and although some are cack, I am a bit proud of it. Anyhow, I'd like you to have a crack at these questions:

1. When will *Mortal Kombat 1* and *2* be coming out for the Mega-CD?
2. When you hook up the Mega Drive to the Mega-CD II it says something about version 2.0, but when you hook it up to a Mega-CD I it says version 1.0. Could you tell me the difference between them (if any)?
3. Is Sega planning to design any games for the Mega-CD that use parallel processing? And if so, what?
4. Will *Mortal Kombat* on the Mega-CD be able to work with a six-button control pad?
5. What's the go on *Flashback 2*?
6. Can you tell me if there are any top-class RPGs on the Mega-CD?
7. Could you give us a sneak preview on *Streets of Rage 3*?
8. Wanted urgently: code for mega amounts of dosh for *Super Hang On* for Mega Drive. Gizza hand, please...
9. Any plans for *Hero Quest* (y'know, that oldie from Sierra) for the Mega-CD?

I'd just like to say one thing before I nick off. *Mortal Kombat* scums off *Street Fighter 2* by a long way. I bought *SF2* and now I'm sorry 'cos it's way too easy - I clocked on eight-star hardness without continuing, shows the crew picking fights with crates and drums.

Brad

North QLD

We're glad you're proud, Brad - if you're happy, then we're happy.

1. Not for a while. The release date for number one isn't yet confirmed. MK2 will be released in August on the Mega Drive, and it'll be sometime later than that on the Mega-CD.

2. The difference is that one comes up with 'version 2.0', while the other displays 'version 1.0'. There's no difference whatsoever to the way they operate games.

3. In a sense, they do already; the Mega Drive's processor runs the actual game, while the Mega-CD's gets on with the task of transferring data. But proper parallel processing, where a number of processors share the workload, no.

4. Yes.

5. *Flashback 2* is in development now, but no release date has been set.

6. There are plenty - if you happen to speak fluent Japanese. However, versions of PC role-playing games are on the way. More when we know.

7. Erm, it's a fighting game... other than that, we've not seen any preview versions yet...

8. We published one in the free giveaway booklet on the March issue. Do us a favour, will you? Any requests for cheats, or if you're stuck in a game, drop a line to 'I Must be Useless' (see *Hints & Tips* for details). We'll pass them on to some real experts who'll sort you out in a trice.

9. Dunno.

THAT BIT BETTER

Dear Megazone,

In March and February's issues of Megazone, you said that *Street Fighter 2* was \$160-\$170 because it was 24 meg. Then why the hell is *Sonic 3* \$150 when it's only 16 meg (as stated in March's issue). Also, *Eternal Champions* (which is a 24-meg game) costs less than *Sonic 3*. Why the hell is *Sonic 3* so much? And why don't they make such a popular game a full 24 meg? Why wouldn't they use the full potential of the Mega Drive to make it even better? Are they lazy or something?

Anyhow, I love your mag and think it's great, but why do subscribers get it so late? With each date you say the mag should be in the shops, it takes at least 12 days extra for subscribers (such as myself) to receive it. I've had a gutful!

**Kane
NSW**

OK, first things first. The prices we quote in Megazone are (very) subject to change and in the case of Sonic 3 and Eternal Champions, change they did. Sonic 3's price is actually \$129.95, Eternal Champions \$139.95. Sorry about that, but we can only relay the information we're supplied with at the time of going to press.

And yes, Eternal Champions is cheaper than SF2, but don't forget that SF2 pioneered the 24 megabit cart, and new technology is always more expensive. Also, Eternal Champions is Sega's own creation, it's not licensed from an arcade machine and so no licensing fees have to be paid, reducing costs. We reckon that Eternal Champions is the better game of the two anyway. The choice is yours...

Sonic 3 would be likely to be even more if it were a 24-meg cart and besides, it doesn't need to be; they're mainly used to store the huge graphics for the fighting games' characters.

Er, yes, about this late business. Recently, the magazine's been late in newsagents as well as in the post. It's all due to 'technical difficulties beyond our control'. Hopefully, normal service will have returned by the time you read this...

MEGAZONE OP SHOP

Yep, it's big, bold, bouncing and beautiful - the Megazone Op Shop is heaven to all you bargain-starved telephone shoppers, so feast your peepers on this month's binful of Sega-related goodies.

If you want to enter the buying/selling realm of a future issue, list the goods clearly, include your telephone number or address and slide it in the mail addressed to:

**Megazone Op Shop, PO Box 746,
Darlinghurst, NSW 2010.**

Don't forget to keep it brief - if not, we will edit ruthlessly.

FOR SALE

MEGA-CD from the US (new), \$300 ono.

MEGA DRIVE: *Asterix 2, Flashback, Bubsy, Lemmings* and heaps more. Various prices.

Write: 19 Military Rd, Dover Heights, NSW 2030.

MEGA DRIVE: *Rocket Knight Adventures* \$65, *Kid Chameleon* \$30.

Tel: (077) 75 1379

MEGA DRIVE: *Altered Beast* \$15, *Populous* \$50, *Wonderboy 3* \$40, *Turrican* \$40, *Shadow Dancer* \$40; or the lot for \$180.

Tel: (07) 375 4900

MEGA DRIVE: *Mazin Wars* \$50, *Fatal Labyrinth* \$20, or swap both with Quickshot three-button pad for *Street Fighter 2*.

Tel: (09) 293 8155

MEGA DRIVE: *Jurassic Park* for \$95, or swap for *Ecco* or *Aladdin*. *Alex Kidd* for \$40, or swap for *Quackshot*.

MASTER SYSTEM: games for \$12 to \$50.

Tel: (088) 52 1763

MEGA DRIVE: *PGA Tour Golf, Afterburner 2, EA Hockey, The Immortal* for \$60 each or \$200 for the lot. Or will swap any two for *SF2*.

Tel: (071) 68 4484

MEGA DRIVE: *World of Illusion* \$49, *Ecco* \$49, *Jungle Strike* \$55.

Tel: (02) 476 5323

MEGA DRIVE: *T2* for \$65, or swap for *Jungle Strike, Ecco, SF2, Mortal Kombat* or *Fatal Fury*. Control pad \$35, or swap for six-button pad.

Tel: (077) 70 8186

MEGA DRIVE/MASTER SYSTEM converter for \$60.

Tel: (06) 231 6001

MEGA DRIVE: games ranging from \$15 (*Columns*) to \$70 (*Bubsy*).

Tel: (069) 63 6917

MEGA DRIVE with four games (including *Mortal Kombat*); **MASTER SYSTEM I** and **MASTER SYSTEM II** with 14 games; Rapid Fire unit and pads for \$550 the lot. Will separate.

Tel: (02) 708 3957

MAD AS A RABID DOG

Megazone!

Please help a confused, faithful reader. Could you tell me why the hell Sega would release *Mad Dog McCree* on CD to use with the Menacer? You have got to be kidding! The Menacer is straight out of the year 2000. Why not use the *Lethal Enforcers* gun – at least it looks like a six-shooter. I was looking forward to the release of *Mad Dog McCree* and have already sold my Menacer due to lack of software. What a joke.

That's the confused part, now I need some help. There must be a cheat for extra continues on *Final Fight CD*. Arrgghhh!

And do you have an address of an American software retailer so I could purchase CDs direct. Thanks!

PS I would like to meet Sandra Bridekirk, especially when wrestling dinosaurs in the bath (I'd be into that). Maybe you could print a photo?

Michael

Revesby, NSW

The good news (for those who already have Lethal Enforcers) is that Mad Dog McCree will work with the Justifier gun, not the Menacer. Of course, this translates as bad news for those who do have a Menacer and are hungry for new worthwhile software. Sorry for any confusion.

We don't have such a cheat on us, but if anyone can help Michael out, drop a line to our Hints & Tips section, and we'll be sure to print it.

We don't think you'll have a lot of luck buying stuff directly from an overseas retailer. Better to check out local suppliers for imports.

We suggested to Sandra that she give us a demonstration of her dino-wrestling skills. There followed a slap in the chops that would lay out even the toughest T-Rex. But don't give up just yet; she and her favourite metre-high dino, Colin, may succumb to the pressures of stardom.

OFF THE DRAWING BOARD

Dear Megazone,

I have been designing some games and have nearly finished *Sonic Olympics*. I now want to know where to get it made. If you know, give me the address now!

I really liked *Landstalker* until the third day... I am a genius because I finished it! Now I'm searching the 23-and-a-half corners of the universe to get another one similar, but longer and harder. If you know of any, tell me now!

Antony (no 'h')

Adelaide, SA

Right then, Antony no 'h', as you asked so nicely, we'll answer right now. As it's a Sonic game you've designed, Sega is the company to get in touch with. You can write to the Aussie office at: Sega Ozisoft, Locked Bag 7, Rosebery, NSW 2018.

The Phantasy Star games are not unlike Landstalker as they're role-playing games, though they're not as graphically sophisticated. And we've heard rumblings of a Landstalker 2 on the way (nothing at all confirmed; as soon as we have something more definite, we'll let you know).

And for those of you who don't share Antony's genius, the second part of our Landstalker Gamebuster can be found on page 54.

ORIENT EXPRESS

Yo Megazone!

I'm here in Beijing writing to you guys again. There's quite a few of us Sega types here. We swap games because Sega stuff is really hard to get hold of – we have to order it from Hong Kong, which takes ages, or we ask our parents to get things and they get the wrong sort of stuff – you know how it is...

Which is why I'm writing. They gave me a Sega Mega Drive for Christmas which was cool. Then my Dad went to Europe and bought all these rad Sega games, but they don't work because they are European games and I have a Japanese machine. Is there a Mega Drive games adaptor, and where can I buy it?

I also have a Sega Master System that I want to give to my little brother so he won't keep bothering me when we're playing *Street Fighter 2*. But there's a problem – the RF cable doesn't work properly. We've looked all over Beijing, but can't find another. It's like that here. Sometimes you can't even buy ice cream. Can I buy one from you guys?

I've got a subscription to Megazone and then I lend it to my friends to read. It's still Winter here and there are no beaches. But even if there was a beach it would be too cold – it's been minus 12 a lot. We play Sega instead.

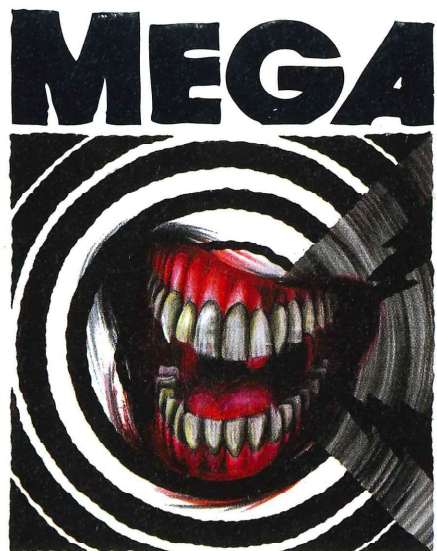
That's all from China.

Eamon

Beijing, China

What you want, Eamon, is a Universal Adaptor, which will allow you to use non-Japanese carts. It's made by Dattel Electronics in England. In Australia, they're distributed by Kaylee Computing, which is contactable on (09) 310 1962. In China, we don't have the foggiest.

Sorry, we don't sell ice cream. Or RF adaptors, for that matter. Sega itself is your best bet. The phone number here is (02) 317 0000.



ANYTHING KEEPING YOU AWAKE AT NIGHT?

Well, let it all out – it's much better, you know. Statistics show that talking about your problems/life decisions/relationships improves your wellbeing and overall quality of existence.

And what better way to relieve yourself than in front of thousands of fellow Megazone readers. Group therapy, or what? You're lucky we don't charge for it.

By the way, make sure your letters are Sega related. We don't really want to get into why you keep having that dream that a chicken is your big brother's illegitimate offspring, and your brother is really your sister or else how could he have given birth?

And don't send SAEs or ask for replies or we'll throw them in the bin, 'cos we're far too busy.

Address your musings, ramblings and bribes to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

ACTIVE MENAGE

Dear megacool Megazone,

You're totally brill and all that crap. Anyway...

1. I have been waiting for AGES for *Cyborg Justice* to come out on Mega Drive (it was in last year's April/May issue) and I'm getting really narked looking for it every time I get the chance. When is it coming out?
2. Is *Fatal Fury* on Mega Drive?
3. In the same issue, I saw an attachment for the Mega Drive called the Activator. You said you didn't know if it was coming to Australia or how much it would cost. What's the latest?
4. Is the Menacer any good, 'cos I've got *T2 the Arcade Game*?

David

1. *Cyborg Justice* is around, but it ain't much good, which is probably why you've had a job finding it.

2. Yes, *Fatal Fury* is available for the Mega Drive and it's pretty good.

3. The Activator still isn't available in this country, though it's readily available in the US. We're hoping to get our mitts on one soon and we'll tell you what we think.

4. The Menacer's pretty good as far as light guns go - it's infra red, so there's no cable attaching it to the Mega Drive. The problem with it is the lack of software; *T2* and *Body Count* are just about the only decent games around for it.

JUST THE JOB

Dear MZ,

I have recently become a victim of Mr Keating's Nintendo regime and I am looking for employment. (No, I'm not asking you for a job, but if you have anything going, I wouldn't say no...)

I was reading the March issue when I came across a reference to a games trading shop. So, being the Mega Drive fanatic that I am, I thought to myself, that's for you. I decided whom better to ask than the all-seeing, all-knowing and incredibly wise gurus at Megazone about setting up a trading shop. I live in a place called Safety Bay, which is about 45 minutes south of Perth, and to my knowledge, there is no such shop in the area.

What I would like to know, O demi-gods of the game zone, is who I need to get in contact with and to find out how to get this off the ground.

Greg

Safety Bay, WA

Firstly, we're certain that the honourable PK would have nothing whatsoever to do with Nintendo, so let's nip that allegation in the exactly-where-it-deserves-to-be-nipped department.

The main distributor of Sega product in Australia is Sega Ozisoft (02) 317 0000. You'll have to be pretty serious about it though, they have pretty hefty minimum order quantities. Electronic Arts (075) 911 388 and Sony Electronic Publishing (02) 339 0255 also distribute games to retailers throughout Australia.

Alternatively, you can try a supplier of imported and used cartridges, which will allow you to purchase much smaller quantities. Megablast is one such supplier. It's on (02) 477 5444.

TOP 10

Dear mag,

Congrats on an excellent mag, but why don't you use glossy paper? It does the screen shots so much more justice. I've read that you're doing a top 10 of games, so I thought I'd give you the only real top 10: mine.

1. *Street Fighter 2*

It has to be this; great graphics, ultimate playability, ultimate game.

2. *Thunderhawk CD*

Brilliant graphics, wicked sound and gameplay to match.

3. *FIFA International Soccer*

The greatest footie game of all time.

4. *Mega-lo-Mania*

A god game with guts!

5. *Jungle Strike*

EA comes up trumps again with the most playable shoot 'em up ever!

6. *Road Avenger CD*

You may not be able to choose the way you want to go, but the pace is so frantic it doesn't matter.

7. *Streets of Rage 2*

An absolute classic of a game.

8. *John Madden '94*

How could I leave this out? I've only-played the import version, but I loved it.

9. *Sonic 2*

The little spiky one rides again. How cute, but what a good game.

10. *Columns*

This game is naff, but it hooks you for hours, so it must be good.

I hope you appreciate my all-time top 10 views. Once again, congrats on a great mag.

PS Hasn't Sandra got my Valentine's cards yet?

Barty

Er, thanks for that, Barty. We'll rush out and get a copy of Columns immediately.

Sandra got your card, but was very disappointed that you didn't turn up for your hot date behind the bike sheds. Then again, that's the story of her life...

MEGA-CD and **MEGA DRIVE** with seven games and two pads for \$800, or will sell separately.

Tel: (02) 835 1912

MEGA-CD and **MEGA DRIVE** with five games, two pads (one six-button) and speakers. Sell for \$750, only to people in Perth.

Tel: (09) 339 4663

GAME GEAR with four top games, TV Tuner and AC Adaptor for \$360 ono.

Tel: (07) 343 1484

MASTER SYSTEM II with six games, plus pad and Python stick for \$150.

Tel: (089) 45 1246

MASTER SYSTEM with two pads and six games for \$350.

Tel: (090) 21 4778

MASTER SYSTEM II with 13 games for \$220.

Tel: (07) 92 3931

MASTER SYSTEM with 10 games for \$450.

Tel: (076) 27 3296

MASTER SYSTEM: *Sonic* \$30, *Shinobi* \$30, *Secret Command* \$10.

Tel: (07) 378 2475

MASTER SYSTEM II for \$40; four games at various prices; or \$80 for the lot.

Tel: (07) 289 1566

TO SWAP

MEGA DRIVE: *Jurassic Park* and *Columns* for *SF2*, or *Jurassic Park* for a Pro Action Replay cart.

Tel: (086) 71 0678

MASTER SYSTEM: *Tom and Jerry* the movie, *World Grand Prix*, *Fantasy Zone* or *Alex Kidd in Shinobi World* for *Populous*.

Tel: (08) 339 1757

MASTER SYSTEM: *Asterix*, *Choplifter* or *Rampage* for *Mortal Kombat*, *Populous* or *Prince of Persia*. Ring weekends.

Tel: (06) 281 5223

GAME GEAR: *Batman Returns* for *Super Off-Road Racer* or *Sonic 1* or 2, or sell for \$60.

Tel: (03) 439 4993

GAME GEAR: *Jurassic Park* for *Lucky Dime Caper*, *Fantastic Dizzy*, *Wonderboy* or other.

Tel: (065) 82 5131

GAME GEAR: *Streets of Rage* for anything, or sell for \$60, or will pay \$20 to swap it for *Mortal Kombat*.

Tel: (055) 77 5220

MASTER SYSTEM II with two games for a new model Commodore 64.

Tel: (052) 65 1393

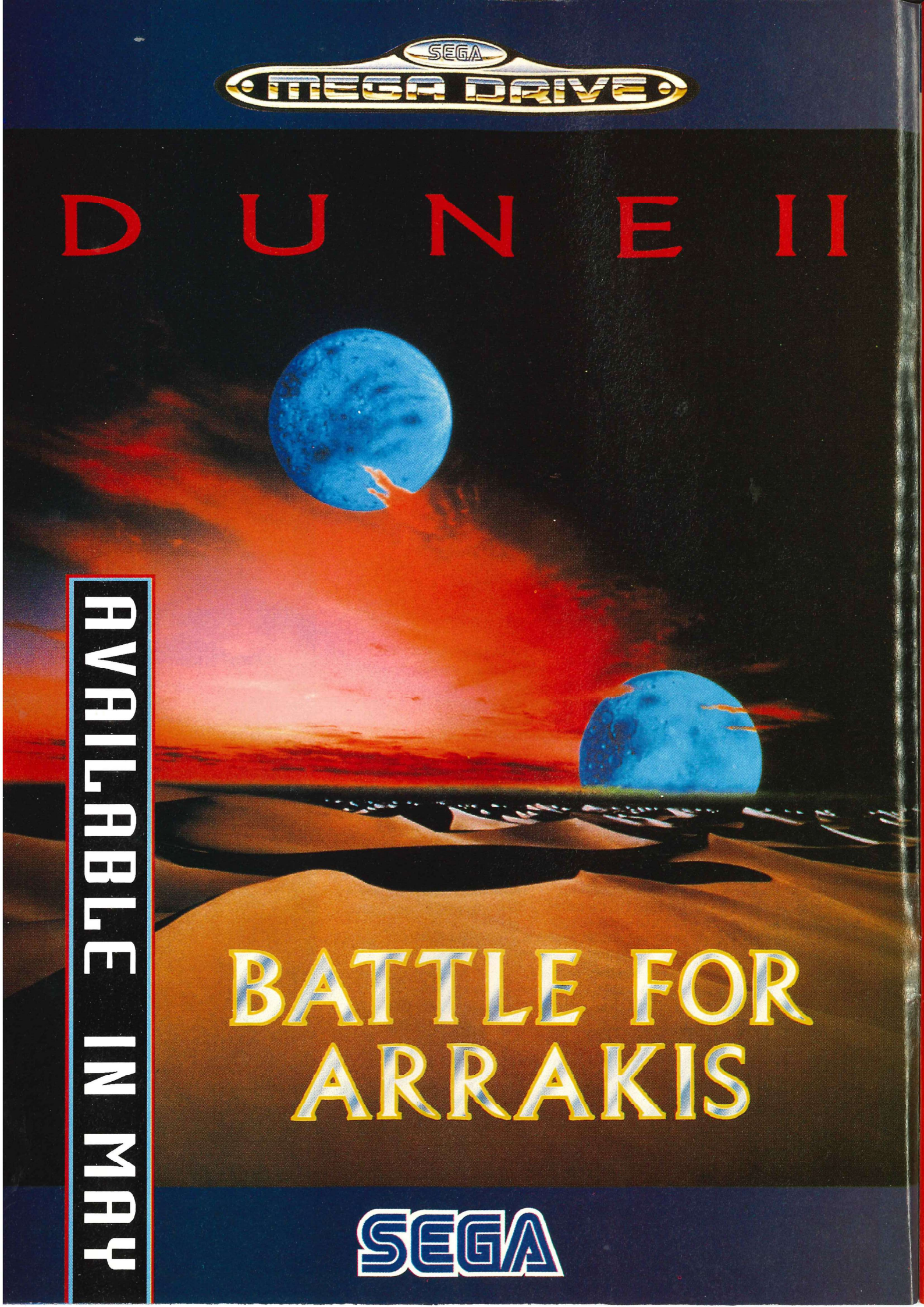
NES plus three games for a Mega Drive.

Tel: (08) 370 8059



DUNE II

AVAILABLE IN MAY

The background of the cover is a desert landscape under a dark sky. Two large, blue, cratered moons are visible in the sky. The ground is a mix of brown and black sand dunes. The overall color palette is dominated by dark blues, reds, and oranges, creating a dramatic and atmospheric scene.

BATTLE FOR
ARRAKIS

SEGA

SEGA MOVES TO MARS

The most exciting new Sega concept since the Saturn is set to transform your Mega Drive into a 3D-capable super-console.

Codenamed Mars, the supercharger add-on plugs into the Mega Drive's cart port and contains two 32-bit RISC chips, extra RAM and a video processor.

By the sounds of it, the Mars will offer a huge technological leap for Mega Drive owners, with 256-plus colours, greatly increased 3D capabilities and improved sound quality.

The whole thing came about as a result of new generation games like *Virtua Racing*, which carries a distressingly-high price tag due to its revolutionary DSP chip. The theory is that buying the Mars helps keep cart prices down to a sensible level – you make one

investment on the technology, then enjoy high-tech software at regular prices.

The Mars will also be useable with the Mega-CD, and it is likely that games will be released in two versions – regular and Mars-compatible.

This, however, will not happen with the Mega Drive. People without a Mars add-on simply won't be able to use games produced with the new technology.

The Mars is set to retail by the end of the year in the UK for £150 (around \$300 in our money). When it hits our shores is anyone's guess. Sega has, however announced that six Mars-compatible games will be released soon after in the UK, with titles including *Virtua Fighter* and *Virtua Racing Deluxe*.

Not only that, but the Mars component will be a built-in feature of the Mega Drive III (or at least that's what we'll call it for the moment), which is scheduled for a UK release in early 1995. Although cartridge-only, it'll still be compatible with the Mega-CD.

◀ **Games like *Virtua Racing* will no longer cost the earth, thanks to Sega's forthcoming Mars.**



▲ **Sega pillages the solar system... forget the Jupiter, Mars is the one to start saving for; but don't disregard the Saturn... it's still coming and we're still waiting.**

This new Mega Drive replaces last year's drawing-board (and also planet named) model, the Jupiter, which has been shelved 'cos the 32-bit Mega/Mars machine basically performs the same tricks.

If that's not enough, latest Saturn goss sees the super-console arriving a little after the Mega/Mars hardware. It'll have CD and cart capabilities, and Sega reckons it's a true multimedia wonder.

We can't wait!

Value six-button released

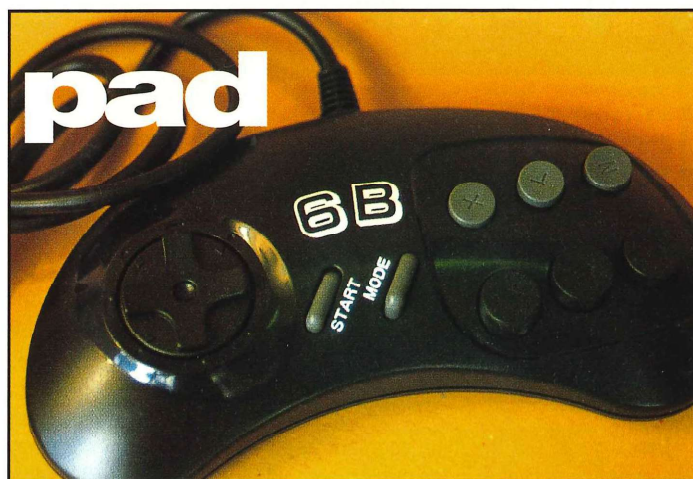
Kaylee Computing has recently introduced a budget-priced six-button joystick, which retails for an unbelievable \$29.95.

Designed for new generation Mega Drive games, the 6B pad is described as reliable and well-made. It's nothing fancy – just a solid, good-looking pad with all the features you'd expect from a

six-button controller.

Use your mode button on the front to change from six- to three-button operation, and use the switch on the back to select slow-motion or turbo features.

The 6B is available from all of the usual outlets, or call Kaylee Computing on (09) 310 1962 for the location of your nearest stockist.



▲ **The budget 6B control pad is a steal at only \$29.95 (and we got ours for free).**



VR bad for your health?

We've had epilepsy warnings and 'do not try this at home' cautions – now the Virtual Reality headset is coping the flak in the UK.

Although the VR headset is not yet released in the UK (and won't hit the markets here until next year, if ever), it's already getting the thumbs down from British optometrists, who reckon the virtual environment may per-



manently damage a child's sight.

Apparently, mild side-effects are similar to those associated with travel sickness – nausea, dizziness, disorientation – and are caused by the slight time lag between a person moving their head and the scene they are 'watching' catching up.

Another scary thing is that the degree of 'visual disturbance' inflicted by 10 minutes of VR use is said to be the same as spending eight hours staring at the computer screen.

The main problem lies in the fact that the headsets place a lot of strain on binocular vision, which is fully developed in adults, but still forming in children aged under 12.

So the moral is: if and when we ever get the VR headset, keep it away from kiddies, and restrict time spent using it. But it's all academic, really, as the current vibe is that the VR promise was mainly a load of hype. Pity.

◀ Although this is all probably totally irrelevant, the VR headset could damage your eyesight.

winners! ALERT

Is your name on this page? Nicholas Radermaker's is. He's from Greystanes, NSW, and was clever enough to correctly answer all the **Lucky 13** questions in the March issue. Nicholas wins a very large *Street Fighter 2* T-shirt, which he can wear to school and get busted for by the teacher.

Try your hand at this issue's **Lucky 13**. You won't be sorry...

Winners of the great **Sega Mega Drive Hints, Cheats and Tips** CD book are: Leigh Watson of Moe, VIC; C Hensley of Ulverstone, TAS; Daniel Skinner of Maclean, NSW; Kellie Spiteri of Elanora, QLD; Peter Bennett of Savage River, TAS; Andrew Ross of Warrnambool, VIC; Nathan Widger of Semaphore Park, SA; Jason Barjaktarovic of Rutherford, NSW; Daniel Muir of Bendigo, VIC; and Jack Wang of Caulfield North, VIC.

Congratulations, guys! And remember: you've gotta be in it to win it, so harass an Australia Post worker today by entering every competition in this magazine.

TAKE A BYTE

It's a welcome acknowledgment that video games now are the subject of not one, but two TV shows currently on our screens.

We've already told you about *The Zone*, but you may not have seen *The Big Byte*, which has been airing on SBS for a few months now.

The Big Byte is not strictly a games show, but an information program for techie-type people and people who want to be techie-type people.

That's great, but the main segment to titillate gameheads like us is the one on computer games, which is presented by 15-year-old Year 11 student Hayden Topperwein, who

scored the gig after winning a nationwide telephone poll.

It's not exactly heavy on the Sega stuff, but it's good to see this type of program appearing. And wouldn't you just kill to be Hayden? Fame, fortune, games...

If you haven't caught *The Big Byte* yet, tune into SBS Television on Thursday evenings at 7:30pm (7pm in SA).



▲ He's got long hair, and he's the games reporter on *The Big Byte*.

WINNERS ZONE

NEWS BITS

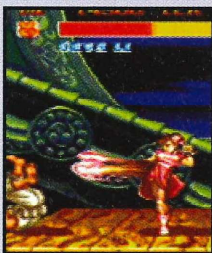


If you haven't yet seen it in the stores, the **Mega-CD** has taken a price dive, and is now available for the very reasonable cost



of \$499 – a whole \$200 less than the extortionist recommended retail price when it was first released.

Seems that **Street Fighter 2** is so good, everyone's trying to copy it. Finally, Capcom is putting its metaphorical foot down, starting legal action



against a company called Data East. Besides claiming damages, Capcom wants to establish a new law applying just to video games. Hmmmm...

Two of the best games of 1993, **Aladdin** and **Mortal Kombat** will soon be available for the brilliant price of

\$69, so hold off if you're about to drop the wad now. Patience pays off, eh?



equivalent of over \$800) for the privilege.

If you're one of those who have patiently hung out and hung on for the



arrival of the **Saturn** machine, the good news is that its release will be accompanied by "a lot of software", according to Sega Ozisoft. You see, since the machine is 32-bit, it's relatively easy for programmers to pull games over from the 32-bit arcade format. Seems like we'll be seeing better games sooner...

Write for MEGAZONE

Fame and fortune could be yours... if you come up with a some kind of invention device that revolutionises the way we live. In the meantime, though, you could try your hand at writing for Megazone.

You see, we're always on the lookout for talent. We're after people who can string a coherent sentence together, and apply it to games too. Just send us an example of your writing – a short review is ideal – and let us

know whether you've had any work published before.

We pay for all the articles we print, and while we don't guarantee it'll be a fortune, if you meet our high and exacting standards, we can promise the fame bit.

Send submissions to:

Do the write thing, Megazone,
PO Box 746, Darlinghurst, NSW 2010.

Quiz

1. Name your mad opponent in *Tomcat Alley*.
2. How many difficulty settings are there in *Streets of Rage III*?
3. What's the name of Sega's full-motion video system in *Joe Montana's NFL Football*?
4. What's the name of your girlfriend in *Dracula Unleashed*?
5. What has Aladdin stolen?
6. Name the new super-cheat feature of the Action Replay 2.
7. Who do you play in *Jungle Book*?
8. How much does a Mega Drive Classic game cost?
9. Which cheat cart has the official Sega seal of approval?
10. Which former pop idol and peroxide blonde stars in *Double Switch*?
11. Which US president appears in *NBA Jam*?
12. Why did Jim fall off his bike?
13. What does Zak give you when you beat him?



Our pal and regular contributor Nathan went to the USA recently – you remember him, he wrote the Master System, Mega Drive and Game Gear features. Anyhow, while away, he sent us this box of presents:

- A Tampa Bay official NHL puck;
- A fetching South Carolina T-shirt;
- A charming NASA baseball cap;
- A wallet, handcrafted in Indonesia, containing a US one dollar bill;
- A key ring sporting the words "Hi y'all, from South Carolina".

Needless to say, we don't want it. But rather than leave it for the garbos, we thought we'd give you the opportunity to own some of this rubbish. The first five correct entries we draw will receive one of the above items. Write your answers on the back of an envelope and send them, along with your name and address, to:

Megazone Lucky 13 (June),
PO Box 746, Darlinghurst,
NSW 2010.



the megazone lucky 13



gameSPY

PreViews

WIZARD PINBALL

This is appearing in a number of formats, but the Game Gear version will be something special, and will even feature a two-player-on-one-Game-Gear mode. It also promises to offer the most realistic ball

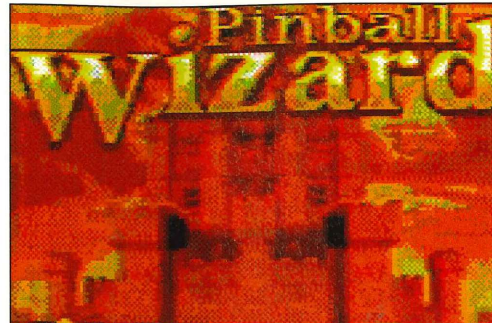
movement ever seen on a games console, and who are we to argue at this point?

It's a pinball simulator (obviously), but is tied into a plot where you have to defeat an evil wizard. Spells cast move you onto different tables - there are heaps in the game providing plenty of variety.

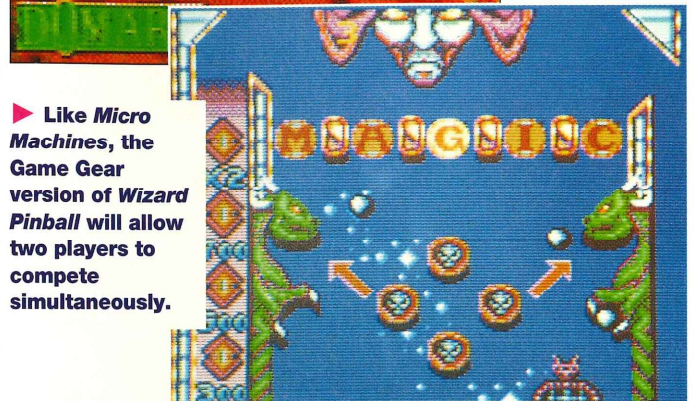
It's a decent-looking offering, with good colours and large tables. It also boasts a swift-scrolling screen and a tricky multi-ball feature.

▲ Looks like a bonus screen, doesn't it? And that's exactly what it is.

The speed of the game has been finely tuned and Tony Love, head of



◀ We know it says 'Pinball Wizard', but when it comes out, it'll be called *Wizard Pinball*. Unless they change their minds. Again.



▶ Like *Micro Machines*, the Game Gear version of *Wizard Pinball* will allow two players to compete simultaneously.

development team Teque, reckons it'll be the closest you can get to the real thing, bar going down to Timezone and pumping in those dollar coins. Then again, he would say that.

Format: Game Gear

Supplier: Domark

CHAMPIONSHIP SOCCER

Yet another World Cup '94 wannabe is on the way, this time in the form of *Championship Soccer*, Acclaim's stab at the soccer crown.

Even though Australia didn't quite make it to the USA this time (just wait, our heyday will come), we're among the 32 teams available for action. Each team has preset strengths and weaknesses (so it's harder to take Wales to the top than it is West Germany). A unique Update feature supplies you with country facts and stats.

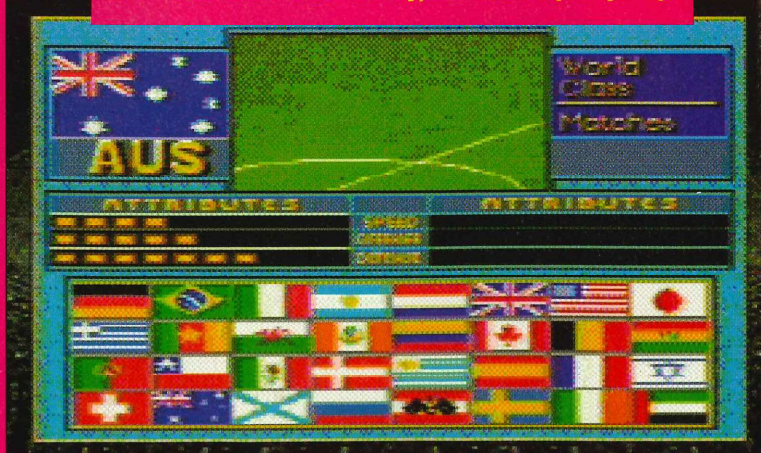
Graphics are looking good, and both horizontal and vertical perspectives are featured. It promises to be fast paced and realistic, with all the official rules included. Fouls, penalties, yellow cards and sending offs keep the play clean, though thankfully these can be switched off if you fancy a bit of aggro on the field.

Not only that, but you can admire your particularly nifty footwork with instant replays of goals and near-misses (erm, surely if you nearly miss the goal then you actually score - always puzzled me, that one).

Format: Mega Drive

Supplier: Acclaim

▼ Different national teams have different strengths and weaknesses. Realistically, Australia is pretty crap.



◀ With only the keeper to beat, he must surely score. Unless he misses hopelessly, of course.

WORLD OF TROLLS

If you own one of those horrible little troll dolls, and have your keys attached to a hunk of plastic with green hair, then this may be the ideal game for you.

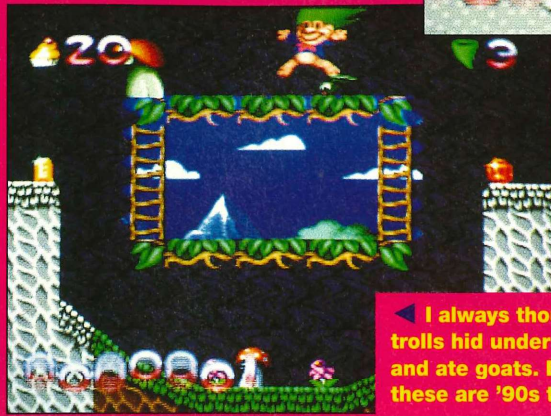
It's one for the kiddies, with fairly simple gameplay, by the looks of it. Select from a large array of trolls (all with special powers) and guide the troll of your choice around its densely populated and foggy world.

The idea is to bring colour (literally) back into this gloomy and uninspiring land. Collect jewels as you progress, as jewels are bright and pretty, so help make the world nicer, right?

Not surprisingly, baddies try to eradicate your troll-like existence – kill them by covering them with custard then eating them. Tasty.

Your final goal is to return the world to a rich and beautiful place. Hey, we liked it better before!

Format: Mega Drive
Supplier: Millenium

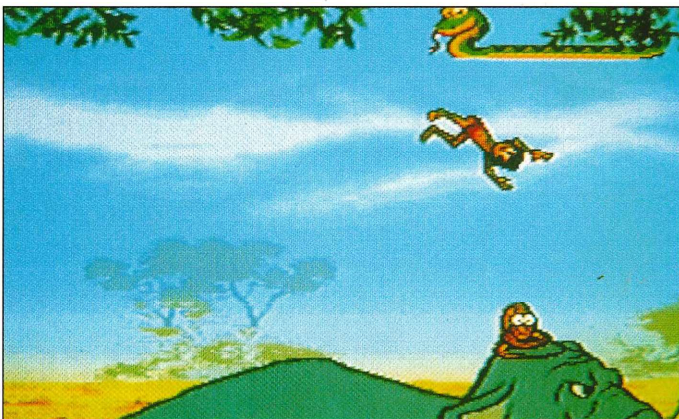


◀ I always thought trolls hid under bridges and ate goats. But these are '90s trolls.

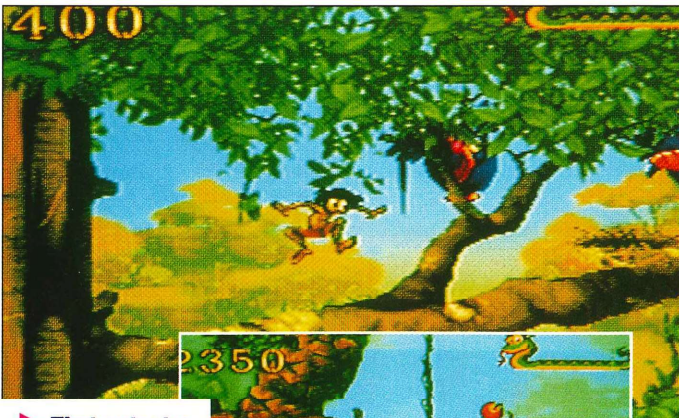


▲ There are heaps of trolls to choose from, each with unique powers. Hmm, which to choose? Perhaps the green-haired one?

▼ I knew we should have taken the bus. Elephant isn't the most comfortable way to travel.



▼ Blimey, what enormous crows. And they don't look overly pleased to see you. Maybe it's time to make a hasty exit.



▶ That anteater could lick the capsicum from a stuffed olive. Though it might just think 'stuff it' and scoff the whole thing.



JUNGLE BOOK

This wasn't exactly impressive on the Master System, but the Mega Drive version promises a good deal more, including great-looking graphics and a faithful rendition of the original movie storyline.

Man-cub Mowgli wants to return to the Man Village on the outskirts of the jungle, and you must guide him on this quest, taking him through 12 levels. Each level contains characters from the film, as well as secret bonuses, hidden areas and bonus games.

Another feature is a Dual Contour Map, which expands the playing area by allowing characters to interact with platforms in the background as well as the foreground.

Gameplay is varied, with Mowgli swinging on vines, throwing bananas at crazy monkeys and riding on the backs of a parade of elephants.

The River levels provide other perils, including alligators, piranha, giant fish and falling rocks. Get through by riding on turtles, then hitching a ride on Baloo the bear's stomach.

Later areas include natural dangers like spiders, vultures and wild boars – all drawn in the great Disney cartoon style. Likewise, the music creates the feel of the movie, with tunes taken straight from the cinema soundtrack.

Format: Mega Drive
Supplier: Virgin



▲ Mowgli shows off his freestyle diving technique. Then realises that the waterhole was the other way...

WORLD CUP USA

The World Cup is nearly upon us, so the final wave of soccer sims has swept in to lap at the world's Mega Drives.

US Gold has scored the official license, so is keeping this project firmly under wraps at present. The company, however, feels that the game is very user-friendly, and even a soccer ignoramus can easily pick it up.

The game features actual images from the World Cup, as well as animation of the official mascot 'Striker' the dog. There are over 3000 frames of animation, and 15 moves to select from, including scissor kicks and goalkeeper one-handed saves.



▲ It's the cleverest dog ever. Apart from Fido - see End Zone.



▲ When it comes down to it, at the end of the day, it's 11 men against 11 men.

▼ The winger shows off his amazing mind-over-matter levitating-the-ball trick. Either that, or it's a throw-in.

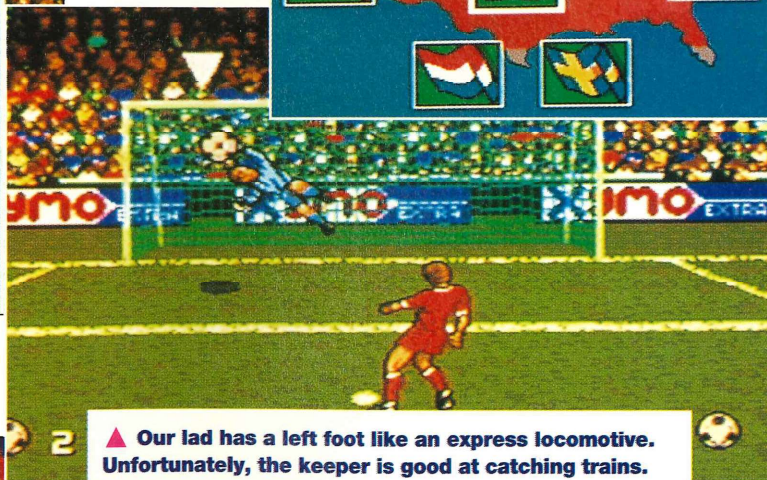


The viewpoint is from above during play, and from behind the player when a penalty is taken. Kick on, guys and gals.

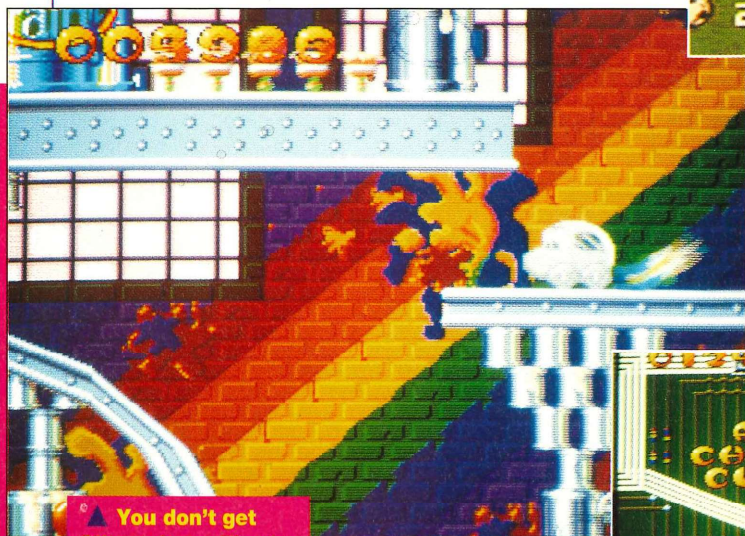
Format: Mega Drive

Supplier: US Gold

► It's the World Cup, and you can select teams from all over the globe. Here are some to prove it.



▲ Our lad has a left foot like an express locomotive. Unfortunately, the keeper is good at catching trains.



▲ You don't get Micras here. They're small, like Nikis, and have about as much street cred.

► A small car's work is never done. Next it's making a set of garden furniture.



MOTOR MANIA

Fun, cutesy and chocka-ful of cars, this is another game aimed principally at younger Mega Drive bashers.

You control Mickey the Micra, whose job it is to end the chaos that is polluting the car factory. For some strange reason, only Mickey can accomplish this task and restore order to the production line.

To do so, he must be guided (driven?) back through various

production stages, including a paint workshop, wind tunnel, tyre shop, etc.

As you can see, the graphics are stylised and 'wacky' - Mickey's not bad for a simulated chunk of metal. Like a real car, he has to be driven carefully, as he may run out of fuel at any time.

Format: Mega Drive

Supplier: Millenium



This month's Game Guide is bigger and better than ever - as you can see, there's a gaggle of great games just hovering on the horizon. Unfortunately, reading it will make you froth at the mouth and sweat profusely. You have been warned...

the megazone game guide

Any Moment Now

Another World 2
CD.....**Virgin**

If you loved the first game, here's your chance to relive that fab RPG/adventure buzz.

Battlecorps
CD.....**Core**

A 'hard sci-fi 3D tactical shoot 'em up'. Very impressive, by the sound of it.

Ecco the Dolphin
MS.....**Sega**

Talk to dolphins, chat with whales, kill jellyfish and other pesky sea creatures.

The Hulk
MD,MS.....**US Gold**

The huge, green monster prepares to split his daks.

Jammit
MD.....**Virgin**

Go basketball crazy with this extra serve of on-court antics.

Joe Montana Football
CD.....**Sega**

Good old Joe is at it again, this time on CD. Break out the shoulder pads, guys.

Lost Vikings
MD.....**Virgin**

Play a bunch of wild and crazy Vikings - there are three of the blighters to tackle.

Pebble Beach Golf
MD.....**Sega**

Some people swear that golf is a game for old people. Not everyone agrees.

Sonic Spinball
GG.....**Sega**

Our wacky, ball-shaped, sky-blue mate gets bruised and battered on Game Gear.

Speed Racer
MD.....**Accolade**

It's got a lot to do with driving, and a lot to do with speed.

Super Spark
MD.....**Sega**

Get the helmet out, it's time for some action, again...

Tennis All-Stars
MD.....**Codemasters**

Anyone for tennis, 'cos this is a lot less smelly and sweaty than the real thing.

World Cup USA '94
MD,MS.....**US Gold**

Soccer, soccer, soccer and even more soccer, if that's possible.

July '94

AV8B Harrier
CD.....**Domark**

It's a flight sim, it's on CD, and that's about all we know at this stage..

Dinobasher
MS,GG.....**Codemasters**

Whack those dinos, kids. Let no prehistoric predator go unharmed.

F1-GP
CD.....**Sega**

It's all about driving, and driving's what it's all about.

F-194
MD.....**Domark**

A flight sim, no less. Well, we need another one of them...

Hurricanes
MD.....**US Gold**

Your guess is as good as ours, but maybe it has something to do with wind...

Itchy and Scratchy
MD,GG.....**Acclaim**

A platformer starring those wacky Simpsons characters.

Links
CD.....**Virgin**

When put together, they make up a chain; they've also got something to do with a game...

Streets of Rage III
MD.....**Sega**

The gang is angry enough to be out on the streets again, tougher than ever.

Tazmania 2
MD.....**Sega**

The old devil returns for a slice of the action.

Virtual Bart
MD.....**Acclaim**

It's Bart, virtually. Don't have a cow, man! Eat my shorts!

August '94

Jungle Book
MD.....**Virgin**

It was crap on MS, but looks promising on this format. Check out the graphics on that boy-raised-by-wolves.

Maximum Carnage
MD.....**Acclaim**

Shoot your heart out, and make sure you do it to the max.

Monster Trucks
MD,GG.....**Acclaim**

Something to do with big trucks? Or maybe monsters?

Mortal Kombat 2
MD,GG.....**Acclaim**

It's here! It's here! It's here! This one's gonna cause a few fights of its own...

Rock 'n Roll Racing
MD.....**Virgin**

Music and racing - what more could you want? We don't know...

Shining Force 2
MD.....**Sega**

If you're into adventure, RPG thingies, and you liked the first game, then you'll probably think this is cool.

Skeleton Crew
MD.....**Core**

A space-age shoot 'em up, but the crew's dead.

September '94

Daffy Duck Hollywood
MD.....**Sega**

It's Daffy Duck, and he's in Hollywood, we would imagine. Now what?

Demolition Man
MD,CD.....**Virgin**

Sly Stallone shot special scenes for this game, so it must be good, right?

Dragon
MD,MS,GG.....**Virgin**

Martial arts fans pay attention, for this game is for you (and it's about Bruce Lee).

Goal
MD.....**Virgin**

Please don't tell me it's another soccer game. It's another soccer game. I asked you not to tell me that...

Snooker
MD.....**Virgin**

Coloured balls and smooth, green felt... when you've finished admiring them, you can hit 'em.

October '94

Sonic Chaos 2
GG.....**Sega**

Dear old Sonic can't keep still, can he? Start getting excited now if you're an 8-bit owner.

November '94

Cannon Fodder
MD,CD.....**Virgin**

Things to shoot with cannons, we guess. But we don't really know...

The Lion King
MD,MS,GG.....**Virgin**

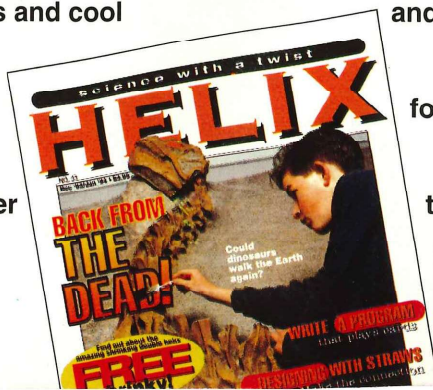
From the makers of *Aladdin* comes another Disney tie in. This is set in the African jungles and stars Simba the lion. Can't wait!



Washing blood, mulga ants, ancient toilets, and poisonous green slime. What more could you want ?

Helix is a rad magazine packed with hundreds of berserk facts, heaps of competitions and cool experiments you can do at home.

You'll read about mad things like emu burgers, a machine that washes your own blood, bizarre bugs, computer hacking, and loads more.



In fact, there's enough crazy info to freak you and your friends out for life.

The Helix is at your newsagent for a dirt cheap \$3.95.

So don't just sit there waiting to borrow a friend's copy, get your own now.

For Cheats' sake

Everybody loves a cheat cart, and these little beauties offer a whole lot more than just a helping hand on stage 44. Steven Miller goes undercover and discovers how you can get the better of your Sega.

When your mother told you that cheats never prosper, she probably wasn't aware of the great range of game enhancement cartridges now available for your Sega system. These add-ons allow you to fly through games with ease, avoiding annoying little obstacles like losing lives, running out of time, depleting energy and lack of weapons. With these cheat cartridges, you can play god in the video game world of your choice.

Sounds like an unfair advantage, doesn't it? Well, before you cry "dishonest cheat!", you should be aware that these cartridges do a lot more than just give you unlimited lives. They can actually customise the game according to your particular needs.

Perhaps you suck at *Sonic*, but would like to see the last few stages and aren't aware of the built-in level select code. It doesn't seem so unfair to have a little help with that, does it? Or maybe you're sick and tired of having the crap beaten out of you by Sonya every time you play *Mortal Kombat*. Unlimited energy might help you here. Whatever your weakness may be, these cartridges can offer you extra strength.

But game enhancer cartridges do more than just help you cheat. In addition, they can bypass the built-in security codes, allowing you to play foreign Genesis games on your Mega Drive without an extra converter!

GET YOUR HEAD AROUND THIS

The way these cheat cartridges work is simple in concept, but very complex in real terms.

In your game cartridge is the program that is the game. This program takes up a certain number of memory locations – about 65000 of them, depending on the size of the program – and each location is assigned a number between 0 and 255.

Somewhere in all of these memory locations is the information the console uses for the number of lives, time limit of a game, amount of energy you begin with and other important bits of data. The cheat cartridges hunt down the memory locations of a particular characteristic and allow you to alter that figure.

For example, if memory location number

35000 contains the number 3 to indicate you will begin the game with three lives, the cheat cartridge will find that memory location. It will then allow you to change that number, or block it altogether so you never run out of lives. It can do the same for many other features of the game, allowing you access to the most important information in the program. Now you see why they're called cheat cartridges!

The cartridge works like an adaptor. It plugs directly into the console, and the game sits on top of it. A switch on the side of the cartridge turns it on and off.

There are currently two popular car-



▲ The Action Replay allows you to enter up to four codes on its input screen.

▲ More Action Replays than you can poke a stick at, if you're into that sort of thing...

for cheats' sake

tridges on the market – the Pro Action Replay cartridge by Datel, and the Game Genie by Codemasters. Each cartridge has its own pros and cons, although they both work on basically the same principles.

The Game Genie boasts the official Sega stamp of approval, which means that although Sega neither manufactures nor distributes the cartridge, it does endorse it. This video game enhancer has an on/off switch at the side of the cartridge, and a small green LED light to let you know it's switched on. Once activated, a grid appears, allowing you to enter up to five lines of appropriate code.

Once you've entered the codes, it's just a matter of resetting the game to enjoy the benefits of the cartridge's power. Cheat codes for a number of games are supplied with the cartridge, and other codes are located via the usual sources.

The Pro Action Replay is not designed, distributed or endorsed by the official Sega seal of quality, but don't let that discourage you. Basically it works in the same way as the Game Genie. A small switch on the side of the cartridge has three settings – on, off, and trainer. There are four lines of possible code you can enter to achieve the cheats you desire.



▲ Codemasters' cheat cart. Let the Game Genie answer your wishes.

DESIGN YOUR OWN CODES

When you buy the cartridge, you are supplied with a cheat codes book which details a selection of codes for many different games, and it's just a simple matter of switching on your cartridge, entering the codes and starting the game. Codes are available from a variety of sources – friends from work or school, books, computer bulletin boards, or best of all, from excellent video games magazines (like the one you are reading).

This, however, seems very limiting. Having to wait for someone else to find the cheat codes can be frustrating when you've just bought a game and want to cheat right away. With the Game Genie, unfortunately, this is what you're limited to. Other than randomly inserting codes and resetting the game to see what they do, there's no way for you to find the

some common questions answered

Do cheat cartridges damage the console or the game?

No. The cheat cartridges access information that is hard-wired into the game. The memory locations can be blocked or altered while the game is being played, but once the system is switched off, the program remains intact. Although the console is being asked to do things it is not designed to do, blocking the information being sent to it will not damage the machine.

Can you combine more than one code?

Yes. You can enter the code for infinite lives, and infinite energy, and a variety of weapons. The Pro Action Replay cartridge allows for four different codes to be entered at once. The Game Genie allows five, but often you need a Master Code that is entered before using any others. This limits the combined codes to four possibilities.

Do they work with all games?

Yes. By virtue of what they are, they are able to work with all games. They bypass any possible security codes and go straight to the memory locations. In fact, the cartridges can be used to find the memory location of the information that is used to block out overseas games and can block those bits of information, making games normally unavailable playable.

Isn't using cheat cartridges like athletes taking steroids?

Sure. But everyone likes a good cheat now and then. And when Dr Robotnik falls out of the sky and squashes you, watch his face when you come back with the same amount of lives!

cheat and be damned

To help you on your way, we've put together a step-by-step guide to using the Pro Action Replay cartridge with *Sonic*.

STEP ONE

Connect cartridges.

The switch on the side of the Pro Action Replay cartridge should be on its third (lowest) position and the Mega Drive on.

When the parameter screen is displayed, press START to enter the game. Once the game is started, press RESET to enter the trainer screen.

STEP TWO

Choose option 2 and press START.

Choose option 1, 'Lives or countable items', and press START.

Use the D-pad to enter a value – number 3 for three lives to start with – and the A button to accept.

The Action Replay scans memory – giving a possible number of locations.

STEP THREE

Press button A and choose 2 –

'Exit to parameters' – and then press START.

Once the game is playing, die and then press RESET.

From the main menu, choose 1 and then use the D-pad to enter the new value – 2 for two lives – and press A.

The cartridge scans the marked memory locations – for those that have changed

Enter the start value i.e. number of lives, missiles or similar countable value. Use the D pad to enter the number and the A key to accept this value.

03

number of possible locations 462

press A to continue



▲ The cartridge scans memory for your starting code.

▲ Getting yourself killed changes the number of lives.

cheats you want.

But with the Pro Action Replay, you are able to track down your own codes, using the special built-in trainer, so you don't need to wait for other people to find the codes and publish them in magazines, etc.

The trainer is designed to search for whatever piece of information you desire. Using the trainer also helps you understand how the cartridge works. There are five techniques for finding the memory locations you're looking for, and all five are clearly and simply explained in the instruction book. Using these techniques, you will be able to find your own cheat codes for any game you have. To activate the trainer, the cheat cartridge must be switched to its third position.

The first technique is the simplest and most common. It is used to find the codes for a countable item. For example, the number of lives you have. Let's use the example of *Sonic*, which begins with three lives.

The method is simple. Turn on the trainer and start the game. Once your little blue boy is up and running, with three lives shown in the bottom left corner, press the Reset button. The trainer screen will be shown, with an options menu. From here you can select the item you're looking for. Choose the lives option and the computer will ask you to input the start number. You input the number three – the number of lives you began with. The cheat cartridge will then start searching through the memory loca-

tions, looking for any that have the value three. It will mark these memory locations for future reference.

Next, you must reset the game and begin again. When Sonic is up and running, send him flying into a baddie, or impale him on some spikes to kill him (sorry, Sonic, but it's all in the name of science). Then reset the console and tell the trainer to look through the memory locations for the number two – which is how many lives you now have. The trainer will search through the memory locations it has already marked as first having the number three, for the number two. This should shorten the number of possible locations, but not necessarily exhaust them.

▼ **The cheat cartridge is plugged between the game and your console.**



cheating in court

When Galoob first invented the Game Genie and tried to sell it as a video game enhancer, one games company (which will remain anonymous, although its name begins with N), took Galoob to court in the US to have manufacture of the cartridges stopped. The company didn't want people to mess around with its programs and be able to cheat. Of course, we all know how moral and goody-goody this company is.

Although no blood was spilt, it's pretty obvious that the big N lost its court battle. An intelligent judge said that Galoob was within its rights to create a games enhancer. It doesn't hurt the game or console, and people have the right to choose whether they use it or not. Pity people weren't more reasonable about 'violence' in video games.

You then need to enter the game once again and this time kill off the blue hedgehog twice so that he only has one life left. As he trembles on the edge of extinction, reset the game and re-enter the trainer once more. Now you must tell it to look through the memory locations it has set aside for the number one. Most

from a three to two – and gives you a new list of possibilities.

If there is more than one possible location, you will need to repeat the process. Otherwise, if there's only the one location, then skip straight to step five.

STEP FOUR

From the main menu, return to the parameter screen and press START.

Once the game has started, die twice.

Press RESET to return to the main menu.

Choose option 1 and enter the new value

– 1 for one life left.

This should give you only one possible location.

STEP FIVE

From the main menu, choose option 6, 'List all possible locations' and write down the location number you are given.

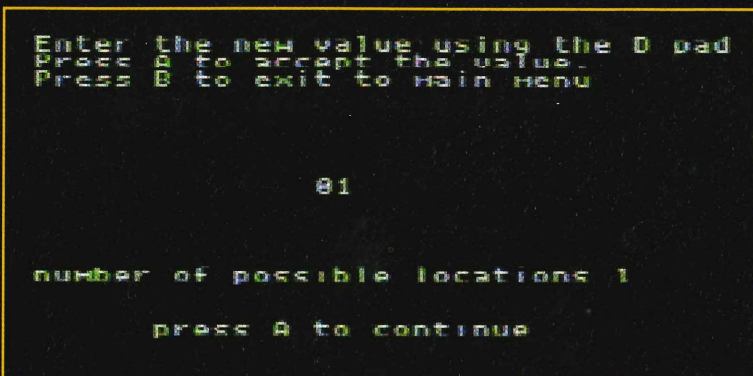
Exit to the parameter screen and use the D-pad to enter this number *exactly* as it was given to you.

Press START to enter the game.

Now, click the switch on the side of the Pro Action Replay cartridge to its top position. The cartridge will be turned on, the location blocked, and you will have unlimited lives.

To stop this feature, turn the switch on the side of the Pro Action Replay to its central position.

Happy cheating!



▲ When there's only one location, you've found the lives counter.

▲ Block the memory location and – hey presto! – infinite lives.



times, this will produce only one possible location. Eureka! This is the memory location for the number of lives in the game. If you enter this code before you begin playing the game and switch on the cheat cartridge, your Pro Action Replay will go straight to that memory location and block it, so you can't lose your lives.

Sound complex? It's not quite as difficult as you might think. What you're telling the trainer to do is to keep track of which memory location is decreasing by one each time you lose a life. After a few lives, it is usually only one possible location. Occasionally, there will be other items that decrease when you lose a life. If so, there are four other methods available to help you track down that single memory location. The game really doesn't stand a chance.

With the trainer, you are literally playing computer detective. Finding the memory locations for things such as energy or weapons is a little more complex, but it's actually quite fun! Once you've tried and understood the principles behind the five methods, you will be able to use them with ease, wanting to find the memory locations of as many things as you can. In fact, the sad truth is that finding cheat codes can occasionally be more enjoyable than playing the games themselves. Or maybe I just have a sick sense of what's fun...

This feature makes the Pro Action Replay cartridge a more useful item compared to the competition. It's really the only self-contained, self-supporting cheat cartridge, and although it's easier to lift codes from other sources, it's not essential.

SELECTING YOUR DESTINY

Pro Action Replay cartridges are available for all Sega systems, with one for the Mega-CD on the way. The trainer feature is available on all of them. The tutorial guide included is really quite good and straightforward, but might confuse some people initially. Once you've played around with the cartridge for a while, you'll not only get the hang of it, but you'll want to see the limits of the cartridge's capabilities. These include being able to bypass the security block-outs on imported video games.

For most people, the built-in cheats already hidden in games are more than enough. These cheats are used by programmers to make de-bugging simpler. It is more convenient to be able to test a certain level in a game if you can skip over other levels or make your character

invincible. Once the game is finished, it's just easier to leave these built-in cheats rather than take them out. These secret commands are as tantalising to some players as hidden rooms. People spend hours trying to find out what different joystick moves will do to a game.

However, not all the cheats you want are necessarily built into every game. There might not be specific power-ups, or level skips, or unlimited lives. You're faced with not knowing which cheats the programmer has included in the game and, further, the difficulty of finding these codes. This is where you're at an advantage with cheat cartridges. They will allow you to do most things, if you can find the code. And as you can combine different codes, you can combine different cheats. This range and versatility make them especially desirable.

Some people still see the cartridges as an unfair advantage, but the choice to use them remains your own. I know some people who use the cartridges to practise certain levels of a game, but then turn them off when playing for keeps. Others use them to access the levels they particularly like playing. Still others use them to help find all the hidden areas and power-ups in games. And some people use them because they just hate losing.

Their popularity suggests that cheat cartridges are here to stay. Enough people enjoy the power they offer to warrant their existence. If you've always wanted to beat that game you could never quite finish, cheat cartridges are a great means to an end. And remember that in video game land, cheats do prosper. **M**

new cheat carts on the way

Just launched by Datel is the Action Replay 2 for the Mega Drive. This cheat cart has all the features of the original, plus heaps more besides.

It has the capacity to input up to 100 cheats in a single game, rather than just four as in the previous version. Now you can have infinite everything, extra time and invulnerability all at the same time.

The Game Trainer has seen improvement as well. It's been made even friendlier, making it easier for you to find your own cheats for your favourite games.

The Universal Adaptor feature has also been improved, making it compatible with even more foreign games. In addition, it has a built-in Universal Cheat System, enabling you to enter the same cheat for an Australian cartridge in an import game.

A Slo Mo feature lets you wind down the game to as slow as 10% of full speed.

It allows the use of Dead Codes – super cheats that effectively allow you to rewrite whole sections of game code.

Codemasters, too, is working on a new version of its Game Genie. The updated model will also feature game training modes, which allow you to find your own cheats, plus a whole host of other features that, the company promises, will blow your mind...

▼ The updated Action Replay 2 for the Mega Drive is better than ever. And it comes in a spunky red box.



cheating for free

You're probably desperate to cheat like crazy after reading our feature, and here's your chance to cheat again – by not paying a cent for a fantastic **PRO ACTION REPLAY CART!**

Yes, Kaylee Computing (Datel's official Australian supplier) has been kind enough to lob 10 Pro Action Replays our way. Lucky for you lot, we're kind enough to redistribute them among the Megazone masses.

Worth nearly \$100 each, we have 'em in three formats – Mega Drive, Master System and Game Gear – and you can nominate the format of your choice.

To be in the running, answer this simple question:

It's called the Pro Action Replay, but what does the 'Pro' stand for?

- a) A lady of the night
- b) Proceleusmatic
- c) Professional

If you think you know the answer (and, frankly, you'd be a fool not to), jot it on the back of an envelope or postcard, include your preference (Mega Drive, Master System or Game Gear), then add your name and address. For the final step, flip the envelope over and write*:

**GIMME SOME ACTION,
MEGAZONE, PO Box 746,
Darlinghurst, NSW 2010**

Make sure your entries reach us by Monday, July 4, or you'll be so far out of the running, even a one-legged cart-horse on Parramatta Road in afternoon peak hour traffic would be luckier.



▲ Win! Win! Win! Yes, answer the simple question on this page and you could be cheating like a pro. We have Pro Action Replays in three formats – the choice is yours.

* You'd be advised to affix a standard 45 cent stamp (more in New Zealand) in the upper right-hand corner of the envelope.

A Bluffer's Guide

Posters

Fast making wallpaper a thing of the past!

Title

A handy aid for shoppers! This familiar robust typeface ensures one does not unintentionally purchase an inferior brand (e.g. *Rolf Harris's Didgeridoo Monthly* or even *Improve Your Jack Hammer Skills Weekly*) from your local newsvendor or "super" market.

Date

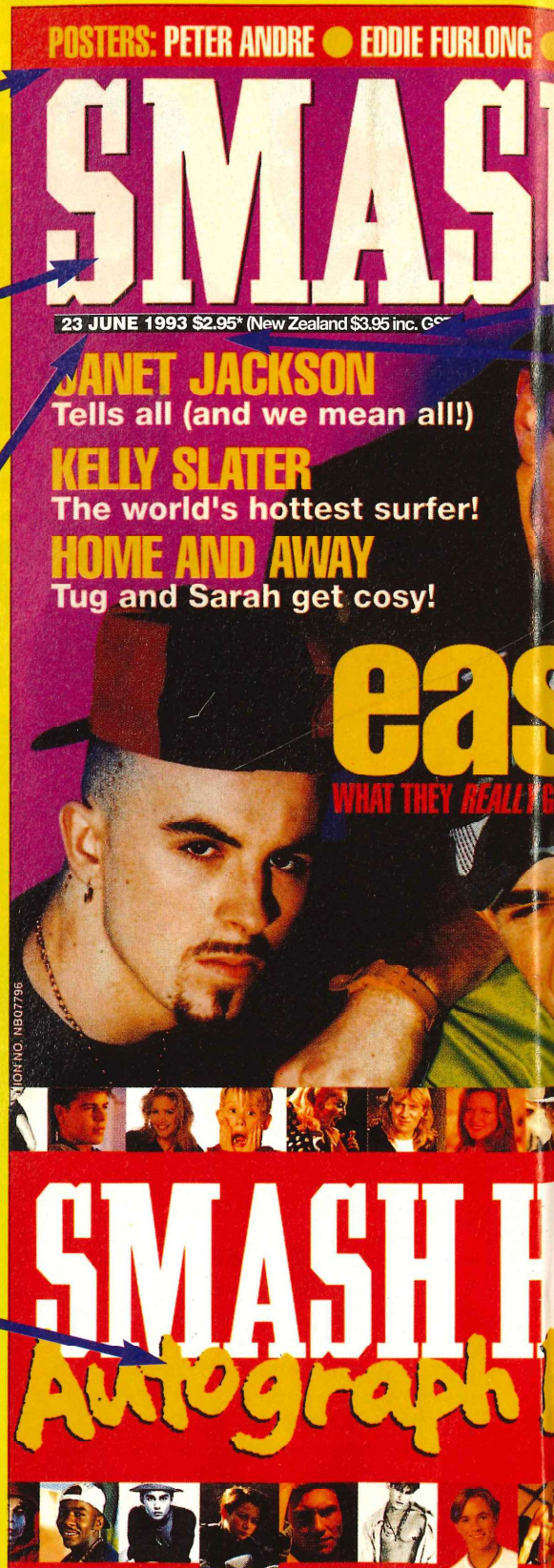
Indicates fortnightly frequency!

Staple

Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - *free!!* - with every issue!

Free Gifts

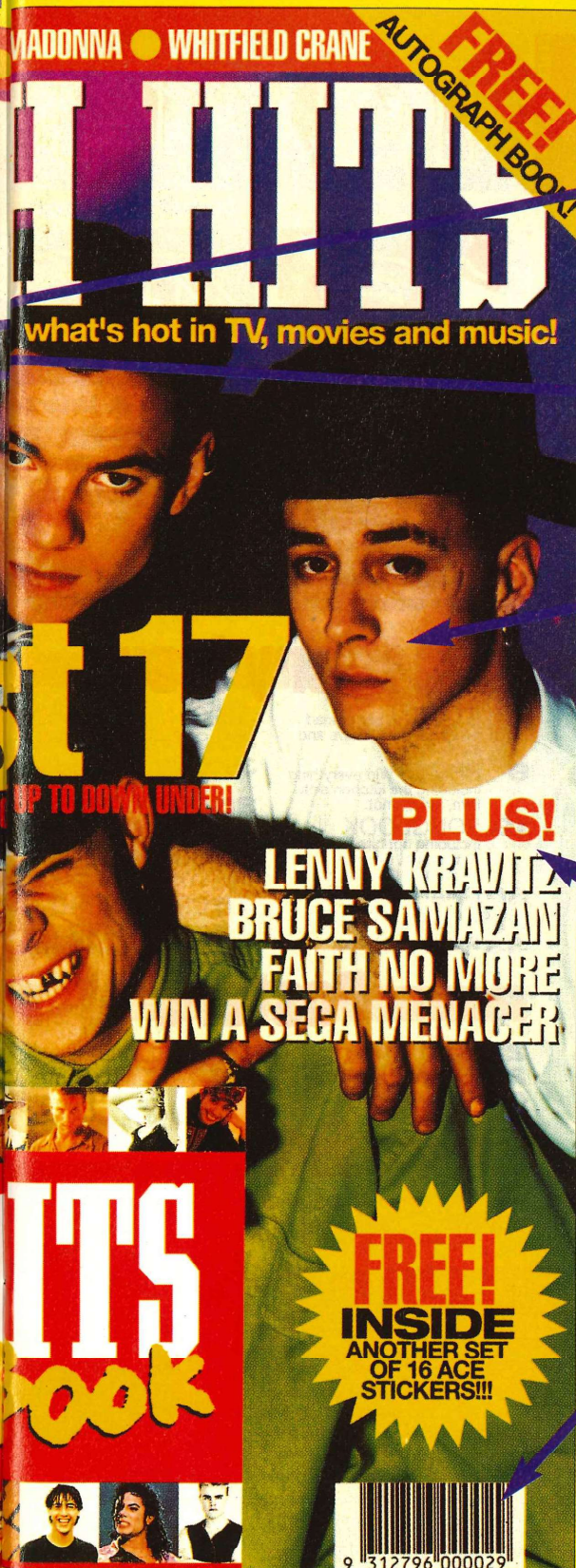
Inside! Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!



SMASH HITS

Get with

Smash Hits



Funny Price

A snip at \$3.95 in New Zealand. Including GST! Even Dr. Hewson would approve!

Real Price

\$2.95 (in "new" money)

Famous Personalities

In this instance a group of lads with wispy beard, odd hats, a gold tooth and mean "dispositions". Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Plus

Plus a bonus plus.

Barcode

Great news for little kids in Japan. A complete mystery to everyone else!

it every fortnight!

Asterix 3

the great rescue



▲ Search for keys to open locked doors... knocking just doesn't seem to work.

Will these Romans never learn that their entire armed forces is no match for the Laurel and Hardy of the Gauls, Asterix and Obelix? Peter Burney somehow doubts it.

The year is 50BC and those nasty Romans are giving the last tiny village of the Gauls a hard time... again. In fact, they've captured the wonderfully wise wizard Getafix and the wee puppy Dogmatix... and it looks... boo hoo!... as if... sob!... the last Gaul frontier has finally been overthrown... sniff!

But wait, dry those tears, for there is one last hope – a small, winged-helmeted fellow bearing the name of Asterix, and his pear-shaped pal Obelix, have volunteered to take on the entire Roman Empire and rescue their beloved sorcerer. Quite a mean feat, considering the might of the be-togaed forces. Not only that, but the crazy-but-brave duo must hurry, as time is of the essence (and it's running out fast!).

You're greeted with a major problem from the word go – which character to choose, Asterix or Obelix? Fortunately, the choice seems only a cosmetic one, and

it's off a-searching you go.

The gameplay is a platform frenzy in the style of *Alien 3*. To complete a level, you must find the Magic Strength potion (or a juicy boar if you play Obelix) while running up, down and all around, solving puzzles, and thumping Roman soldiers – and all before the time limit expires. Tasks vary from stage to stage as much as the size of a young soldier's marching sandals. It's fast and furious mayhem, and a chariot-ful of fun.

Your journey is set over six fiendishly difficult levels, and will drag you through

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sega
PRICE: TBA
SIZE: 16 megabits



▲ Take that, you %#@*\$# Roman... this one's for the roads!

MegaDrive Review

How to Blast Through Level 1, Part 5

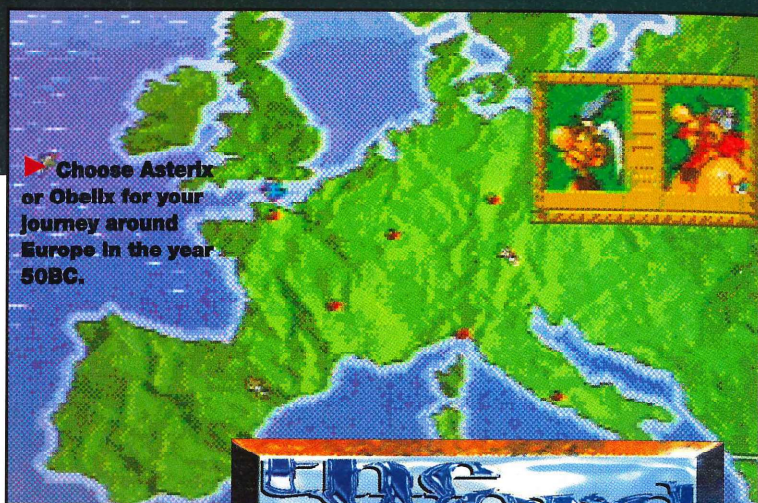
Yep, it's all as tough as downing one of Getafix's potions, but you should be able to work through most of Level 1. Trouble starts at Part 5, so here's the low-down on how to survive.

1. Collect bottles (clouds and bombs).
2. Use a bomb to blow up the wall.
3. Jump on the red button to activate the lift.





▲ Asterix tries out for the Gaul swimming team, but sinks straight to the bottom.



▶ Choose Asterix or Obelix for your journey around Europe in the year 50BC.

more European destinations than a Contiki tour. For clever little 'savages' like Asterix and Obelix, a mere six levels sounds like a poor garrison joke. But mistaking the Romans for a flock of sheep in armour is not a smart move, and neither is accepting six levels as being... well, as being six levels.

Each level contains nine tough stages with very short time limits. And the Roman soldiers will harass you every step of the way, but you'll keep coming back for more. Thank Caesar there is a password save at the end of each level, as you'll need it.

The graphics (no, this is not another Gaul character) are colourful, charming and cartoony. The backdrops are beautifully drawn, and match the atmosphere of the comic well. The sprites are

just as cool, and rapidly fly off the screen when pounded a few times. It's a shame that Asterix and Obelix, although looking great, move like they've just leapt out of the Master System.

Asterix 3: the Great Rescue is a super platformer with lots of surprises and challenging gameplay. It'll have you 'roman' Europe 'til the boars come home. **M**



▲ Say, are you a Roman bird?... Mmm, I think I'll thump you anyway!

4. Blow up the wall with a bomb and collect the key.
5. Blow up the wall and get the bomb above to run really fast.
6. Blow away the floor blocks and collect the key.
7. Blast the wall with a bomb.
8. Use the key to unlock the door.
9. Jump on the red button.

10. Use clouds to reach the higher level.
11. Use a cloud to jump across the spikes.
12. Jump across the collapsing platforms.
13. Drink the potion to end the level.



Asterix

GRAPHICS

Colourful, comical and cartoony. Excellent variety in backdrops, but sprite movement is disappointing.



SONICS

Tunes are lovable and sound fx vary from barking dogs to stomping centurions.



PLAYABILITY

Fast, frantic fun and more contagious than the Black Plague.



STAYING POWER

Tougher than a Colosseum-ful of lions, you'll be playing this for ages.



OVERALL

Grow your hair long, dust off the winged helmet and get ready for the most fun you can have since togas went out of fashion.

81
PER CENT

With Deborah Harry on the screen, a pot of coffee on the boil and Double Switch snugly inserted in his Mega-CD, David Thompson really is in heaven.

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: \$99.95

SIZE: CD



▲ Dancing with death, a be-suited nasty performs a solo trap-tango.

▲ Sometimes they try to crawl out of the traps. Make sure you send the suckers back where they belong.

Too bad he can't stop doing his Queen Nefertiti impression...

DOUBLE SW

MegaCD Review

Double Switch is set in a creepy mansion turned apartment block called the Edward Arms. The former owner was a noted Egyptologist, who built his mansion in the style of the Pharaohs and died under suspicious circumstances (of course). There are rumours of stolen artefacts and treasures hidden away in the building, and neighbours complain of rumblings in the dead of night.

Through the years the building has undergone many changes, obscuring the network of secret passageways and dumb waiters that were built into the old mansion. The neighbourhood itself has also slid into decline, losing glamour to the sleaze of the '90s. Eddie, a descendant of the original owner, has spent his whole life exploring the

building and, in an effort to protect it and its tenants from the local lowlife, has created a sophisticated network of cameras and traps to literally keep an eye on things.

Everything's fine until today – someone has locked Eddie into the basement control room and disabled his access to the system. He has managed to contact you through the only remaining communication link – the telephone line. Eddie has given you control of the entire system until you get him out.

In much the same flavour as *Night Trap*, the interface of *Double Switch* consists of a TV monitor showing you the scene in any of the six apartments, the lobby, the basement and storeroom. A map is drawn on the left to show you where you are and to indicate where the

tenants, outsiders and weirdos are. Underneath are up to three trap indicators, which show you which of the traps in the room are set. At any time, you can freeze the game and view a blueprint of the room with the trap locations. Good for a breather.

Activate the traps by selecting and priming them, waiting for your target to step on the right spot, then releasing the trap. Sounds simple, but things are happening in most of the rooms at the same time. You can't trap everybody; what's more important is to protect the tenants.

Just to make it that much more difficult, one of your first tasks is to release Eddie from the basement. To do this you need four code numbers located in control panels in each room. You can't open them yourself, so you have to wait

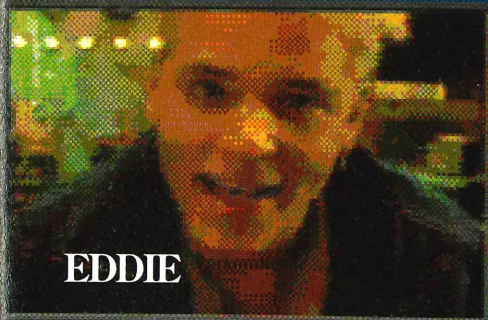
TRAPPING FOR BEGINNERS

▶ You won't last two minutes if you can't work out the first trap.

Eddie's blabbing on as usual, so switch to Alex's room as soon as you can and prime the fireplace trap. The instant the bad guy stands on the plate, hit the trigger and down the chute he tumbles, leaving Alex to show her appreciation...



THE CAST OF THOUSANDS



EDDIE

★ Eddie is the main character and the designer of the intricate security system of the Edward Arms. A typical computer hacker, he has the place under complete surveillance. Eddie also has the hots for Alex.



LYLE

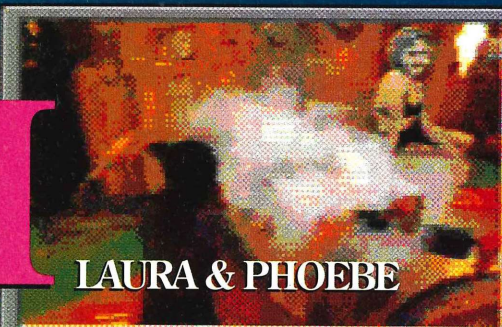
★ Lyle is the resident handyman. He spends most of his time trying to reverse-engineer Eddie's traps and... well, the two of them don't really get on.



ELIZABETH

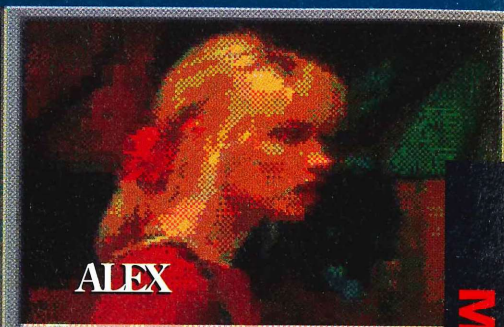
★ Whooar!..Shwiing!..etc..Elizabeth is the over-sexed manager of the Edward Arms. Played to perfection by still-sexy '70s pop siren Deborah Harry.

ATCH



LAURA & PHOEBE


★ Graduate flatmates Laura, an Arts student, and Phoebe, an architectural graduate.

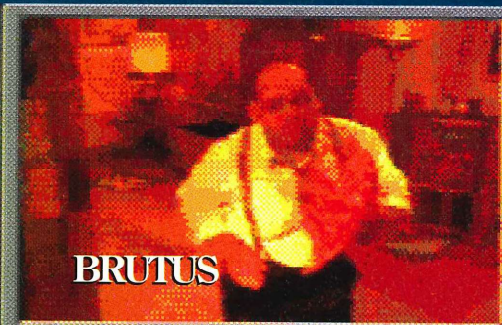


ALEX

★ Just out of college, Alex is a journalist on the lookout for her first big story.

until someone else does. This results in much chaotic rushing around. Eddie, being a bit of a moron, is always on your back. He'll give you a hard time if you stuff up, but (more importantly) if you stuff up badly or miss a code, he disconnects you outright. Take it from me, it's very depressing to be unceremoniously dumped two minutes into the game.

Double Switch plays fast and furiously. You have to be on your toes or you'll miss something and someone will get killed. The full-motion video is excellent in quality and there's no apparent delay when switching between rooms. The Thomas Dolby soundtrack has wonderful ambience, and the speech and sound effects are superb. Totally engrossing. 



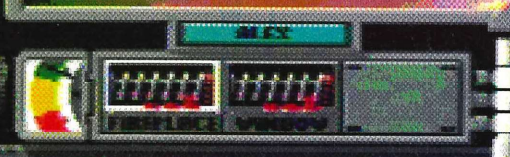
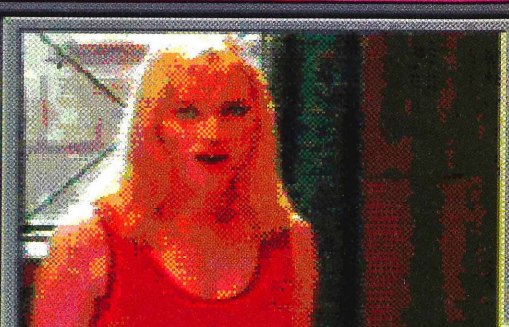
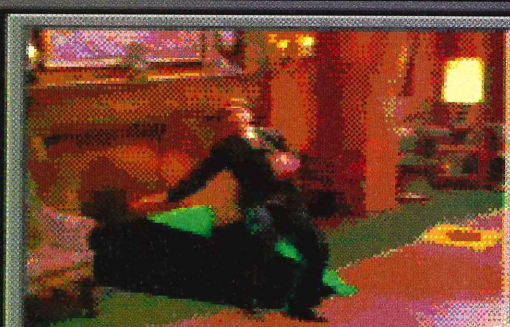
BRUTUS

★ Brutus is the ex-mobster who has spent most of his life behind bars. No friends, but lots of enemies.



JEFF

★ Jeff is the lead singer of Scream, the band that hang out on the top floor and practise continually in their search for a record contract. Not a bad band.



CODE NUMBERS

▲ This is Eddie. He's a moron, and he's got stupid hair, but do what he says or you'll be disconnected.

Eddie will send you packing quick-smart if you don't collect his precious code numbers. The code numbers are found in the control boxes of each apartment. As each is opened by assorted hoods and baddies, you have to be there to catch the number. If you miss it, Eddie is stuck in the basement and you're outa there!

Knowing when someone is about to open a box is a bit hit and miss, but you generally get some kind of warning. You need the code numbers more than you need to capture everybody, so give them a priority second only to protecting the tenants.

At the bottom left-hand side of your screen, you have a lock status indicator. Before you find any codes, all four numbers tumble continuously. As you find the codes, the numbers will freeze one-by-one until the code number is complete and Eddie is free to leave the basement.

▶ A baddie is trapped in the lobby. And my what a pretty trap it is too.

▶ Let any of the bad guys near the power box and the game is over. Just as well there's a trap right underneath it.

▶ This is Scream. Too involved in their music to realise they are about to be cut up by a knife-wielding looney.

▶ It's handy to check out a blueprint. Now where should I put those new kitchen cupboards?

▶ Trying to hold on won't do any good. It's under the fireplace for this young lady.

Word

GRAPHICS

The kind of graphics the Mega-CD is becoming famous for. Great FMV, but it could have been a bit larger.



SONICS

Brilliant soundtrack, clear speech and plenty of sound fx to keep you alert.



PLAYABILITY

Merciless and fabulously frustrating to the point of being addictive. You need to be super-sharp to keep up.



STAYING POWER

With every game taking a different path, you won't knock this off in a weekend.



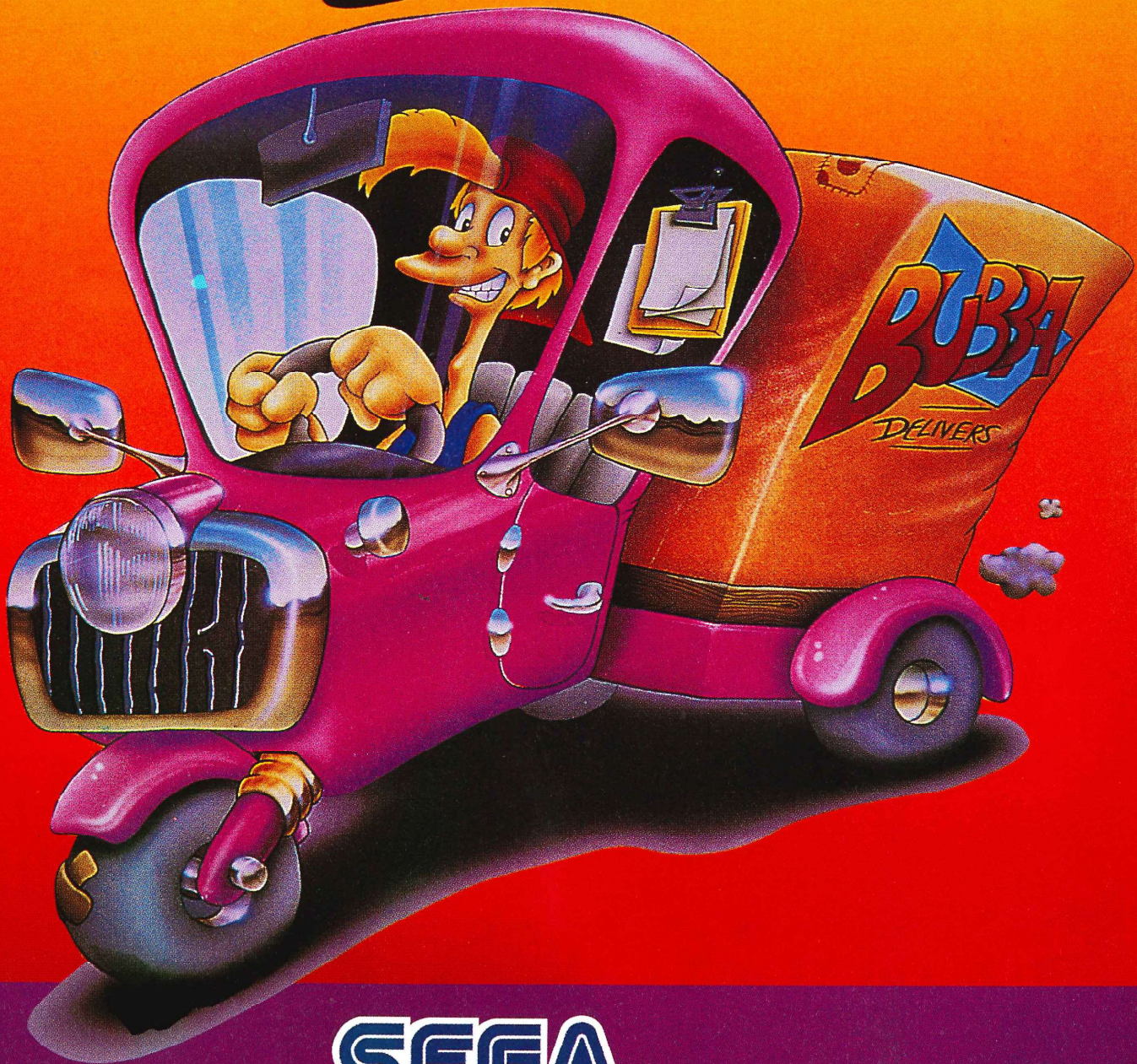
OVERALL

A no-expenses-spared mini-movie made for the Mega-CD. Extremely slick and totally absorbing. Way to go, Sega!

90
PER CENT

SEGA
MEGA DRIVE

BURRBA STIX



AVAILABLE IN MAY

SEGA

Waves

out
now
!!!

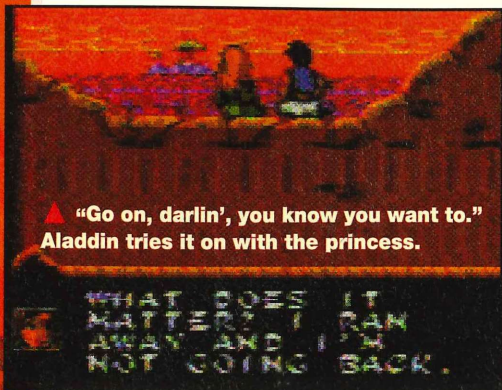
the
most excellent
surfing magazine
in the
universe

Aladdin

VITAL STATISTICS

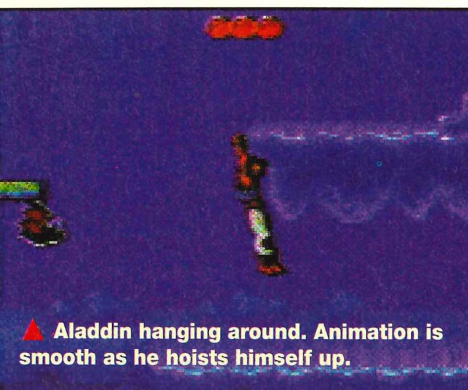
FORMAT: Game Gear
SUPPLIER: Sega
PRICE: TBA
SIZE: 4 megabits

It's a story of rags to riches, forbidden love, Middle-Eastern mystery and dodgy lamps. And it has a monkey in it, which is what impresses Adam Waring the most.



▲ "Go on, darlin', you know you want to." Aladdin tries it on with the princess.

WHAT DOES IT
 MATTER? I CAN
 AWAY AND I AM
 NOT GOING BACK.



▲ Aladdin hanging around. Animation is smooth as he hoists himself up.

On the Mega Drive, *Aladdin* stunned the gaming world with its incredible animation – the cast of cartoon characters could have leapt straight out of the silver screen.

The Game Gear obviously doesn't have the same technical capabilities of the Mega Drive, and the game code has pretty much been created from scratch. While similar locations are used for many of the levels, the gameplay has been altered to make the most of what the hand-held hardware can do.

It actually follows the plot of the movie more closely than the Mega Drive version, featuring Princess Jasmine early on in the game. It's more varied too, and starts with the beggar boy legging it down the road after nicking a loaf of bread from a street stall, with the vendor in hot pursuit.

The screen scrolls constantly for the chase, and Aladdin has to leap over barrels and pot holes as he scarpers. Collisions cost him energy, and picking up apples restores it. Should the petty crim fall down a pot

hole or get nabbed, then it's game over.

He meets up with his chick in the next stage (the princess in disguise) for a similar scrolling romp across the rooftops of Agrabah. Then he swiftly ditches her for the Cave of Wonders level, where the gameplay takes a more conventional platforms approach. Aladdin can grab onto ledges and hoist himself up, with well-animated, fluid movements.

The story unfolds as the game progresses, with small animated scenes between levels.

Graphics are excellent; Aladdin's a big boy, and he and the other characters move smoothly and have plenty of frames of animation. The theme tune from the film plays continuously.

Although on the surface the gameplay seems more diverse than on the Mega Drive, it's a lot simpler to play and just isn't as compelling. Still, it's an excellent platform adventure, features great graphics and is more polished than the street urchin's magic lamp. **M**



▲ The thieving little tyke nabs a loaf of bread from an honest market trader.

Word

GRAPHICS

Large, well animated, smooth-moving sprites and well-drawn backgrounds.



SONICS

Neat rendition of the movie's theme is pleasing on the old eardrums.



PLAYABILITY

The first couple of stages are surprisingly fiddly, despite their simplicity.



STAYING POWER

Some stages are tricky, but the password system allows you to bypass the frustrating earlier levels.

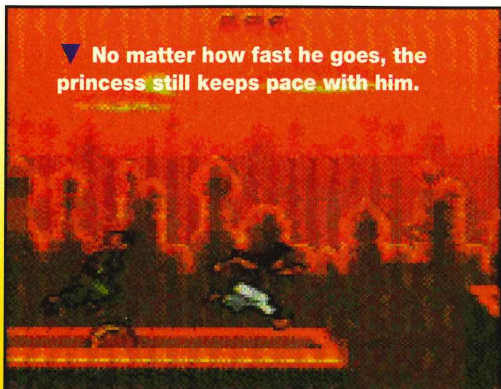


OVERALL

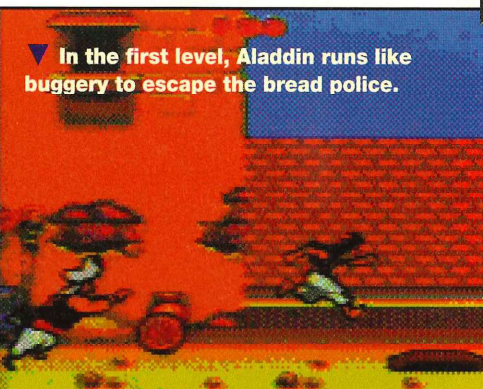
The Game Gear version doesn't quite have the jaw-dropping appeal that the Mega Drive has, but it's still a damn fine little platformer.

82

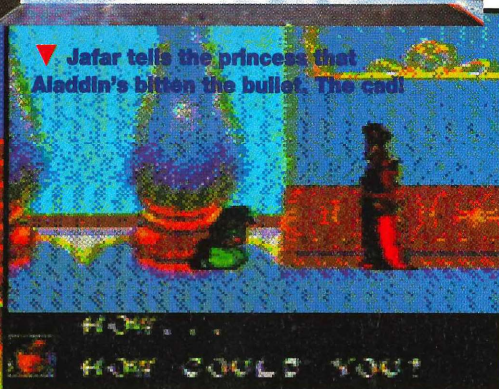
PER CENT



▼ No matter how fast he goes, the princess still keeps pace with him.



▼ In the first level, Aladdin runs like buggery to escape the bread police.



▼ Jafar tells the princess that Aladdin's bitten the bullet. The cat

VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

PRICE: TBA

SIZE: CD

tomcat Alley

What do you call Adam Waring when he's in charge of a state-of-the-art jet fighter armed with heat-seeking sidewinder missiles? Anything you like – he still couldn't hit the side of a barn from 10 paces.

Game designers had a bit of a dilemma when the Cold War ended. Who was there to wage war against if not the Ruskies? In *Tomcat Alley*, you have mad, bad Colonel Alexi Povich setting up camp in the Mexican desert. He's taken a couple of squadrons' worth of MiGs, bombers, SAM missiles and Heaven knows what else with him.

It just won't do, having these power-crazed and heavily armed dictators running around as if they owned the place (apart from the US President, of course, he's allowed). From a top secret base in – well, that would be telling – you take to the skies in your F-14x Tomcat and teach the madman a lesson or seven. There are seven separate missions, made up of several sub-missions, to be completed before you can claim another victory for the US. They increase in difficulty as you go along.

You play the part of co-pilot. It's your job to navigate, kill things and operate the radio. You have to respond quickly and accurately to the on-screen situations. Navigation involves selecting waypoints and targets. Click on them and the pilot points the plane in the right direction.

Gunning down the enemy is where the real fun comes in, and it's not easy, let me tell you. The MiGs zip around the screen like flies who've had too much tartrazine in their orange juice, and they're just as tricky to put out of action. Slap the crosshair on top of the fast-moving target and, when you get a lock, you have but a split second to unleash a heat-seeking missile. A fraction too early or late, and it'll miss. Missiles are in limited supply, and the longer you take to bag the bandits, the more likely it is that you'll be avoiding *their* ordnance.

And they *do* fire back. A warning will flash on the screen and you have an instant to click on the evasive action icon and fire off a flare. Again, these are strictly limited and if you fart around too much, you're gonna find that all you can do is watch as the missile streaks into your helpless aircraft.

All this is done with a mix of full-motion video and stomach-lurching shoot 'em up action set against amazing backdrops; zipping through canyons, dog-fighting at Mach 2 is enough to have you rendezvous with the morning's breakfast. The entire screen is used to bring you the action, and although the graphics are a

little grainy, they're certainly a big improvement on earlier CD efforts.

The best thing is, Sega has managed to put together a game which makes use of the Mega-CD's capabilities, yet isn't a plodding bore. The FMV sequences are quick and slick; they flash by and tie together seamlessly.

As well as lots of sequences of jets, missiles and explosions; between-the-missions footage advances the plot, briefing you on the mission ahead and beefing up the storyline. Your wingman, Ratchet, is a she, and it transpires that you (or the character you play) wouldn't half mind getting into her underdaks... spicy stuff!

A single step wrong and you're likely to wind up dead, especially if you happen to be at the unfriendly end of a heat-seeking missile. Sometimes, though, you'll fail a mission and still be in one piece. For example, you might run out of fuel and be forced to return to base (ie: you weren't quick enough), in which case you're given another crack.

A particularly interesting sub-mission takes place when your wingperson has a bandit on her tail and radios for assistance. If you fail to blast it out of the

Steady...

AIM...

fire!

Select the target to engage and punch in the navigation details. There's your target. It's tricky, but as soon as the MiG's in your sights, hit the

▼ That was a close shave. Dropping chaff or flares confuses incoming missiles while you take evasive action.

▼ Kaboom! The big bomber at the end of mission one gets fried. Now we can all go home.

Whatever you do, don't press that button

Weapons

There are two types of weapons available at any time.

Weapons Lock

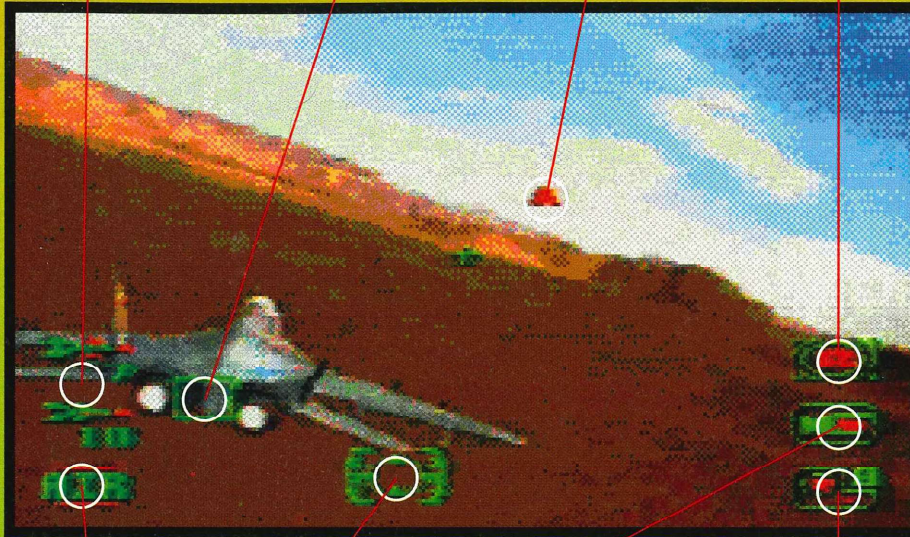
This square appears around the target your radar is tracking.

Air Targets

These represent enemy aircraft in the area. Click on them to intercept.

Radio

This flashes when a message comes in from your wingman.



Air/Ground Mode Selector

Switches between air-to-air and air-to-ground missiles.

Aiming Reticle

Used to aim your missiles. When it turns red, you have a lock.

Recon Camera

Used to take reconnaissance photographs in selected missions.

Flare/Chaff Launcher

Used for evading incoming missiles.

Word

GRAPHICS

Great FMV sequences, though that's now the norm. Good use of full-screen video, and cool action shots.



SONICS

No music, but the scream of jet engines, digitised voices, and chunky explosions more than makes up for it.



PLAYABILITY

The tension really mounts when you miss, and desperately try to fire a flare as the enemy counter-attacks.



STAYING POWER

It's incredibly annoying when you almost reach your objective... but you can't help going back for more.



OVERALL

Sega has successfully woven action into the video sequences and ended up with a corker. Buying a Mega-CD is looking more and more appealing...

91
PER CENT

sky, then she goes down. And guess who gets to go in for the rescue mission...? Playing faultlessly, you'd never get to see this bit. Stuff up, and you do. Nice touch.

Tomcat Alley marries action and video

footage perfectly. If you've been waiting for the game to come along that at last makes the Mega-CD worth thinking about, then check this out - it may be just what you've been looking for.

launch button. The missile streaks towards its target, hits home and - Kaboom! - one less of the filthy commie scum to worry about.

STREETS of III

Let's face it: the third game in a series is rarely more interesting or attractive than a laundry bag full of three-week-old socks. Peter Burney rather likes three-week-old socks...

It's been a rumour for ages, but now the streets have again been overrun by the nasties of society. Luckily for us simple folk, Axel and his buddies are thumping those vermin left, right and centre, so you and I can still feel safe when bringing in the cat late at night.

Yes, after sitting in the gutter twiddling their thumbs for about a year, three of the original team (Axel, Blaze and Sammy) have returned to the street. Buddy Max obviously grew too big for his biceps, and has retired from pounding baddie heads into the concrete. An able replacement is found in Zan – a half man, half machine creature who's twice as tough as a six-week-old T-bone.

Fighter stats, shown at the beginning of the game, help you decide which character to choose. Besides power, technique, speed, jump and stamina, the additional feature 'reach' is present. This is an important factor to consider when you're being plastered by a nasty scrum of 50 filthy maggots, who'd gladly sell their grandmother for a brand new set of numchakkas.

All the moves are back, plus some added extras and little touches that make it a definite advancement on part two. For instance, special (A button) moves now use up heaps of energy (unleash it three times and you're a goner). You are also limited in the frequency you can employ them – watch in horror as your power meter depletes with alarming rapidity – and then you have to wait for it to recharge before another bone-crushing technique can be accessed. This adds strategy to the gameplay, and of course greater difficulty.

The thugs you meet in this game are tougher and more varied than the hooligans which populated the earlier Streets outings. Bashing everything in sight is not your only goal this time,

although it is a major component, and still great fun.

To make it easier on the faint of heart, there are five difficulty settings ranging from 'very easy' to 'very hard', giving you ample opportunity to master those killer moves before taking on the 'normal' game. With seven quite diverse and lengthy stages, you'll be battling this out for longer than Mike Tyson's court case.

Variety is the spice of life, or that's what the developers of this beat 'em up must have reckoned, with the addition of tasks other than walk-left-to-right-pulverising-anything-that-moves.

Why not impersonate a Hell's Angel and cruise inner-city streets, avoiding unfriendly, molotov cocktail-wielding locals and knife-throwing truck drivers? Or maybe you could reduce solid concrete walls to rubble to avoid being crushed by a runaway bulldozer. If that doesn't take your fancy, you could always find your way out of a high-tech security-protected building before being gassed by its poor air-conditioning system (it's all in a day's work for the furious four). The one-on-one battle is also back; it's pretty much a *Mortal Kombat/SF2* clone, but not as detailed or varied, and can only be played in two-player mode.

Graphically the game has kicked over a few hurdles since its last visit. The characters are better defined and their movements are crisper (special moves have also been jazzed up). The scenery is superb, but don't gaze about for too long or you may end up being king-hit as you're checking out that lovely golden sunset. Not much peace on earth here...

Interacting (or trying not to interact) with the scenery is also novel, as you attempt to avoid falling barrels, leap bottomless pits (yes, you can fall down the holes this time!) and pick up an extended variety of weapons. Splashed

with vibrant colours and smooth scrolling, this is a nice looking game, and the sound is not bad either.

Speech is clear and plentiful, and the multitude of cracks, thuds and slaps is quite amazing (a total of 205 sound effects, to be exact). Yep, with everything its predecessors had and more, this cart will challenge the hard hitters, and I reckon it's not bad at all, folks. M



VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

PRICE: \$129.95

SIZE: 24 megabits

Word

GRAPHICS

Plenty of variety and good use of colour. Well-defined sprites, detailed scenery and smooth scrolling.

8

SONICS

Lots of everything – speech, effects, music. Pump up the volume!

7

PLAYABILITY

Great fun, with top pick-up-and-play action. You'll be socked!

8

STAYING POWER

Lots of moves, interesting gameplay and plenty of difficulty settings. Only real ninjas need try Very Hard.

7

OVERALL

Slam me down and call me Axel. A decent, satisfying beat 'em up, and a definite improvement on Streets I and II.

83
PER CENT

FIGHTING ISN'T THE ONLY SOLUTION

Streets of Rage III has added some new tasks and gameplay, giving the veteran street brawler something to think about.



1. Take to the streets on your Harley and avoid other bikers, bombs, crazed truck drivers, and even the walls.



2. Smash your way through the concrete barriers before the bulldozer shreds you into Swiss cheese.



3. Find your way out of the maze before the timer runs out and the security system gasses you to death.



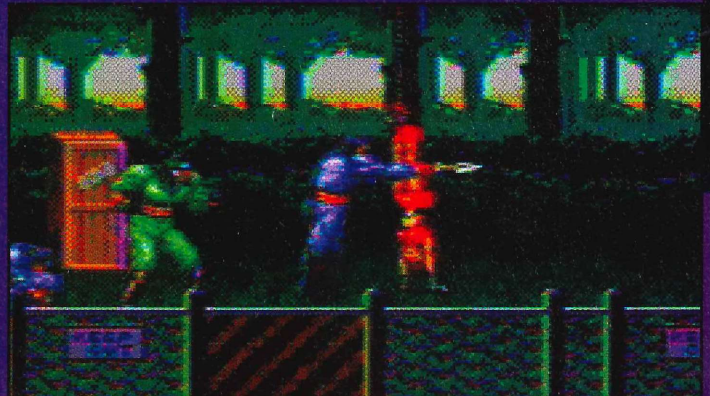
▲ I'm sure I saw this guy at the Mardi Gras...



▲ Skippy spotted at his favourite watering hole.



▲ Stand clear or meet Thomas the Tank Engine's evil twin.



▲ Blaze hangs around casually, waiting for some action.



▲ Two players can impersonate *Street Fighter 2* action... sort of.



▲ Avoid barrels before you're flattened into a human pancake.

DRACULA UNLEASHED

VITAL STATISTICS

FORMAT: Mega-CD
SUPPLIER: Sega
PRICE: \$129.95
SIZE: Two CDs

An interactive vampire game sounded like a dream come true to Sandra Bideleink, who dressed in black, plastered on the Chanel whiter-than-white foundation then plunged in teeth-first.

London a century ago was not a pretty place, with rampant, sheep-sucking monsters, a trail of headless, bloodless corpses and cab drivers with dodgy English accents.

But into this bleak scenario comes rich, young American spunk Alexander Morris, out to find reason behind the mysterious murder of his brother Quincey, who died in Europe with a knife embedded in his chest.

Further complications arise when Alexander's recently fiancéed chick, Anisette, becomes embroiled in the mess. Anisette's father carks it with the window open and a stunned mullet expression on his face; and Anisette's best friend Juliet goes a little off the planet.

Of course, it all conceals something even nastier – a terror only hinted at in

Alexander's gory nightmares. Every day, newspaper reports speak of the latest atrocities, which are discussed in the pubs and houses which Alexander frequents.

If you've seen *Bram Stoker's Dracula*, you'll have a fair idea how this game progresses; it sticks fairly close to the mood and storyline of the movie – only it's far better, as you get to control it all.

As Alex, your job is to seek out and meticulously piece together vampire-related information gathered from various sources. You travel by horse and carriage to destinations listed in your address book (as you progress, new addresses appear). Your thoughts and summations are recorded in a journal, which is accessible at any time.

Also at your disposal is a satchel containing a range of objects. Using these items correctly is one of the keys to finishing the game; as you pick them up, deliver them or delete them according to the situation. For instance, if you go to Anisette's house for a second time on day one without first visiting Hawker's office, then you won't have the pendant you need to give her in the scene.

Yes, there are a lot of things to remember, and it's a good idea to use pen and paper to take notes

▲ Anisette and Alexander go in for the snog. Be careful to watch the dental work...

while you play. You will make a lot of errors, and will have to work through scenes meticulously in order to survive the night.

Rather than being a game based on joystick skills, *Dracula Unleashed* relies on logic and patience. Think carefully before selecting destinations and objects – it would be silly to go to the pub at six in the morning, or to Hawker's office at midnight.

Regularly check the time and date by clicking on the clock icon on your screen. You've only got four days and five nights to complete your mission, and Alexander must sleep each night (for valuable dream clues and the poor boy's rest).

Time, however, is not completely inflexible. If Alexander awakens at 4:15am, you can advance the clock to 6:30 (a more civilised hour for popping out to fetch the morning paper) by clicking on the Pass Time box in the top of the time screen. Things change each time you return to a scene, but people are not always available to see you, so planning is everything.

The range of characters in *Dracula Unleashed* is wonderful. Almost everyone appears suspicious – from Quincey's old mates (all members of the exclusive Hades Club) to the blood-obsessed shop assistant at the booksellers. Trust no-one (least of all your beloved Anisette), and don't forget to listen closely to the lunatic Renfield in the Asylum.

Graphically, the game is brilliant, with a big viewing area and the crispest full-motion video yet to grace the Mega-CD.

MegaCD Review



▲ The face of a peacefully dead man? Anisette's father clutches a hanky in his death throes.



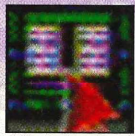
◀ This is the kind of death scene you want to avoid. Now, where did I go wrong?

▼ Alex makes a passionate vow at Quincey's grave...



How to Get Around in Vampire Land

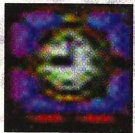
Use button A to click on the icons at the bottom of the screen, then exit them with button C.



Journal

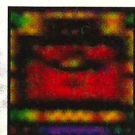
You need the address book in your journal to get around London.

To check your journal entries, click onto the journal icon, then the fountain pen. You can also store newspaper articles for future reference.



Pocket Watch

Check the time and date regularly by clicking on the clock. Advance time with the 'Pass Time' box.



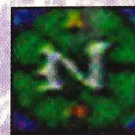
Satchel

During your mission, you'll pick up or be given new items, which you must put in your bag by moving the flashing item from 'In' to the main part of the bag. To hear a description of the item, highlight it, then click on the speaker button in the top left corner. Before each scene, select an item, then move it into the 'At Hand' box.



Dr. Van Helsing's Help Screen

More an explanation screen, and not particularly useful once you know the ins and outs of the game.



London Map

Use this to help plan your journey. If you need to be at a location at a particular time, find out how long it will take you to get there by accessing your map, selecting where you are, then selecting your destination.



Options Screen

Turn audibles on or off, depending on how crazy you are, save your game, start a new adventure, load a previous game or quit the game. You can save up to eight games, but three was the limit of our Mega-CD's memory capabilities.

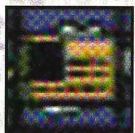
Other Icons

A different set of icons appears when you enter your home.



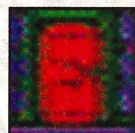
Bed

If you've been awake for more than eight hours and want to get some shut-eye, select the 'Bed' box and kip down for a while (note that you may have to advance time if you wake at three in the morning).



Telegram

If you return home to find the telegram box lit, click on it, then select the 'Read' box to find out what the story is.



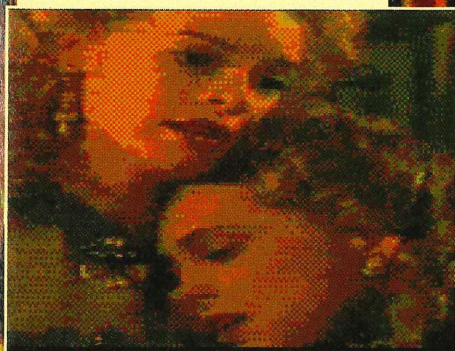
Door

Click on this to exit your home and go out and do a bit of investigating.

Another visual plus is the fact that Alexander is gorgeous, and it's a pleasure to play as him.*

The only downside may be that once you finish it, you might never want to see the thing again, but there are 13 locations and over 140 full-motion video clips, so it should offer reasonable longevity.

Dracula Unleashed really is edge-of-your-seat stuff, with the added bonus of some good cerebral stimulation and nice scary/gory happenings. In one session, I played it for six straight hours and still couldn't put it down. Now that's the proof of a good game. **M**



▲ The grieving Anisette is comforted by Juliet. So is she or isn't she?

▲ Note the lack of fag packets and whiskey flasks in Alexander's briefcase. What a clean-living young man.

▼ ...but intrigue awaits at the Hades Club, and ghostly dreams make sleep a hassle.



Word

GRAPHICS

Superb full-motion video using a wide range of characters – a true interactive movie (with a spunky cast).



SONICS

Gloomy, atmospheric music and sound fx that provide valuable clues.



PLAYABILITY

Really engrossing stuff, and even better if you're a Dracula fan. It'll infiltrate your dreams...



STAYING POWER

Fairly easy to pick up, but massive amounts of brain-power are needed to see all 143 scenes.



OVERALL

Featuring the best-looking full-motion video footage yet to grace the Mega-CD, this is a magnificent, atmospheric interactive adventure that will keep you enthralled.

88

PER CENT

* And for the boys, the babes ain't bad either – Adam.

As he suffered a third blow to the head and the world started to turn foggy, Steve Bough wondered whether this karate business was such a good idea after all...



BEST of the BEST Championship Karate

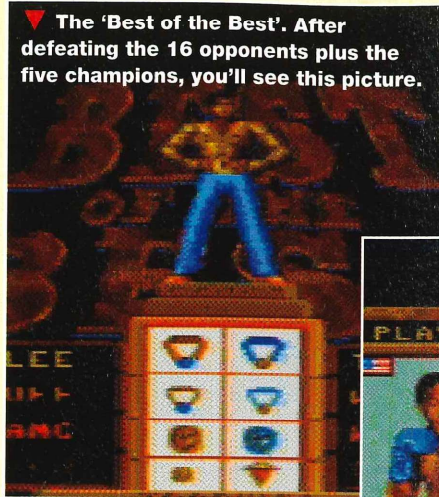
▲ The sweep kick is another move that should be included in your repertoire. When he's over, kick his face in.

Karate, otherwise known as the 'fighting sport', involves the mastering of a range of skilful moves and techniques. *Best of the Best Championship Karate* is a one-on-one combat exercise in which only the finest players will progress to ultimate victory.

In *Best of the Best*, you play the role of novice on the international circuit. As luck would have it, you have been expertly trained since the age of six, and it is your burning goal to win the championships. Unfortunately, standing between you and the title are 16 fellow killers, ready and waiting to beat you down.

This is one game you can't just pick up and play – you'll more than likely find that if you take to the ring immediately, the main options screen will be reappearing in a matter of seconds.

▼ The 'Best of the Best'. After defeating the 16 opponents plus the five champions, you'll see this picture.



▶ You can alter your fighter's strengths, appearance and ability to handle himself in combat.

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

PRICE: \$99.95

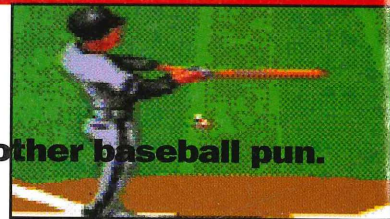
SIZE: 8 megabits



MegaDrive Review

MLBPA Baseball

Peter Burney strikes out yet again as he attempts to pitch another baseball pun. Oh, dear, take a walk...



If school sports days didn't make you develop a solid hatred for the humble art of baseball, then this game may be the sim for you. On the other hand, playing *MLBPA Baseball* could well restore

your faith in this 'base' activity.

The gameplay is identical with the bat-swinging original. Fouls, strikes, double plays, fast balls, bunts and home-runs are all part of the action. A number of options are available, from a single game to a full series and one or two players. A password save is also present for those

long, slogged-out series.

Then it's a matter of choosing a team, players and player positions. Player stats are given to help with your selection, but if you really can't be bothered, the computer conveniently does it all for you.

When fielding, most of the gameplay involves controlling the pitcher. Button C pitches the ball; manipulating the directional pad left or right controls the swing, and up and down determine the speed. Some impossible pitches can be made by curving left then right at a

VITAL STATISTICS

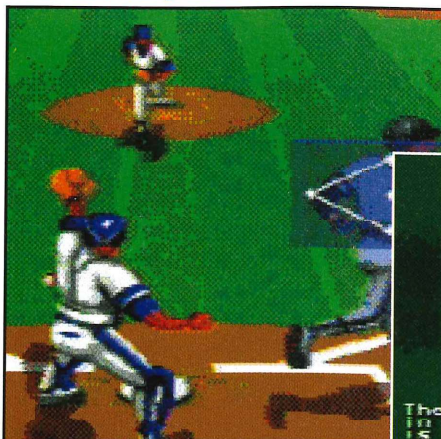
FORMAT: Mega Drive

SUPPLIER: Electronic Arts

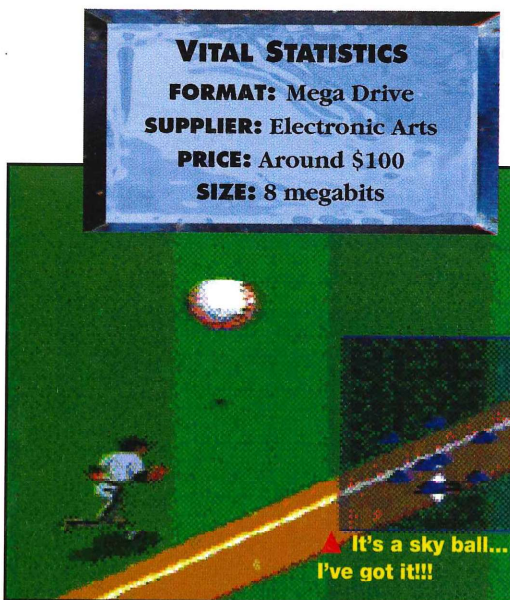
PRICE: Around \$100

SIZE: 8 megabits

▼ Take your position at home plate, but watch that nasty curve ball.



▼ Strategy is a major factor in baseball, so select your field positioning wisely.





▲ The drop knee to the face always works. It's one of your most effective moves and causes great pain.

So, how do you progress in this game? Well, the answer lies at the training ground. The training mode gives you the opportunity to sharpen your reflexes, strength and resistance, so practise! There are an estimated 55 hits designated within

the fighter takes a little getting used to, but you don't have to worry about special moves: it's either kicking or punching.

All the aspects of karate have been incorporated into the game, encouraging most of us to think that many enjoyable hours of combat would be on offer. Unfortunately, this is not so. *Best of the Best* is dull – even after you're accustomed to the fighters and winning matches, gameplay and moves are still tedious and repetitive.

Compared with other, much finer, combat games available, this is second rate. With games such as *Virtua Fighter* and *Rise of the Robots* soon to be released, why waste your money on drivel like this? **M**



▲ Before you enter any match, you should spend time in the training mode. Here, you will learn the real art of fighting.

The Word

GRAPHICS

Very plain with little variation. The characters, however, are well-animated and move with fluidity.



SONICS

Bland. Software companies don't seem to realise that great music can boost an average game.



PLAYABILITY

To be honest, it is quite playable, but it's hard to stay with as it tends to become very boring.



STAYING POWER

With 16 experts and five additional champs there's lots of gameplay, but it's not one you'll bother with often.



OVERALL

Don't let the title influence you – it may be worth renting if you're really bored, but there's so much better on offer.

57
PER CENT

The Word

GRAPHICS

Nice ball movement and large sprites, but it lacks EA's famous touches.



SONICS

Enthusiastic digitised speech and crowd cheering make for a realistic atmosphere.



PLAYABILITY

Pitching is easy to master, but batting is a hit and miss affair. More fun in two-player mode.



STAYING POWER

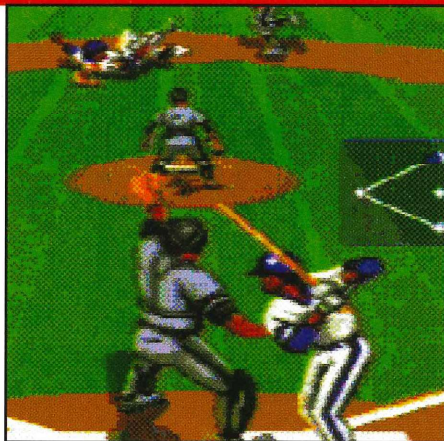
The longer you play it, the more you're able to use the available options. Playing the season will take ages.



OVERALL

Not an action cart, but a thinking strategy sport. If baseball is your ticket, then give it a bash.

78
PER CENT

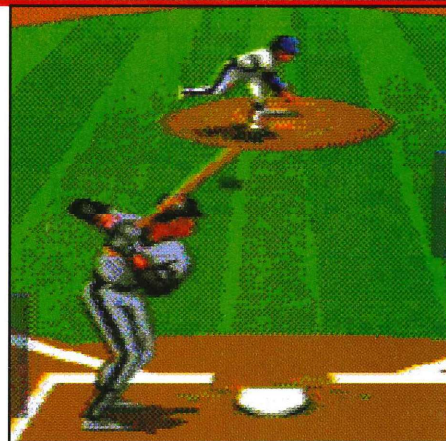


▲ Sliding into the plate could prevent you from getting out... but, boy does it hurt.

blistering pace (but somehow the computer batsmen never strike out).

Once a ball is hit the computer takes over, positioning players accordingly. So a high ball will be caught automatically, but when a ball is out of reach, you take over the fielder who is closest. The fielder can then throw or run with the ball, and the play ends when all runners are safe and the ball is automatically returned to the pitcher. Get three batters out and it's time for your team to hit the field.

Batting is accomplished by positioning your player and quickly hitting C for a short hit, or holding it for a full, home-



▲ The pitcher winds up... He swings... he misses... it's another strike.

run hit. You can also bunt the ball using button A (be prepared to strike out numerous times). Running is left up to the computer, but you can steal bases once reaching first.

Graphically, it looks fairly realistic, with accurate depth and large player sprites. The ball looks great as it spins through the air, and cries of "steerike!" and "You're outta there!" echo across the field.

MLBPA Baseball is a solid sports sim, which is based more on strategy than action. If it sounds like your kind of thing, then check it out. **M**

VITAL STATISTICS

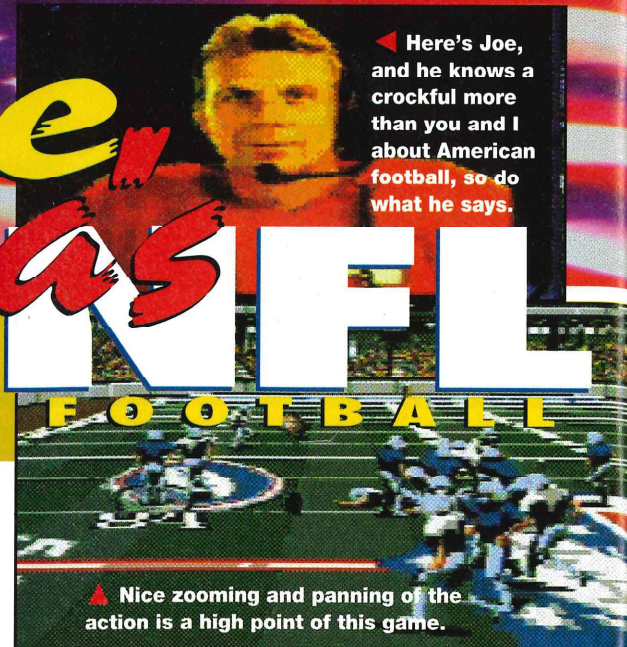
FORMAT: Mega-CD

SUPPLIER: Sega

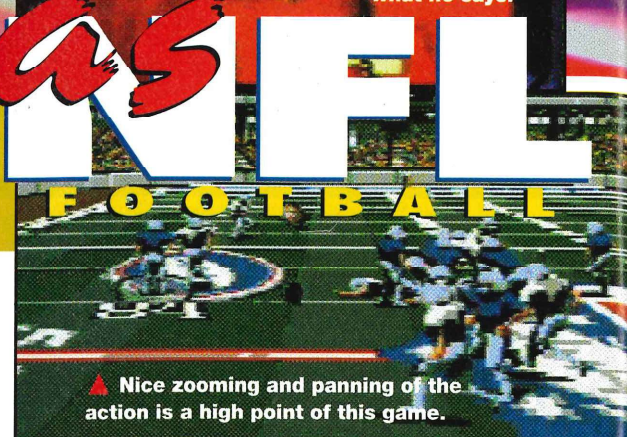
PRICE: \$129.95

SIZE: CD

Joe Montana's



◀ Here's Joe, and he knows a crockful more than you and I about American football, so do what he says.



▲ Nice zooming and panning of the action is a high point of this game.

Easing his bruised and battered bum off the bench for what he dearly hopes is the final time, David Thompson stuffs his playbook in his back pocket and grimly heads onto the field.

Sega's latest football simulation has been crafted along the same lines as most of the current batch of football simulations. So much so that you wonder why they bothered to make it at all. I mean, just how many football games can the market bear? Sega Sports has at least three, and EA Sports the *John Madden* series and *Bill Walsh College Football*. This latest offering from Sega Sports is, to be brutally honest, uninspiring.

The manual raves on about Sega's TruVideo full-motion video system that offers you lifelike animated commentary from Joe himself. If this really turns you on, then Sega's own *NFL's Greatest* is a much more spectacular example of full-(well, mostly full-ish) motion video.

To be fair, the game is a decent football simulation with a great 3D real-time panning feature that zooms in as you call the play, zooms up and out to follow you as you run down the field, then closes in as you complete the movement.

The other notable addition is the above-mentioned video commentary.

From time to time, a small TV appears on the screen and up pops a true-to-life image of Joe Montana giving advice on your game. If things get tight, you can call a time-out and ask Joe for advice. Bear in mind that you're allowed only three time-outs per half.

As is the norm, you choose the moves from a wide selection of offensive and defensive plays. The plays are illustrated with unusual clarity, with multiple colours to explain who goes where. If you are lucky enough to score, there are no spectacular dance scenes of over-excited cheerleaders like *NFL's Greatest*; just a sort of muted roar from the crowd.

You are given the option of playing exhibition matches between any two teams, or heading into a full 16-week season. As a full season can take some time, the season status can be saved at any time in the Mega-CD's battery backup. You can choose between the 28 current NFL teams, or select from 10 famous teams dating back to 1967.

Oddly enough, there are no two-player or multi-player modes, so you're on your own. As far as I know, this is the only football sim that limits you to one player, which is a bit of an oversight (and that's an understatement).

The bottom line, I guess, is that here we have yet another American football simulation in a country that has close to no following of the game. Nothing really wrong with this offering, but do you want or need it? **M**

Word

GRAPHICS

Nice, large players and great real-time 3D viewpoint panning. FMV commentary is well done, but boring.



SONICS

Typically good CD soundtrack and the usual bone-crunching effects.



PLAYABILITY

A good selection of offensive and defensive moves to try, but it's single-player only. Bummer.



STAYING POWER

If you're into football, then this game will keep you bashing your way to the Super Bowl.



OVERALL

A well designed game, but if it wasn't for the TruVision commentary, there would be no real edge on the opposition.

65
PER CENT

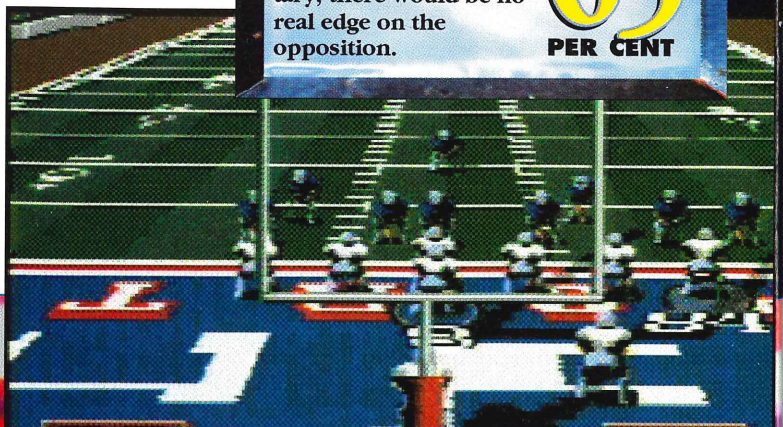
MegaCD Review



▲ View the stats before choosing. If only we knew what those abbreviations meant.



▲ These are the best and clearest illustrations of plays seen in any football sim. Lots of colours to show you where the guys go.



▲ It's nail-biting stuff; a goal could be just seconds away. Pity it's likely to be for the other side, then.

► The jungle is full of snakes, spiders and... ice cubes?

FIRE and ICE

VITAL STATISTICS

FORMAT: Master System

SUPPLIER: Virgin

PRICE: TBA

SIZE: 4 megabits

▲ The wolf takes a vacation to Egypt. Luckily, there's not a terrorist in sight.

Wolves have terrorised little pigs, fought with Lassie in heart-wrenching dramas, and even dressed up in old women's clothing... but wolves that throw snowballs? Peter Burney snarls at the idea, throws off the red hood and gives it the paws down.

If you've ever wanted to be a wolf-like character who's an expert at throwing snowballs (even in the desert), and like your games full of cutesie baddies, then you may find this romp mildly interesting... if not, forget it.

A strange plot and even stranger ideas really make you wonder about the planning behind this rather simple cart. Imagine a fully dressed wolf travelling the globe, traversing a variety of countries, freezing baddies with an endless supply of snowballs. Imagine gameplay which is so repetitive you'll have the feeling of déjà vu every five minutes. And imagine controls which are simple, but difficult to use. Add it all up and you've got *Fire and Ice*.


The gameplay is your standard platform-based affair, with the good ol' jump-and-shoot technique as you travel to the end of the level. You can collect – or totally ignore – shiny disks which float near the ground, like the rings in *Sonic*, as the only purpose they serve is to add points.

To complete a level you must collect pieces of a key scattered around the playing area. These are housed in boxes labelled with a question mark. Once the key has been formed, the door at the end of the level can be opened (and you'll

repeat this task all over again in the next level, and the next, and the... ho hum). One saving grace is that the boxes sometimes contain power-ups, but alas, these are short-lived and don't improve your performance much at all. And there are not even end-of-stage baddies!

The scenery and its homeland baddies changes every three levels as you travel to a new geographical location. The sprites are a fair size, look good and move well. The backdrops are also nicely drawn and vary considerably from stage to stage, except for the pathetic ice cubes, which continuously pop up to help you get to higher platforms (being in a steamy jungle or thirsty desert seems to make little difference). It's all very cutesie and lovable and a wee bit weird.

Controlling the wolf creature is rather tricky. He doesn't stop when you do, and is jerky in the air after a jump. A really annoying factor is the amount of times you die because of the iffy controls. One touch from the enemy and you've had it, matie.

Fire and Ice is a straightforward game which seems aimed more at younger players, who'll like it for the graphics. You'll huff and you'll puff and then you'll go home. 

Word

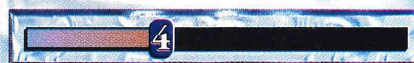
GRAPHICS

Cute, likeable sprites and detailed scenery, but it won't blow you away.



SONICS

The *Achy, Breaky Heart* of the Master System world... very annoying, and it sticks in your head.



PLAYABILITY

The difficult controls, constant deaths and rather silly weapons make it all a bit of a chore.



STAYING POWER

Too repetitive! You'll soon be gasping for a change of game.



OVERALL

Fire and Ice is a straightforward platformer with nothing new to offer the serious (or average) gamer.

60
PER CENT

▲ Not the doorway to a little pig's house, but the next level.

▲ The wolf throws a pawful of snowballs at an unsuspecting penguin. Ouch!

▲ Find pieces of key in boxes marked with question marks. Beats me why...



on the rebound punogqer euf uo

They may not be new releases, but they're some of the hottest games in existence, and all priced at under fifty bucks. Yes, the Sega Classics range is better than ever, so Sandra Bridekirk steps back in time for some vintage playing experiences.

Chakan

Chakan is a bi-sworded, Freddy Krueger-type figure, garbed in an outfit Johnny Cash would be proud to slip into. But despite his gloomy appearance, this purgative soul is no dastardly demon – he's seeking to rid the world of a quartet of major baddies so he can score some eternal shut-eye.

To do this, he must enter the four portals of the supernatural – Earth, Fire, Water and Air – and battle whichever foe resides within. This takes you into four distinct playing areas, but the style is similar throughout.

Basically, *Chakan* is a standard action platformer with little variation. Its major plus is its size – each playing area is huge,

with a stack of obstacles and challenges. It'll take you ages to finish (partly because you're shafted right back to the beginning each time you 'die').

Initially, *Chakan* is armed with two swords, but you can pick up a range of handy potions along the way. These enable you to increase his power in a variety of ways. Check them out the easy way by playing in practice mode – just pause the game during play and choose from the options.

Chakan is similar to the *Shinobi* games – in style as well as play – but the old undead never seems to build much speed, which becomes increasingly annoying. On the other hand, a certain foreboding atmosphere is created through the eerie

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sega
PRICE: \$49.95
SIZE: 16 megabits

music and *Chakan's* great scream when he kicks the bucket.

Graphically, it's OK, but nothing special. It's a solid platformer and you'll be at it for ages, but *Chakan* is far from being a real classic. On the positive side, if you're on a limited budget, it's value at this price.

Megazone Rating: 75%



▲ *Chakan* goes a-huntin' in various supernatural realms, but it's evil cupids and stony statues that are destined for the sword.

Land of Illusion

Mickey Mouse has a dream most of us only... er, dream about. He finds himself in a strange land populated by evil foe and damsels in distress. As it's only a dream, he decides to act the hero.

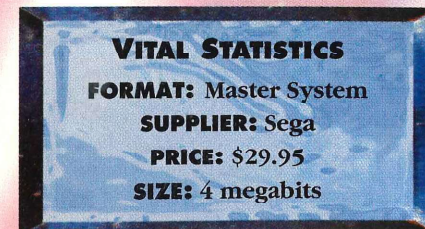
This, of course, is to the infinite happiness of the 8-bit gaming world, 'cos *Land of Illusion* is a huge, hard and satisfying platformer – truly one of the best games available for the Master System, and even better at this minuscule price.

There are a heap of levels, each with a very different look and feel. Not only

that, but the graphics are great for the Master System (music, however, is alarmingly cutesy, and will have you reaching for the nearest Box the Jesuit CD, just to unwind).

Controls are good, and the action is decidedly non-violent, with Mickey jumping, running and knocking-off enemies by performing his rather ungraceful Bum Attack. To replenish energy, Mickey does his aforementioned manoeuvre on treasure chests, which conceal chunks of cake.

The 14 stages also contain various pickups like cloud shoes, magic rope and a



shrinking potion – all which help the plucky rodent on his quest. Gameplay is quite interactive, and Mickey can pick up objects to throw on baddies, or help him reach higher platforms.

It's cute, it's tough and it's addictive. Get it, kids, get it! At this price, it won't last long.

Megazone Rating: 90%



Ecco the Dolphin

This is a true Mega Drive classic, and if it's not in your collection already, then take this opportunity to snap it up at a bargain price.

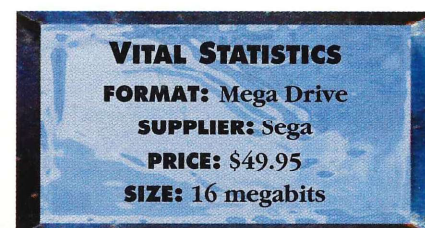
Not only is this a vast and challenging playing experience, but the soothing music and non-violent gameplay make it quite (dare I say?) relaxing to pick up – *Ecco* really is a game that will appeal to kids and oldies alike.

If you're not familiar with the aquatic antics of man's second-best friend, Ecco is a spunky young dolphin out to rescue his family, which has been spirited from the sea by a mysterious storm.

The ensuing quest takes you through over 25 levels and involves a fair degree of puzzle-solving. Gain information by 'talking' to other dolphins or whales via your sonar, and view a map of your surroundings by bouncing your sonar off the sea bed. This helps you locate exits, objects and valuable air pockets.

Yes, it may sound like a gentle and environmentally-friendly experience, but you'll have a dead dolphin on your hands if you forget to let him breathe or eat from the shoals of fish swimming about.

And the gameplay's not all love and inner harmony: Ecco can pack a fair whack with his long nose, and uses this butting technique to get the better of pesky sharks and other baddies. Not to



mention the fun you have maliciously wounding the goody-goody Flipper-impersonator by driving him into a rock...

You'd have to be hotter-than-something-unbelievably-hot to finish this easily; we mere mortals will be bashing away at it for ages, and then some. May the sea goddess be with you.

Megazone Rating: 92%



HINTS & TIPS

CHEAT OF THE MONTH

The winner of this month's prize didn't include his address, so **David of WA**, drop us a line! (And other David's need not apply - we know the winner's last name.)

So the moral is: when sending in your hints and tips, make sure we can send you your free subscription to 12 wonderful months of Megazone. If you're a current subscriber, you will receive 12 issues from when your old sub runs out. Just include your expiry date with your cheats.

SONIC 3

MEGA DRIVE

In the bonus stage, instead of waiting for the message to go away, push Up and it will start you off straight away. When you come



to a big square or rectangle of blue spheres (make sure there are blue spheres in the middle too), go around and collect the ones on the outside only. Once you've done that, and all the outside spheres have turned red, the

inside ones will turn into rings (so will the ones you've already collected). Collect 50 of the rings and you score a bonus continue. When there is a blue square or rectangle with a line of red spheres along one of its sides, you can do the same thing, using the red ones to make up a good number of rings.

You will be able to become Super Sonic once you have collected all seven chaos emeralds. Pick up 50 rings, jump up and (while in the air) push Up again. This will transform you, but will not work if you already have a shield.

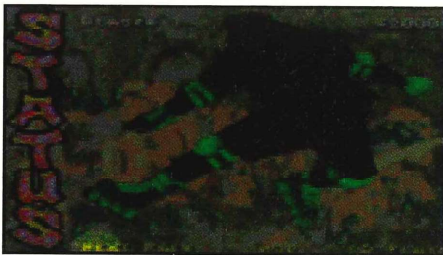
Try and keep track of where the special stages are, because if you have collected all the chaos emeralds then find one, you will receive a bonus 50 rings.

SKITCHIN'

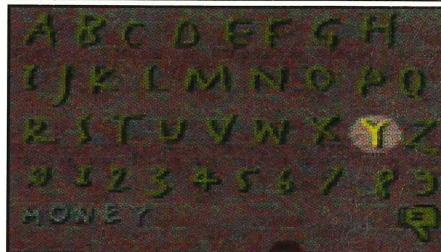
MEGA DRIVE

If you're lucky enough to have this roller-blading rampage of a game, then EA has some passwords that will help your burn the bitumen.

Before you can access any of the codes (which apply to one or two players), you must first enter the following password on the warning screen: B, A, Down, A, Start and Start (BADASS). When this has been done successfully, you should hear a smashing sound.



Money	Gives player \$2000
Thrash	Gives player best three weapons
Speed	Gives player three nitros
Armor	Gives player all grade five equipment
Totem	Takes player to Vancouver



Broncos	Takes player to Denver
Beach	Takes player to San Diego
Airport	Takes player to Seattle
Hills	Takes player to San Francisco
Stars	Takes player to Los Angeles
Capital	Takes player to Washington
Jays	Takes player to Toronto
Cars	Takes player to Detroit
Pizza	Takes player to Chicago
Palms	Takes player to Miami
Liberty	Takes player to New York

Passwords can be combined, but note that using the 'Armor' password means you cannot enter the store. Also, if you're on a low level like Vancouver, using 'Armor', and your skates are thrashed, you'll only be able to purchase the next level's equipment.

Don't forget that the best source of *Skitchin'* tips is from the skitchers themselves at the start of each level.

LAND OF ILLUSION

MASTER SYSTEM

Daniel from **VIC** has a tip to help you get the shrinking potion. When you get the magic flute (after the lake), go back one stage to the lake. When you get to the door that leads to where the current takes you, don't go through it; instead, go up to the top of the wall and you will find another door. Go in and you will be in another stage. Kill the dragon and you will receive the shrinking potion.

ALIEN 3

MASTER SYSTEM

For extra ammo, **RAGS** of **VIC** says go to the config screen and select two-player mode. Die immediately, then go back and select one-player.

CASINO GAMES

MASTER SYSTEM

RAGS of **VIC** says to get infinite cash, enter your name as Mr Sega 831 3812.

ALTERED BEAST

MEGA DRIVE

From **Shane** of **TAS**: on the title screen, hold down Left/Down, A, B, C and Start. A character select screen will appear.

ACTION REPLAY CODES

SONIC 3

MEGA DRIVE

These codes were submitted by **Cameron** of **NSW**.

FFFE120003	infinite lives, stays at 3
FFFE12000F	infinite lives, stays at 15
FFFE24000F	infinite time
FFF65F00AA	Sonic turns gold
FFF65F000A	Sonic flashes colours
FFF762000F	Sonic runs faster
FFFE09000A	Sonic raps
FFFE2100FF	Sonic loses rings when hit, but will not lose points. Pick up one of the rings you drop, and this will count for a few hundred,
FFFFD00001	sound test menu
FFB02B0005	Sonic doesn't lose rings when hit by spikes or robots
FFFE20XXXX	Xs are number of rings, when you have already collected a couple

BART VS THE SPACE MUTANTS

MASTER SYSTEM

These codes were submitted by **Philip** of **TAS**.

00C01003	infinite lives
00C3AF09	infinite time
00C3E9BE	infinite paint
00C01103	infinite coins
00C01603	infinite wrenches
00C01703	infinite magnets
00C01803	infinite whistles
00C01403	infinite rockets
00C01303	infinite cherry bombs
00C3A864	one hit left

ALIEN 3

MEGA DRIVE

Reece of **QLD** has been getting down and hairless in order to pass on these codes.

FF08450099	unlimited machine-gun rounds
FF08470099	unlimited flame
FF08490099	unlimited mortars
FF08E600XX	XX is how many lives you start with
FF09060009	infinite lives
FF00867000	freeze the timer
FF0811000X	X changes the number of people you have to collect. Try a value of 1
FF08130002	level select, but you must start the game and lose a life first
FF08670059	infinite time



ROAD RASH 2

MEGA DRIVE

Here's a code from **Brett** of **QLD**:

First type RHGA86YJ, then ZASTAC58 and your bank balance will shoot up to \$250,000. To score the Diablo 1000, type in BESTAEG.

*The following Mega Drive codes were submitted by **Snoob** of **QLD**.*

MAZIN WARS

FFCDED0064 infinite energy

EX-MUTANTS

FF005A0006 unlimited energy

TOYS

FF00ED0005 unlimited energy

FF02570010 unlimited cars until toy change

FATAL FURY

FFD8160058 unlimited energy

FFD02900C0 mirror glitch

B.O.B

FFCC070020 infinite energy

GOLDEN AXE 3

FFC8E60033 infinite energy, player one

EX-RANZA

FFFE030002 infinite energy

LANDSTALKER

FF0F9B0009 and

FF10400009 unlimited Eke Eke

ETERNAL CHAMPIONS

FFABEB00068 infinite energy

DRACULA

FF06690004 and

FF09790004 unlimited lives

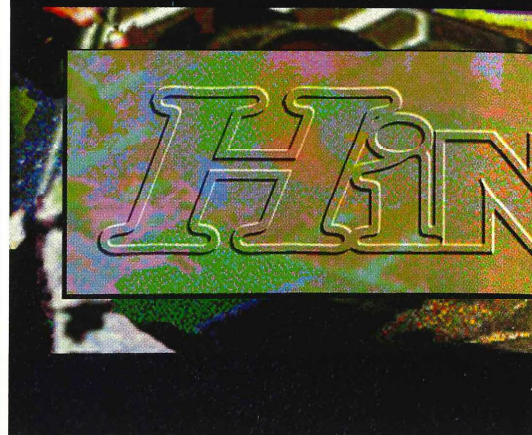
FF0AAF000A unlimited ammo for weapon B

FF0A970003 pistol

FF0A970001 stake

FF0A970005 hook bombs

FF0A970006 scatter gun



GHOULS 'N GHOSTS

MEGA DRIVE

If you have trouble crossing the bridges in Stage 2, Village of Decay, then **Brett** of **QLD** has the answer. If you have an SG Pro pad, switch auto-fire into the middle for button C. Hold button C and go right, and you will cross safely.

STREETS OF RAGE 2

MEGA DRIVE

From **Simon** of **SA**: For a range of options, plug in a second control pad. On controller two, press Start as normal to go to the games selection screen, then move the cursor down to the options menu. Press and hold buttons A and B, then press Start. Now make your choices and play.

For an extra life on Level 3, when you've got to the monster in the Alien Cave, stand in the centre bottom of the screen and press B.

On Level 1, right at the start of the game, there is a letterbox. Stand right behind it and press button B to get a hidden extra life.



STREETS OF RAGE

MEGA DRIVE

According to **Simon** of **SA**, when you get drilled when playing in one-player mode, swap the joypad into port two and begin with full lives and continues.



SONIC

MEGA-CD

These tips, from **KJ** of NSW, are a little strange, but give them a bash.

To re-start a zone, pause the game then press A, B and C simultaneously a couple of times.

For a good future in Zone 3 (all levels), travel back to the past and find the 'metal hamburger' thingy. It kills all your baddies and changes Zone 3 to prettier colours, and



Robotnik's machine will be pink. You must do this on zones 1 and 2 as well. Note that the hamburger thing is just a shell in the 'present'.

HOT SEGA READER TIPS



SKIP ME QUICKLY

I recently bought a Mega Drive, and I was wondering if you could tell me the cheats for *Sonic*, as I'm sure there's a level select. I read in another Sega mag that *Alien 3* had a level select, but they didn't say what it was. How do I do it, please?

Ben, NSW

There certainly is: on the title screen, press Up, Down, Left, Right, A, C, B and C. You should hear a chime. After this, press A and Start simultaneously to get a stage select. Then just highlight the stage you wish to start on.

Warp to the next level with this fab *Alien 3* cheat: go to the options screen and plug your joypad into port two. Press C, Up, Right, Down, Left, A, Right and Down. Wait to hear a sound to signify your success, then plug your pad back into port one and start the game. When you want to skip a level, pause the game and C, A and B. Then unpauses and you should be on the next level.

ETERNAL AID

I was reading your fab mag and saw the review of *Eternal Champions*, so I went down the street and ordered it. The only problem is that I won't have any of the moves for it. Could you help me please?

Daniel

Never fear, if you can hold out till next month you'll be treated to an entire *Eternal Champions* Gamebuster.

JAFAR JINX

Could you tell me how to beat Jafar in the Jafar Palace level in *Aladdin*?

Frank, QLD

Once you lose the magic carpet and are facing Jafar, start throwing apples at him. After five to 10 hits, he will turn into a snake/dragon-looking thing. If you run out of apples, jump over Jafar to the other side and you will find four more apples. Be careful to avoid the flames. Throw your remaining apples, then skilfully jump over Jafar to the opposite side to once again collect more apples. It's basically just a matter of practice.

MASTER CHEATS

I was wondering if you had any tips for the following Master System games: *Sonic Chaos*, *Altered Beast*, *Klax*, *Line of Fire* and *Super Space Invaders*.

Graham, WA

Unfortunately, you're not in much luck with these MS games. The only one we can help you with is *Altered Beast*. For additional life, on the title screen, press the upper-left corner on the D-pad and buttons 1 and 2 simultaneously.

For a parameter select, press Start and button 2 on the title screen to change power, number of lives and a whole bunch of other options.

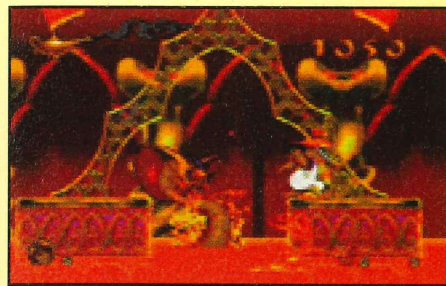
RAGE WITH CHEATS

Have you got cheats for *Streets of Rage*, *Paperboy 2*, *Ghouls 'n Ghosts* and *Toki* on Mega Drive?

Shane, TAS

Well, we can't help you with them all, but here are a few pointers for two of the games you requested.

In *Streets of Rage*, to gain extra credits, simply unplug the joypad and plug it into port two. This will give you four extra credits, but it doesn't work on the last level. For a level select and two extra difficulty levels, go to the options screen and hold down buttons A and B on joypad two. Press Start on joypad one and



an extended options screen will appear.

For a *Ghouls 'n Ghosts* level select, go to the options screen four times then, from the title screen, press A 16 times, Up twice, Down twice, Left, Right, Left, Right. You should hear a sound. Now you can hold down any of the following while pressing Start to get to your desired location:

Level	Button
2	Up
3	Down
4	Left
5	Right
Final boss	Right and Down

To start halfway through any of these stages, press button A at the same time as you press the D-pad and Start.

TAILS SPIN

In your review of *Sonic Chaos*, how does Tails go into the bonus stage? Are there any tips for this game?

Robert, VIC

Unfortunately, there are no cheats for *Sonic Chaos* and *Tails* cannot access the bonus stage. The reason we had a screenshot of *Tails* in this stage is that we reviewed an early copy which featured a special built-in cheat that was later removed by the programmers. Tough luck.

DESPERATE REPTILE

I have tried everything you have suggested to get to the Reptile in *Mortal Kombat*, but have had no luck. Any other suggestions?

Matthew, SA

Unfortunately, you don't say which system you're playing on, but hopefully you solved the problem with our April *Mortal Kombat* Gamebuster.

If a game is sending you around the bend, don't suffer in silence. Megazone and the guys 'n gals at the Sega Hotline are here to help! Drop a line to: 1 Must Be Useless, Megazone, PO Box 746, Darlinghurst 2010.

WIZ 'N LIZ

MEGA DRIVE

Here are a whole stack of spells compiled by **Brett** of **QLD**. Before we launch into them, Brett says to make Wiz or Liz fart, hold Down and press A. Great. He also cautions that not all spells are listed (you have to do something yourselves), and some potions may change slightly if you do things like skip levels.

APPLE POTIONS

Banana = door open (shop)
 Strawberry = 50,000 points
 Carrot = 5000 points
 Apple = free bonus letter
 Lemon = 100,000 points
 Pear = me and my shadow
 Cherry = 150 extra stars
 Pineapple = 75 extra stars
 Potato = friendship spell
 Lettuce = time doubled

BANANA POTIONS

Banana = oh, no! Not Lemmings!
 Strawberry = magic diamond
 Carrot = 50 stars
 Apple = door open (shop)
 Lemon = sorry...
 Onion = door open (wabbit wain)
 Pear = points ahoy
 Cherry = the Wabbit and the Tortoise
 Mushroom = slow timer
 Pineapple = Temple Land skipped
 Orange = nothing
 Potato = door open (hint shop)
 Lettuce = sale now on

CARROT POTIONS

Banana = 50 stars
 Carrot = door open (sound test)
 Apple = 5000 points
 Onion = fruit life prolonged
 Mushroom = level skipped
 Orange = bloo wabbits
 Potato = 20 seconds extra time
 Lettuce = nothing

LEMON POTIONS

Apple = 100,000 extra points
 Lemon = bonus letters swapped (all blank bonus letters are filled, and filled ones are emptied)
 Onion = anything
 Pear = get one star, receive one free
 Pineapple = anything
 Orange = door open (take a chance)
 Potato = door open (words)
 Lettuce = no invisible letters

ONION POTIONS

Apple = nothing
 Banana = nothing
 Carrot = blop wabbits
 Lemon = anything
 Onion = no dying wabbits
 Pear = 40 seconds extra
 Pineapple = Desert Land skipped
 Orange = 30 seconds extra
 Potato = door open
 Lettuce = door open

PEAR POTIONS

Onion = 40 seconds extra
 Potato = door open
 Lettuce = dead land re-opened
 Avocado = 200 extra stars
 Strawberry Potions
 Apple = 50,000 points
 Banana = magic diamond
 Pear = door open



Pineapple = door open (spin the wheel)
 Orange = door open
 Potato = wed wabbits
 Lettuce = gween wabbits
 Strawberry = 10 seconds extra

POTATO POTIONS

Apple = friendship spell
 Banana = door open (Hints Shop)
 Onion = nothing
 Pear = door open (Gold Rush)
 Cherry = Mine Land skipped
 Pineapple = magic emerald
 Orange = door open
 Potato = Wood Land skipped
 Strawberry = wed wabbits

CHERRY POTIONS

Banana = the Wabbit and the Tortoise (pick up the tortoises for extra points)
 Lemon = door open (password computer jargon screen)
 Cherry = door open
 Pineapple = one second
 Potato = Mine Land skipped

PINEAPPLE POTIONS

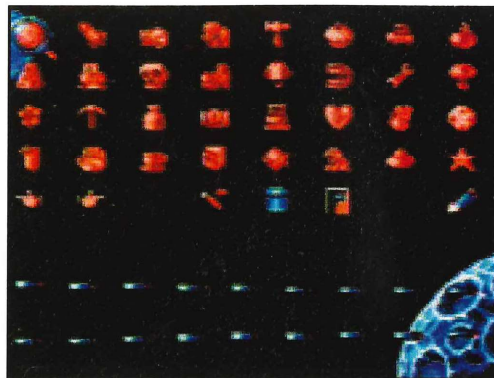
Apple = 75 extra potions
 Banana = Temple Land skipped
 Onion = Desert Land skipped
 Cherry = one second
 Mushroom = 250,000 points
 Pineapple = get one time, receive one free

JAMES POND 3

MEGA DRIVE

Tony of **VIC** says he tried out our tip for this game (Megazone #36), and found a new one himself! The original tip was: access the passwords screen and choose the following icons - red cheese, yellow mouse, green cat, blue dog, red book, red fish. This will give you a level select.

Tony's variation is to type in red boot instead of red book, giving you invincibility throughout the game. When you've done it correctly, 'Pal' will be written on the bottom of the screen just before you start the game.



PACMANIA

MASTER SYSTEM

From **RAGS** of **VIC**: to reach the secret levels, eat all the pellets except for the power ones, and then eat the bonus in the middle.

SPLATTER HOUSE 2 MEGA DRIVE

Here's a couple of handy level codes from the oddly-named **RAGS** of **VIC**.

Level 7 EFH XOE IAL LDL
 Level 8 EDK VEI IAL LDLw

HINTS & TIPS

NBA JAM

MEGA DRIVE

These cheats for Acclaim's arcade smash are so hot they're on fire. They come courtesy of the Sega Hotline - well done chaps. They're so good, they even get the President of the United States on the court, slamming and dunking, rather than bombing Libya or something.

There are a number of hidden characters in the game. Many of them wouldn't mean a thing to me and you, as they're fairly obscure American comedians and the like. To select a character, you must first enter the initials as normal, but when you tap in the last letter, hold Start and press the required button to activate it. Here's who's on offer:



NAME	INITIALS	BUTTON
Bill Clinton	ARK	Start+A
Al Gore	NET	Start+B
Mark Turmell	MJT	Start+A&B
Sal Divita	SAL	Start+C
Air Dog	AIR	Start+A
Chow-Chow	CAR	Start+C
Kabuki	QB	Start+A
Rivett	RJR	Start+B
Scruffy	ROD	Start+B
Weasel	SAX	Start+C
P-Funk	DIS	Start+C

Enter these codes when the 'Tonight's Match-up' screen appears:

POWER-UP	CODE
Power-up dunks	Rot+(B13)
Power-up interceptions	Rot+(B14)
Power-up turbo	A13+(A+B+C)
Power-up defence	A4+(A)
Juice mode (turbo speed)	A13+(B+C)
Shot % display	A+(A+B+Down)
Power-up fire	B7+(B+C+Up)

All very amusing, but it doesn't actually improve your game much. Fear not, these power-up cheats will have you slam-dunking like there's no tomorrow.

'Rot' means rotate the D-pad 360 degrees until tipoff. Anything in brackets must be held until tipoff. B13 means tap the B button 13 times.

WORLD OF ILLUSION

MEGA DRIVE

This huge bank of codes was sent in by Paul of NSW. Onya, mate!

	MICKEY	DONALD
Level 1	Q Minnie	K Goofy
	K Goofy	Q Minnie
	Q Daisy	Q Daisy
	K Dog	K Serpent

Level 2	K Serpent	K Dog
	Q Daisy	K Donald
	K Goofy	K Serpent
	K Donald	Q Minnie
Level 3	K Goofy	K Serpent
	K Dog	K Goofy
	K Donald	Q Daisy
	Q Minnie	K Dog

Level 4	Q Daisy	Q Daisy
	K Donald	K Donald
	K Dog	K Goofy
	K Serpent	K Dog
Level 5	K Donald	K Dog
	K Serpent	K Goofy
	K Goofy	K Serpent
	K Dog	K Donald

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almighty
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Mortal Kombat

Eternal Champions

0055 . 22305

0055 . 22844

Roadshow Locations

Star Trek

0055 . 22306

Sonic I

0055 . 22307

Aladdin

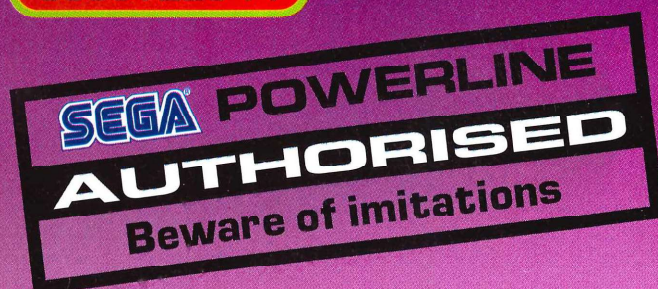
0055 . 22308

Bubba'n'Stix

0055 . 22309

Competition Line

0055 . 22310



(70c/min. Make sure it's OK with your Old's before you call. * 55c/min - still check with the Old's)
NB. Some of the above numbers may relate to a new title after two months.

Adrenalin SG0060/MZ

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ON SALE NOW



Landstalker is the hugest, most amazing RPG yet to be slotted into a Mega Drive.

Landstalker

Gamebuster

Last month, Peter Burney helped you stalk through the first half of this big, bouncing RPG. This time, it took a lot of red tape wrestling, but we've prised the straight-jacket off and made him do the second half. Just don't mention the name 'Nigel' to him ever again...



VERLA

Jump into the well to Nigel's left as you enter the town and get the THUNDER SWORD.

Return to Verla Mine and go through the door. This will take you to Destel.

DESTEL

Exit Destel at the top right corner of the screen.

Follow the road. To Nigel's left, on a hill, is the MARS STONE. Reach it by walking on past three trees on your left, then turn to Nigel's left just before the next set of trees and shrubs. You'll disappear between two cliffs, then jump up the hidden staircase. Bingo!

Keep following the trail. Visit the transport tree on your left, then walk to the wharf.

After the Duke says his piece, go to the right. When you reach what looks like a dead end, there is a secret staircase through the trees to Nigel's left.

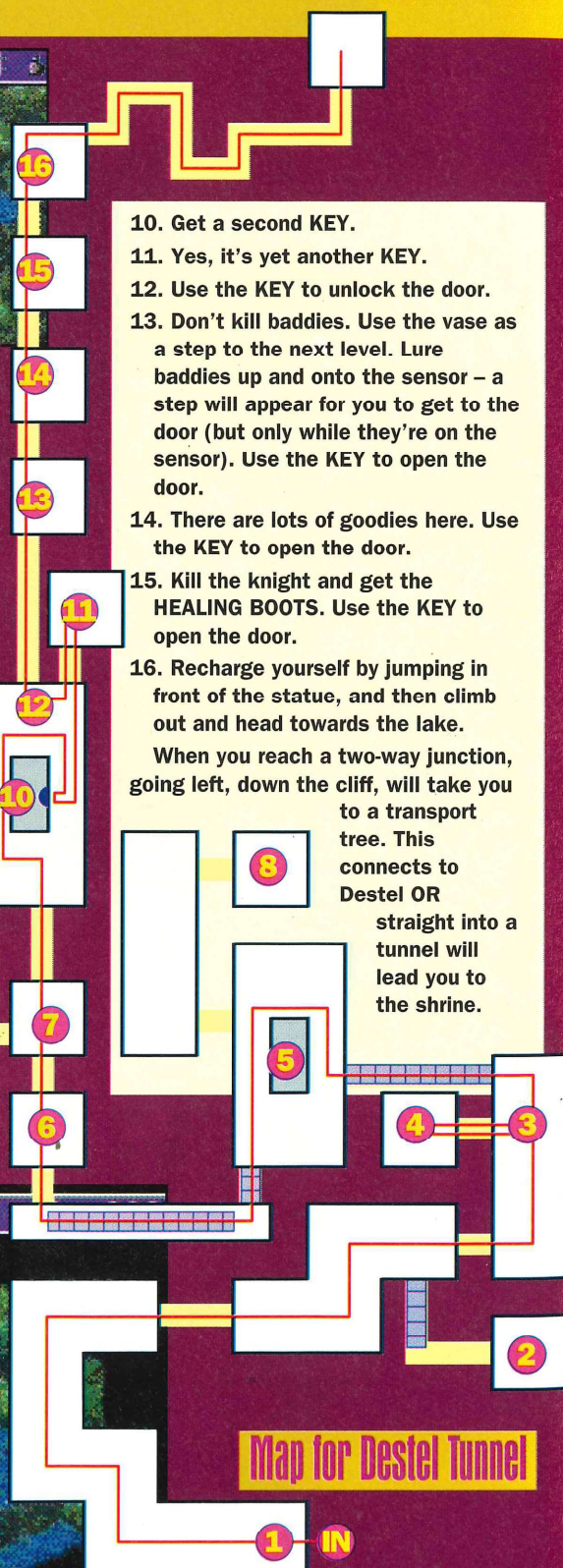
Climb to the top of the mountain, and again the Duke will be mean to you. When he has finished speaking, go back to Destel.

DESTEL

Jump into the hole with the three dwarfs standing around it (bottom left).

TUNNEL UNDER DESTEL

- Entrance.
- If you fall down 3, 5 or 6 you'll land here.
- Jump on the moving platforms and leap to the first door on Nigel's left.
- Put boxes into holes, then jump into the remaining hole – a chest will appear. Open it and get the KEY.
- Jump from the first moving block to the stone walkway. Run across the collapsing platforms and stand with your feet hanging over the ledge to catch a ride on the upward-moving block. Jump off it and avoid the rolling balls.
- Stay against the left wall and wait for the platform to come up before crossing.
- If you fall here, you'll end up at 8.
- Get the KEY.



- Get a second KEY.
- Yes, it's yet another KEY.
- Use the KEY to unlock the door.
- Don't kill baddies. Use the vase as a step to the next level. Lure baddies up and onto the sensor – a step will appear for you to get to the door (but only while they're on the sensor). Use the KEY to open the door.
- There are lots of goodies here. Use the KEY to open the door.
- Kill the knight and get the HEALING BOOTS. Use the KEY to open the door.
- Recharge yourself by jumping in front of the statue, and then climb out and head towards the lake.

When you reach a two-way junction, going left, down the cliff, will take you to a transport tree. This connects to Destel OR straight into a tunnel will lead you to the shrine.

Map for Destel Tunnel

Landstalker

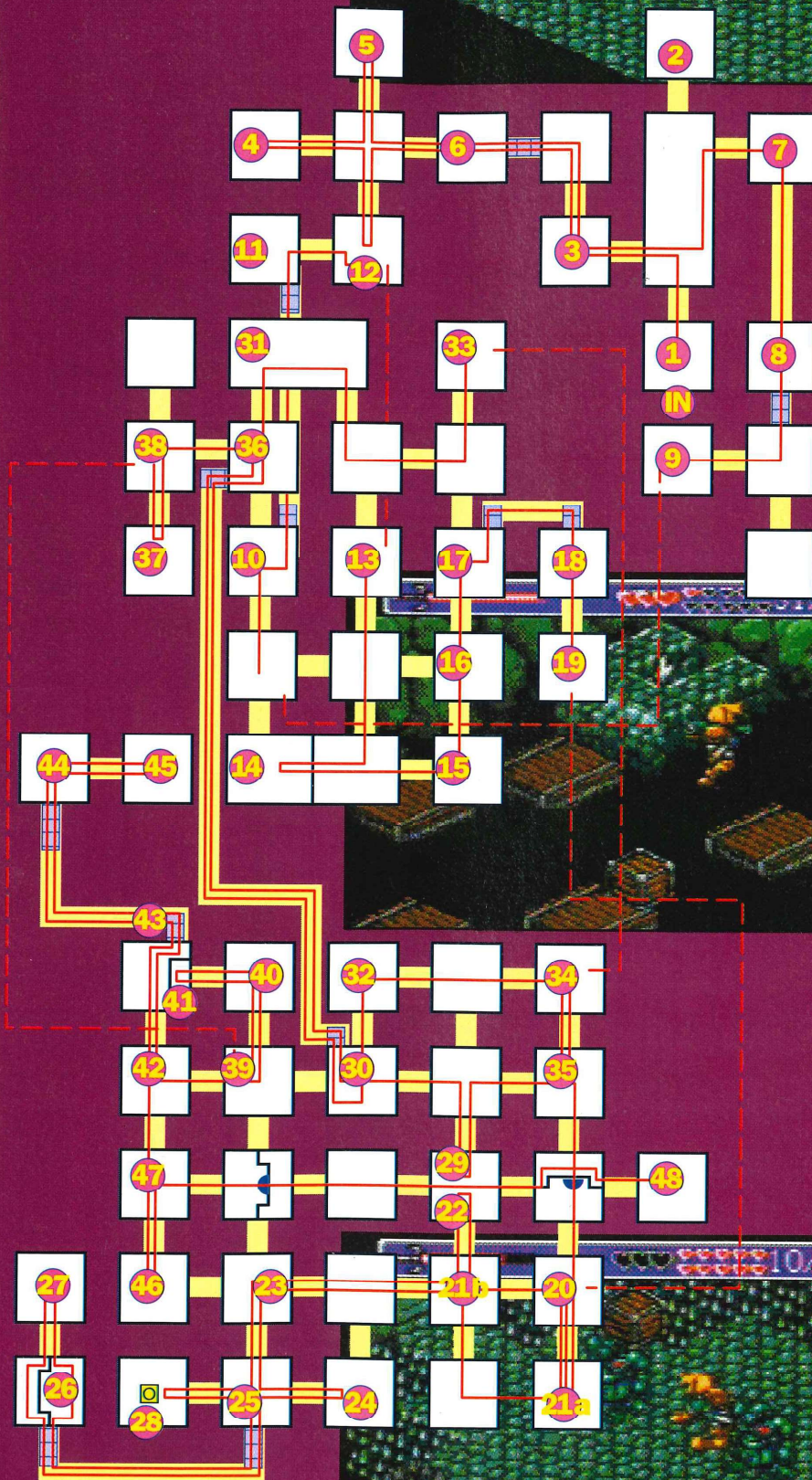
TUNNEL

1. Stand in front of the statue and use the **STATUE OF GAIA**.
2. Head through the lower doorway, across the solidified lava and into the temple.

TEMPLE

1. Entrance.
2. Game save.
3. Jump on each of the four sensors as they appear.
4. Pick up the box and jump onto the first platform. From here, throw the box onto the sensor and quickly jump to the chest. Get the **KEY**.
5. Chest.
6. Kill baddies, jump on the sensor, then use it as a step to get up.
7. Jump on the sensor and use the **KEY** to unlock the door.
8. Dodge gold statues (you can't kill them) until a sensor appears. Jump on it and go down the hole.
9. Fall down the hole where the large, spiked ball moves up and down.
10. Throw the vase at the statue standing on the spikes. Go up through the door.
11. Pick up the box and use it as a step to jump the big gap. Jump to the door from the left side of the platform.
12. Jump off the edge to 13.
14. Get onto the platform, and from it jump to the platform on your left (if you fall down you'll have to be transported back to 2). Put the crate onto the sensor and cross on the platform to the open door.
15. Stand near the door and jump – throw the ball onto the mat in the centre of the room. Quickly run through the door.
16. If you fall from 19, you'll land here.
17. Jump on all three sensors in the corners of the room and go through the high door.
18. Kill the knights and place a vase on the sensor hidden underneath them.
19. Jump on the sensor (bottom left corner) and fall down the hole in the centre to 20.
20. After killing bubbles, put the box on the furthest statue from the locked door.

Map for Temple



Landstalker

Gamebuster

21a. Throw a ball into each corner. Go back to 20 and put the ball on the statue closest to the locked door.

21b. You'll be pushed around to each door in an anti-clockwise direction.

22. The Duke will be nasty to you.

23. Jump on the sensor.

24. Get the KEY.

25. Get the box from behind the stone tower, and use it and the statue as steps.

26. Pick up the box and jump around the platforms to the statue. Throw the box over the statue and the door will open. Continue around to the door.

27. Only jump on the sensor at the top of the stairs.

28. Get the ICE SWORD, then go to 20 and use the KEY to open the locked door.

29. SHELL BREAST PLATE.

30. Use the box as a step on the edge of the centre raised area and jump up.

31. Jump around the platforms to the sensor (right centre). Jump back to the centre and jump on the new sensor. The gate will now be open. If you fall here, you'll land at 32.

33. Stand near the hole and kill the lizards, then quickly fall down the hole.

34. Kill statues and put the box on the sensor.

35. Get the KEY and unlock the door at 36.

37. Stand in front of the ledge where the middle statue is. Jump and swing the ICE SWORD when it's at full power, sending a mini tornado to kill the statue. Jump on the sensor which has appeared in the centre of the room.

38. Fall down the top left corner of the hole to land on the platform at 39. Then quickly jump to the ledge (top centre).

40. Avoid the ghosts until a sensor appears in the bottom of the room.

41. Jump on the sensor. Go back to 39 and across to the

other ledge through the door.

42. Kill all baddies and go through the gate.

43. Put the box next to the statue and ascend the stairs.

44. Throw the balls on each statue's head.

45. Fetch the KEY and go back to 42.

46. Energy fountain.

47. Use the KEY to unlock the door.

48. Fight the Duke. When he surrenders, open a chest and Zak will kill you, allowing you to be



mysteriously transported to Mir's Castle. He'll give you a MAGIC AXE. This can cut down the lighter-coloured pine trees.

To get to the Mountain Area, travel through the tunnel to Greenmaze and cut down the two trees near the sign as you exit the tunnel.

LandStalker

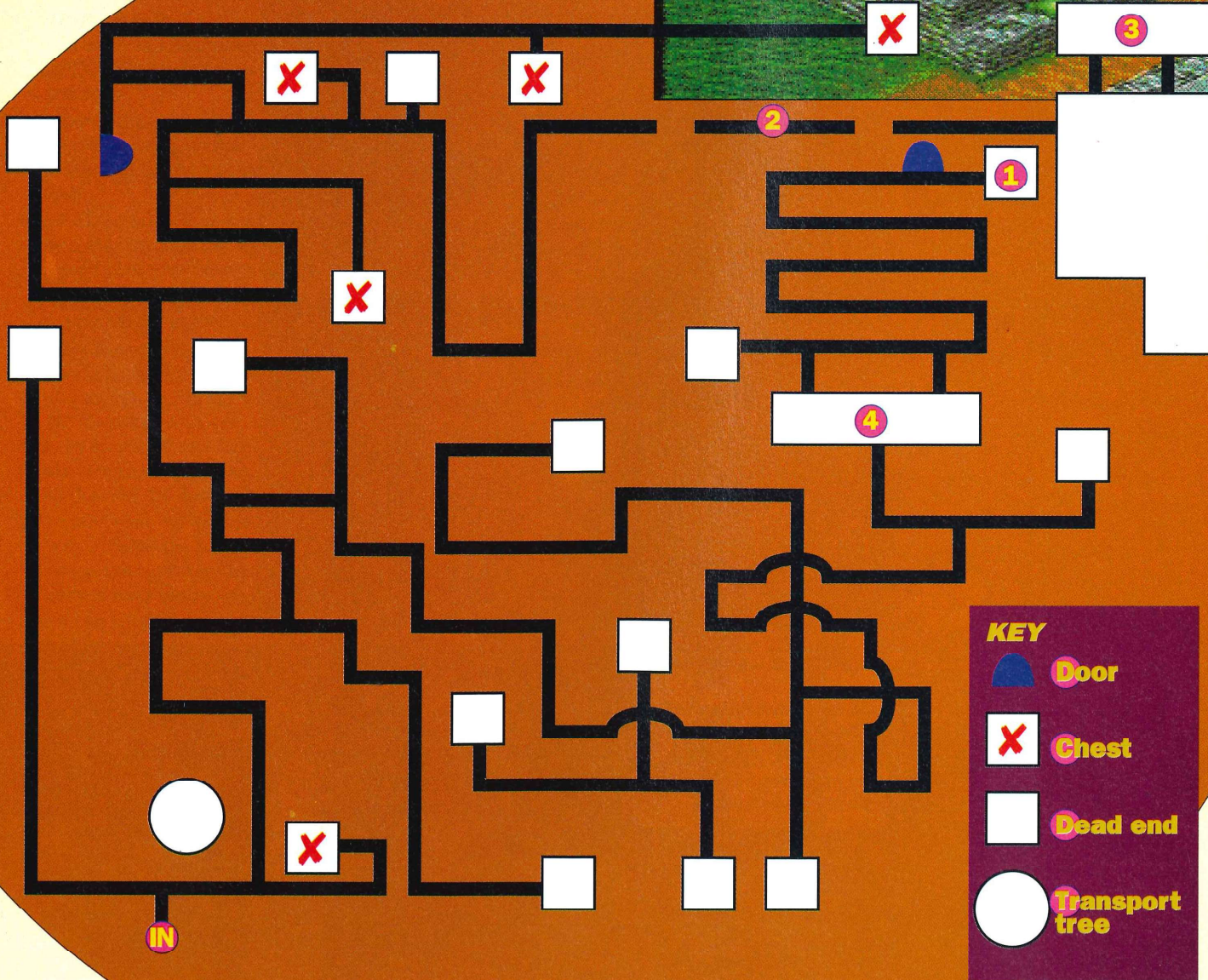
MOUNTAIN AREA

1. Go through the door, but before you go up the stairs find the secret tunnel on Nigel's left. Collect the MOON STONE.
2. You'll meet Zak on the bridge. He'll challenge you to a fight.
3. Fight Zak here. To defeat him, run in one direction every time he flies up. When he lands behind you, turn around and strike him with your sword. When you win, he'll give you GOLA'S EYE.
4. Stand directly in front of the reviving statue (as close as possible). Use GOLA'S EYE

and the statue will move back. Stand on the sensor, which will take you back to where you were first dropped on the island.

Follow the tunnel as before. When you get to the waterfall, go through the door to your right. Follow the tunnel until you get to two gates (where the statues are). Take the left gate.

After listening to the Duke's and the Princess's spiels, jump on the sensor as the Duke did. This will take you to the underground builders' quarters of King Nole.





Zak: If you want to catch up with the duke, defeat me, and I'll tell you where he is!



THINGS TO REMEMBER

When travelling through *Landstalker*, it is advisable to remember a few important points:

1. Save the game as regularly as possible. This can be done in churches, which are found in the towns.
2. Always stock up on EkeEke and extra life. These can be purchased from shops or found in chests.
3. Open *all* chests. These are found scattered throughout the land, and contain valuable goodies (some are hidden).
4. Kill *all* baddies – you'll be rewarded with money and other treasures.
5. Unless otherwise stated, to get through a locked door kill all the baddies in the room.

LandStalker

KING NOLE'S LABYRINTH

1. Travel across the spikes and jump on the sensor.
2. Jump down the hole and follow the tunnel until you reach a sensor. Jump on it.
3. Jump over the sensor. If you land on it, you'll be at 4.
5. Go up the ladder and get the KEY. Chop down the trees in the centre, then jump down the hole.
6. Get the SWORD OF GAIA.
7. Use the box as a step.
8. Use the ICE SWORD to send a mini tornado at the statue (bottom centre), then go down the hole (top left).
9. Make your way through the dark to exit from the bottom centre of the screen.
10. Jump on the sensor and use the boxes as steps to enter the tunnel.
11. Keep to Nigel's left along the high path, and get the LANTERN.
12. Jump on the sensor and across the platforms which appear (top of screen), and get the KEY.
13. Use the KEY to open the locked door.
14. Get the box (bottom left) and use it to extend the ledge, enabling you to jump on the sensor. A platform will appear. Ride it across to the single exit (left side of the screen).
15. Stay high and head to Nigel's left and open the locked door.
16. Walk around the ledge to the door. If you fall, you'll end up at 17.
18. Kill baddies, stand near the gate and jump-throw the box onto the sensor.
19. Kill the skeletons and place the block onto the sensor.
- 20a. Ride the platform and collect the high box. Drop it down.
 - b. Jump to the next platform and get the block sensor. Jump down.

c. Use the box to climb up a level, taking the sensor with you.

d. Use the sensor to reach the other high box (jump and grab).

e. Make stairs using boxes (sensor at the bottom) to get the KEY the from the chest (centre tower).

21. Head to the higher of the two statues (top right) and



swipe it with the mini tornado while standing in front of the ball. Kill all the skeletons and jump on the new sensor (centre of screen). Go back to the lower statue (top left), climb the ladder and jump on the sensor.

22. Walk across the large block.
23. Take the stairs to Nigel's right and you'll come up on the other side of screen. Kill baddies and put the crate on the centre sensor. Descend the stairs.
24. Search around for sensors and jump on them as they appear. You can now save the game. Return to 23 and place the crate on the bottom sensor.
25. Jump down the hole. Repeat this until you reach the Lava Guardian. To kill it, stand in one spot and use the GAIA SWORD and GOLDEN STATUES.
26. Get GOLA'S NAIL after killing the Lava Guardian. The sensors will take you back to Mercator to save the game. Return on the same sensors and leave the room via the door. Climb up the ladders to get the VENUS STONE.
27. Jump off the ledge and you'll fall through three screens which repeat. Move Nigel to the top left and land on the hand with the SNOW SPIKES. Leave via the other door (top right). You'll enter a room with four sensors. Arrange these as a staircase and jump on the top one to open the gate. You'll come out at 14.
28. Use the SNOW SPIKES to cross the ice and fall down the hole.
29. Talk to the gnome and go to 30.
30. Talk to the gnome and climb the stairs.
31. Cut down trees and collect both logs. Return to 29. Talk to the gnome again and use one log at the ledge open to the water. Get onto the raft. When you land on the next

ledge, use the other log and jump onto the new raft.

32. You'll now have to battle the Rolling Guardian. To defeat it, use the GAIA SWORD when it's not rolling. Never get within striking distance and keep moving,

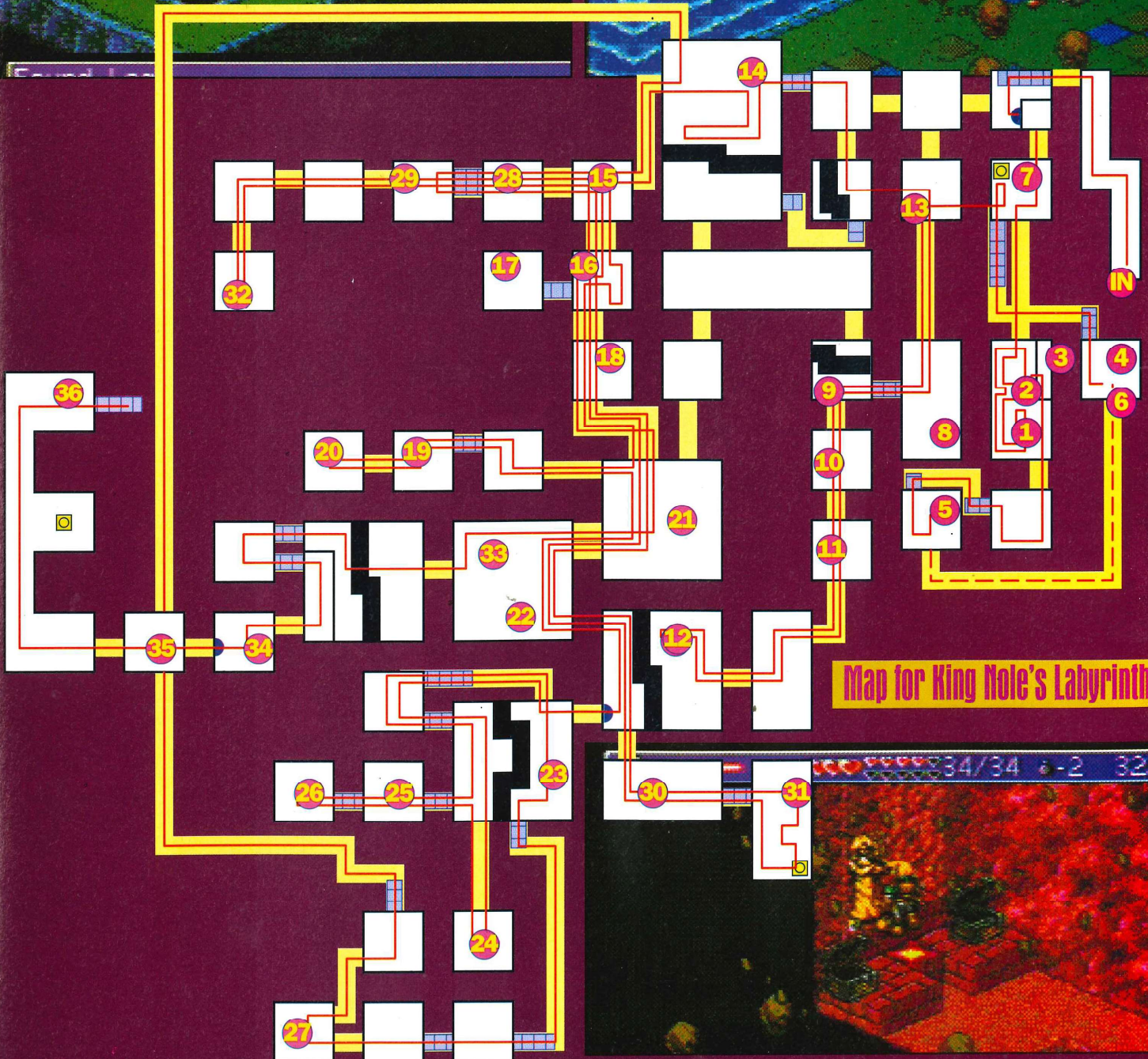
trying to stay diagonally away from it. When you win, collect GOLA'S FANG. Go to Mercator via the sensors and save the game, then return. Go through the door and get the HYPER BREAST PLATE and the KEY. Go to 33.

33. Use the SNOW SPIKES to cross the ice.

34. Use the KEY to open the locked door.

35. Use the GAIA SWORD to defeat Baddie Nigel Guardian. Get GOLA'S HORN and go down the stairs.

36. The sensors will take you back to Mercator to save the game. Fill up with GOLDEN STATUES, EKE-EKE and DAHL (you will need nine of each!). Return via the sensors and climb the stairs to the final battle.



THE FINAL LABYRINTH

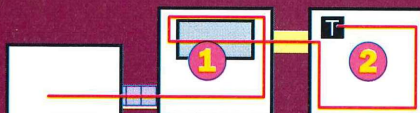
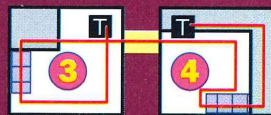
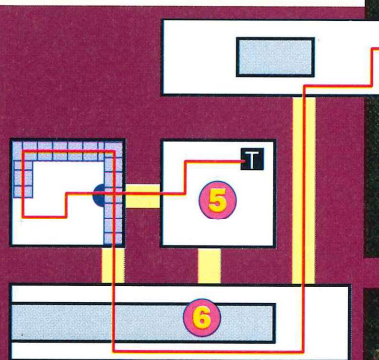
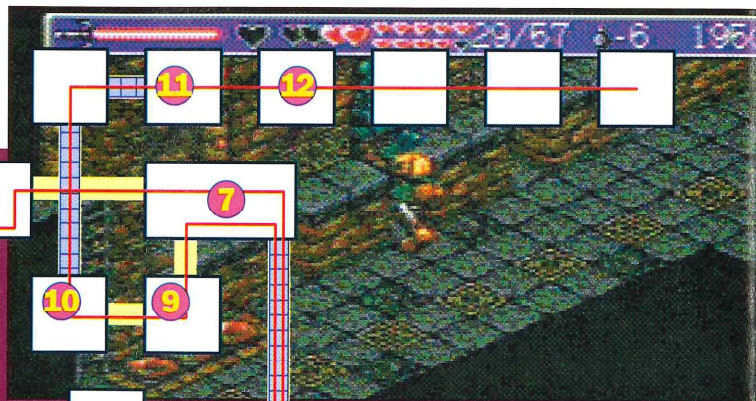
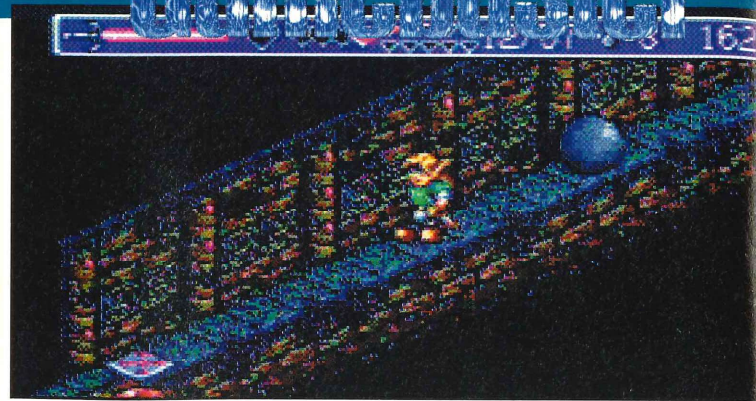
- Go up the stairs to your left. Jump to the raised area in the middle and then to the right of the screen. Don't go through the door, but behind the wall (right). Make your way to the top and jump through the high door.
- Run anti-clockwise around the ledge and onto the transport square.
- Kill all lizards. Take the vase. Climb the stairs and the ladder. Jump onto the moving platforms and place the vase on the sensor (bottom right).
- Move around the ledge, climb the ladder and move around to the transporter.
- Go through the open gate (don't jump on the sensor).
- Jump across onto the floating platforms, then onto the sensor, and quickly run through the door.
- Jump on the sensor. One of the statues (top right) will walk towards the sensor (top left). Stop it from falling down the holes by using yourself as a bridge. Repeat this process for the other statue. Climb up the ladder (bottom right).
- Avoid the red boulder by slotting into gaps. Read both plaques and jump on the sensor. Leave the room and go to 9.
- Jump on sensors as they appear to open the gate.
- Jump down the hole.
- Kill baddies, and stay in the centre when you fall. You'll land on a couple of platforms, which will also fall. The third (last) platform will carry you to the wall, which will open.

Walk through the door.

From here, you'll have to defeat some rather tough adversaries.

- 1. Knight** – Stand in front of him and continuously swing your sword.
- 2. Rolling Guardian** – Defeat it as you did before.
- 3. King Nole** – Use the GAIA SWORD and GOLDEN STATUE, and strike him as he appears. Keep moving to avoid his axe ray.
- 4. Dragon** – Stand just in front of the dragon's chest and strike its head as it comes down. Continuously jump and strike to avoid being paralysed when the dragon shakes the ground. Use the GOLDEN STATUE and keep replenishing your energy with DAHL.

After defeating the dragon, you'll be showered with gold coins and patting yourself on the back for a job well done.



Map for Final Labyrinth



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MEGA DRIVE

VIRTUA RACING



STRAIGHT FROM THE ARCADES

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1. The competition is open to all Australian residents taking out a subscription before the last mail 30th September 1994. Entries received after that date will not be included. 2. South Australian residents need not take out or renew subscription to enter, but may enter once by sending hand-

drawn facsimile of coupon with their name and address to the printed address. 3. This prize is not exchangeable and may not be converted to cash. 4. The judge's decision is final and no correspondence shall be entered into. 5. The competition commences 1st February, 1994 and

closes last mail 30th September, 1994. The draw will take place on 1st October, 1994 and the winner will be notified by telephone. The winner will also be announced in Megazone Magazine. 6. The promoter is Mason Stewart Pty Ltd, ACN 001 268 060. 7. And jolly good luck to you.

REX VECTAR

BY FIL BARLOW

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THE STORY SO FAR - REX AND THE GANG ARE INSIDE A ROBOT FISH CONTROLLED BY THE TOBO BROTHERS. ALL ARE CURRENTLY TUBE JUMPING TO AVOID THE VERGON DEATH TOWER... FULL-ON, EH?!



BUT LOOK—ZE OTHER DRAGON IZ HUNTING US AGAIN!



THERE'S TWO OF THESE THINGS?

YUP, BACK ON EARTH THEY'RE CALLED THE PISKY TUBE WEAVERS.

WE BE PISKY ALRIGHT...

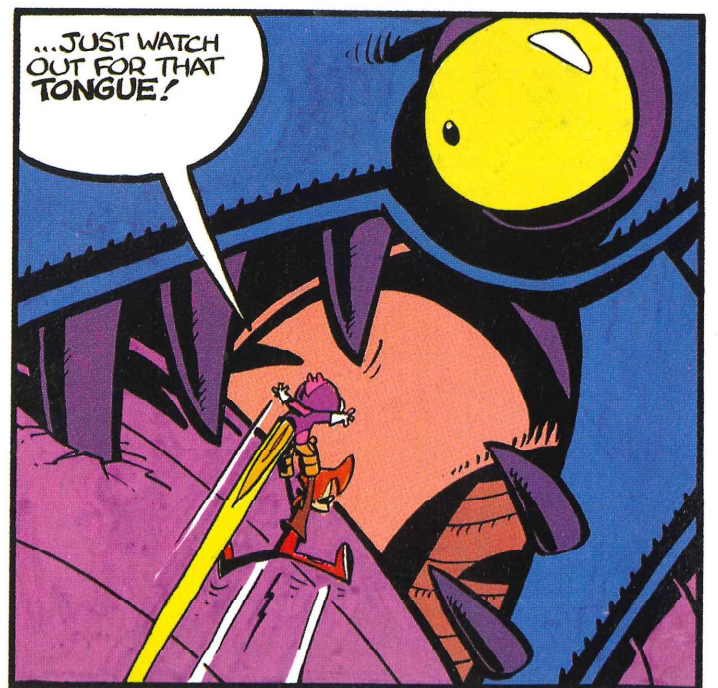
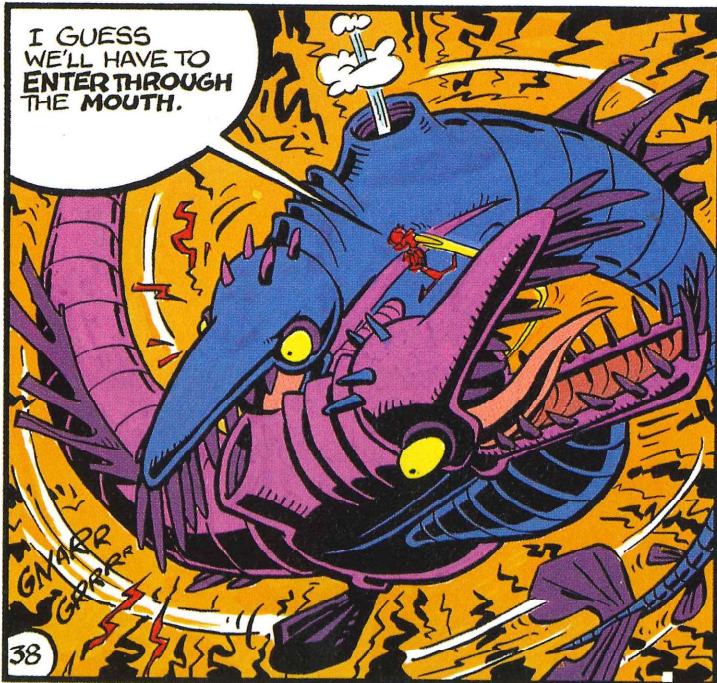
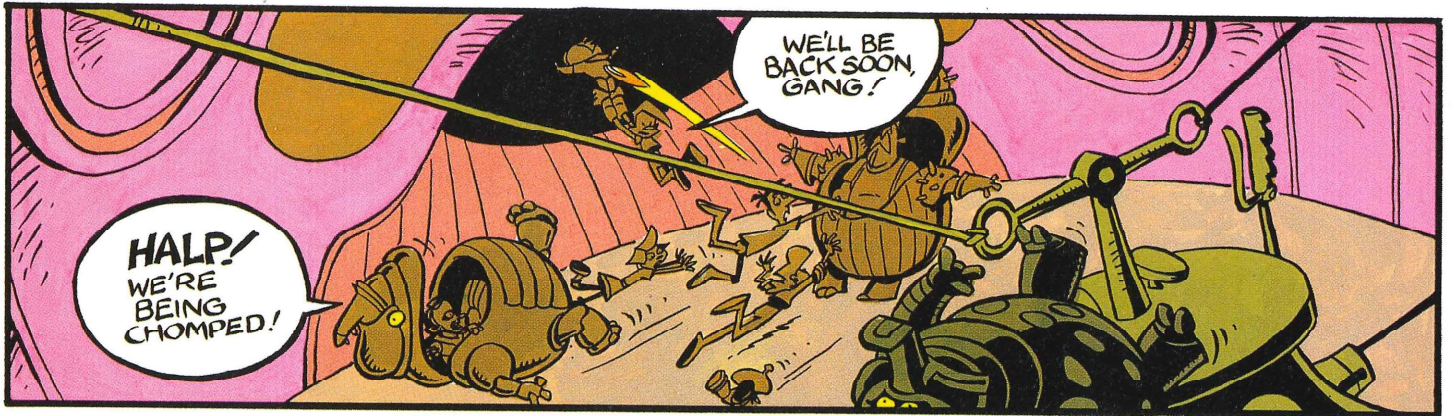
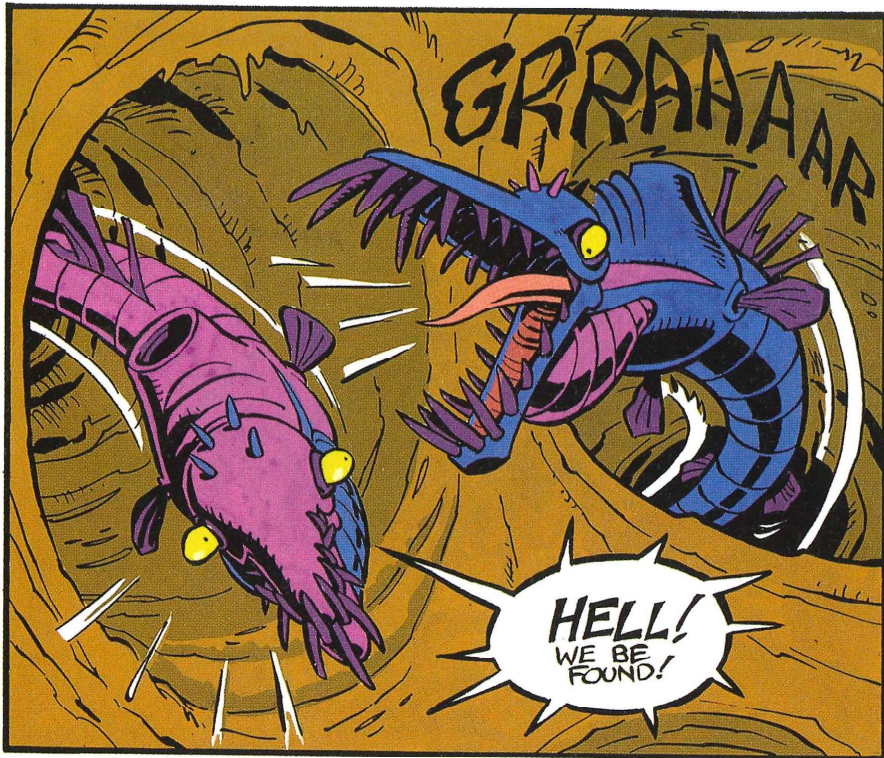


...WE CAN PISKY-OFF THE DEATH TOWER.

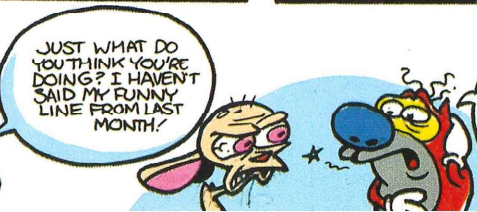
OVER HERE!

YooHoo!

THAT'LL KEEP HER GUESSING WHILE WE HIDE IN THE HOLEY MOUNTAIN.



TO BE CONTINUED...



HEE HA HA HA HA HA HA HA HA HA HA HA HA HA HA
HO HO HO HO HO HO HO HO HO HO HO HO HO HO HO HO HO
HA HA HA HA HA HA HA HA HA HA HA HA HA HA

We've been chuckling our socks off at Megazone recently. Why? Well, we wanted to give you a Mega Drive, plus 10 of the best games available for it. All we asked

was that you sent in your favourite gags. To be frank, most of them were of an extraordinarily low quality. However, here are some that tickled us...

When Wayne Bennett and Wally Lewis died and went to heaven, they met Saint Peter at the Pearly Gates. Saint Peter said, "There are three rules in heaven. Rule one: in heaven you have to walk around naked. Rule two: if you think a rude thought, your ears fall off. Rule three: if you do a rude thing you disappear forever."

"Gotcha!" they said, and were walking along when Wally Lewis saw Elle Macpherson and his ears fell off. He bent over to pick them up and Wayne Bennett disappeared!

David, Bogangar, NSW

A builder asked his none-too-bright labourer to fetch him a wheelbarrow. A few minutes later, the labourer returned with two wheelbarrows, one on top of the other.

"I only asked for one wheelbarrow, you idiot!" said the builder.

"Well," said the labourer, "you didn't expect me to carry it, did you!?"

Mark, Greystanes, NSW

Dave decided it was time to buy a saw to help clear some of his heavily timbered property. The salesman showed him the latest chainsaw model and assured him he could easily cut down 20 to 25 trees per day with it.

Dave paid for it and took it home. He rose early the next morning but, despite working hard, he barely managed to cut down five trees. So he took it back to the shop and explained the situation.

"Strange," said the salesman. "Let's see what's the matter." He pulled the starting cable and the chainsaw sprang into action. Dave leapt back in astonishment: "What the hell's that noise!?"

Simon, Gin Gin, QLD

A bear and a rabbit were answering the call of nature in the forest. After they had both finished, the bear asked the rabbit, "Do you have a problem with dags sticking to your fur?"

"No!" said the rabbit. So the bear picked up the rabbit and wiped his bum with it!

Sam, Hamersley, WA

While walking through the outback, Trevor came across a pub, so went in and ordered a beer. Suddenly, someone jumped onto a table and called out, "29!" and everyone laughed. A few minutes later someone else jumped up and shouted, "12!" Again, everyone laughed.

A little perplexed, Trevor asked the barman what was going on. He said that instead of saying the same jokes over and over they used numbers. So Trevor thought he'd give it a go. He jumped up and shouted "78!" The crowd rolled about in hysterics, tears streaming down their faces. After 10 minutes it was still going on, so he asked the barman why they were laughing for so long.

"They haven't heard that one before!" he replied.

Peter, Fisher, ACT

Batman sees Superman at the super-heroes' convention and notices he has a black eye, so he asks how he came to get it.

"I was flying along last night," says Superman, "when who should I spy lying naked on her bed but Wonder Woman. Without hesitation, I smashed through the wall and jumped on top of her."

"I bet you gave her a shock!" said Batman.

Superman replies, "Yeah, but not half as much as the shock I gave the Invisible Man!"

Shane, Traralgon, VIC

Three young chaps were trying to become Buddhist monks. They'd been training for years and had one final test to go. The teacher led the first lad to a room, tied a bell to his privates, and showed him a gorgeous woman: Ding-a-ling, went the bell. "Sorry, you have failed," said the master, "now go and have a shower."

He brought in the second student, and the same thing happened: Ding-a-ling, went the bell. "Sorry, you have failed," said the master, "now go and have a shower."

The third guy went through the same process, but when the beautiful girl came in, the bell was silent. "Congratulations," said the teacher, "you have passed. Now go and

have a shower with the other two."

Ding-a-ling, went the bell...

Stuart, Kings Meadows, TAS

How do you keep a stupid person in suspense?

I'll tell you tomorrow!

Mark, Croydon Hills, VIC

Knock, knock.

Who's there?

I-did-up...

Terry, Thurgoona, NSW

Why did Jim fall off his bike?

Jim was a fish!

Rohan Reynders, Cooma, NSW

Why did Jim fall off his bike?

Because someone threw a fridge at him!

Luke, Mt Isa, QLD

What's the difference between Michael Jackson and a plastic shopping bag?

One's made of plastic and is potentially dangerous to children, the other's a plastic shopping bag!

Tony, Westdale, NSW

And the winner is...

It's been a tough decision and, after much heated debate, we finally have a winner. Onya, Glenn!

A man walks into a pub with his dog and asks for a beer. The dog puts his paws on the bar and says, "I'll have one too, mate." The barman looks at the bloke and says, "You've got a talking dog!"

"Yeah, I know," says the owner, "he's the smartest dog in the world."

"Would he buy me a paper if I gave him the money?" asks the barman. "Glad to," says Fido, and off he goes with the barman's \$10 note. An hour passes and no sign of the dog, so his master goes looking for him. Eventually, he finds him down a back alley, canoodling with a poodle.

"Fido!" he yells out in disgust, "you've never done anything like this before!" "Too right," says Fido, "I've never had the money 'til now!"

Glenn, E. Parramatta, NSW

DON'T BLAME US

Parents, we've done our best to tone down the more offensive jokes. So, no complaints please. After all, it was probably your little rugrat who was responsible for the ones we didn't print...

AUSTRALIAN **BODYBOARDER**

A photograph of a bodyboarder riding a large, curling wave. The surfer is positioned in the center of the wave's barrel, wearing a dark wetsuit and a blue bodyboard. The wave is a deep blue-green color with white foam at the top. The sky is a clear, bright blue.

the gnarliest

bodyboarding magazine on the planet

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and prosper

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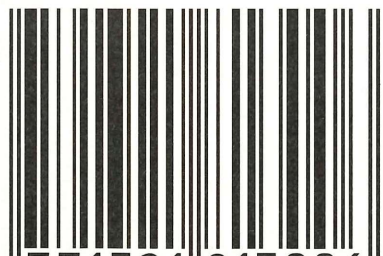
a PRO
ACTION



- 
- ▶ **Asterix 3**
 - ▶ **Tomcat Alley**
 - ▶ **Double Switch**
 - ▶ **Streets of Rage III**

***Plus the
best joke in
Australia!***

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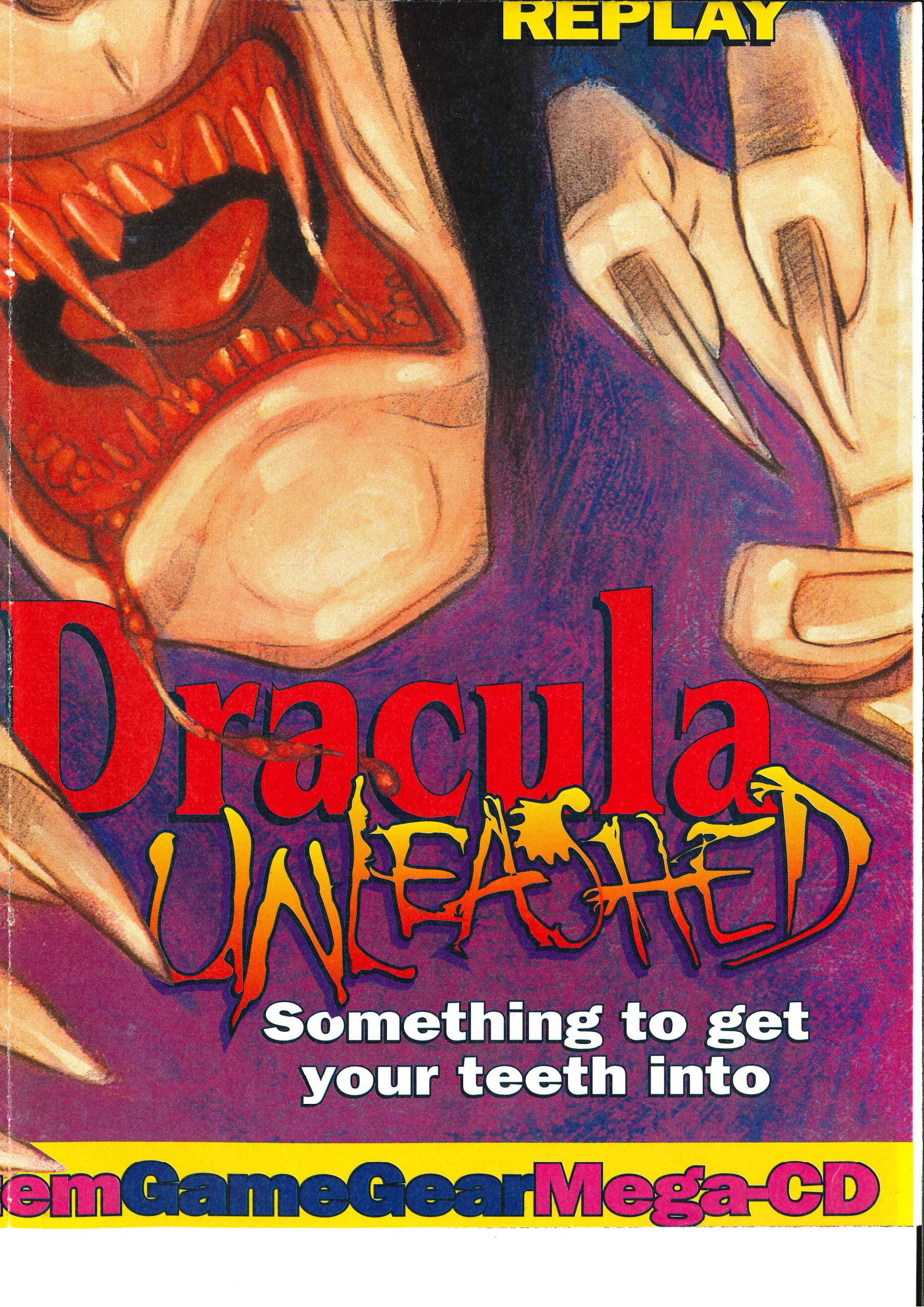


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MegaDriveMasterSystem

REPLAY

An illustration of Dracula's face on the left, showing his mouth with sharp fangs and a tongue. On the right, his hands are shown with long, pointed fingernails. The background is a dark, textured purple and blue.

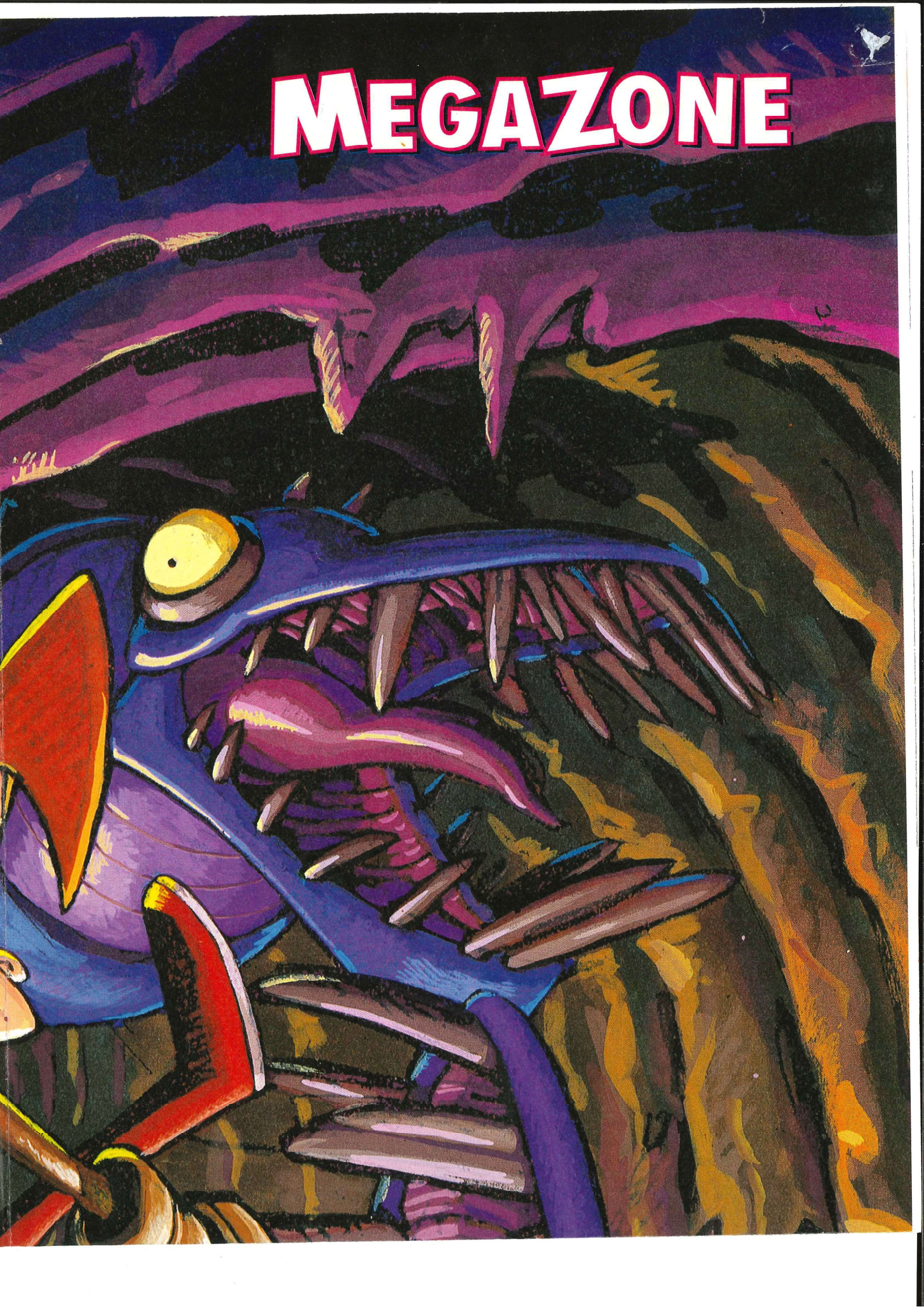
Dracula UNLEASHED

**Something to get
your teeth into**

emGameGearMega-CD



MEGAZONE





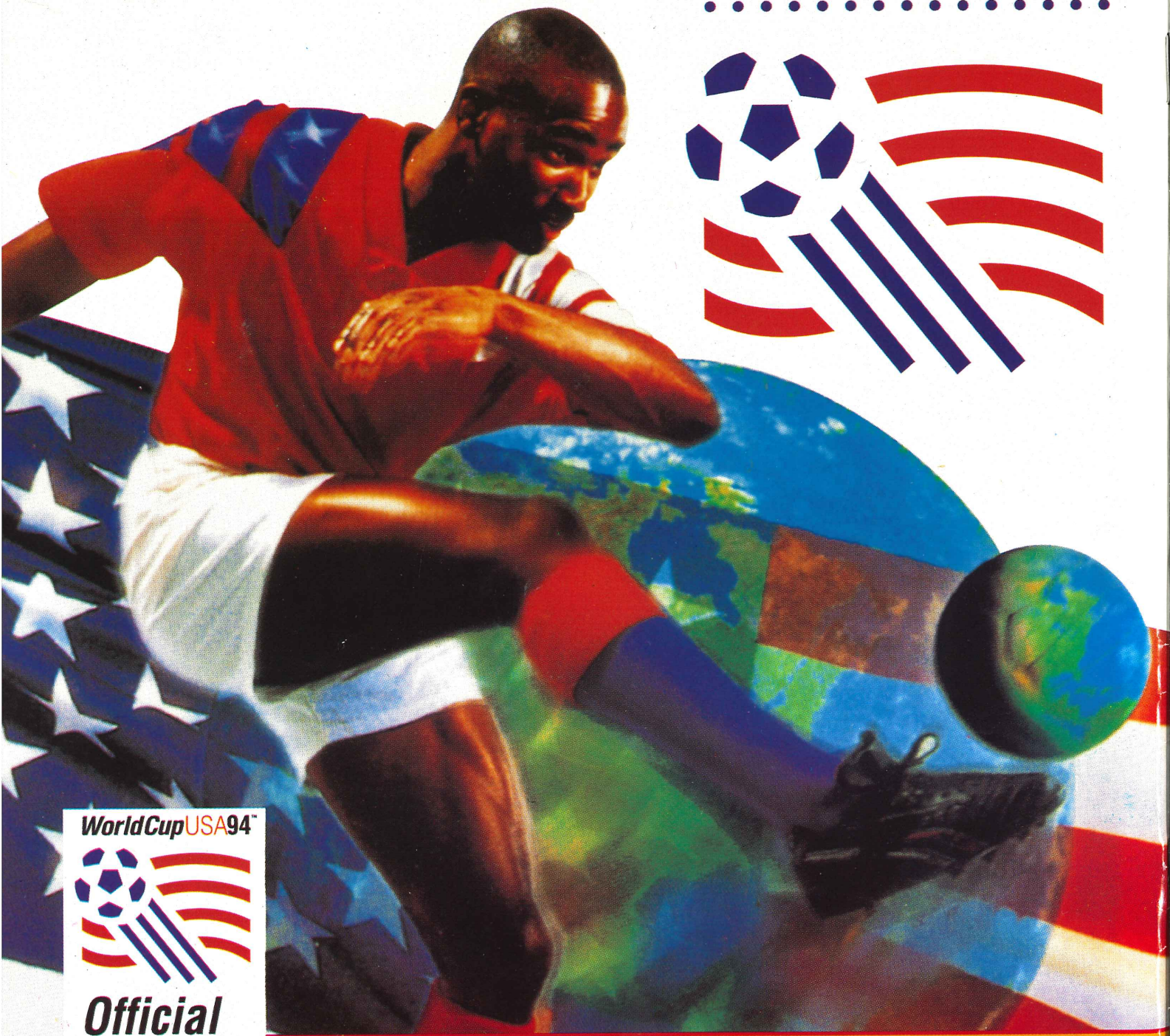
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