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Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

Calls are charged at 36p per minute off peak, and 48p per minute at peak times. If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call!



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SWORD OF VERMILION



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ADVERTISEMENT
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Graham Taylor

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Angus Swan

THIS MONTH'S MR
LOVELY
Mean Machine's Richard
Leadbetter

CREAM OF THE CROP,
TIP OF THE TOP
Mary Poppins ('and there
we stop!')

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editorial

Welcome to a new, bigger MegaTech! After a year of publishing the best Megadrive mag, we've decided to make it even better by bumping up the page count to 100, giving you more reviews, previews and tips for your £1.95!

To further increase the Magazine-Per-Pound rating we've strapped a 100 page book full of Megadrive tips to the front of this issue. If you were to go into a shop they'd charge you, what, a tenner for this many games tips, but we're giving them to you free, at no extra charge, because, well, we're just lovely.

Watch out for more amazing MegaTech freebies in the near future—the stuff we have in store would give even Father Christmas cause for concern over keeping up with the increasing standards in the Gift-Giving industry.

And that reminds me. Next issue will be our special Christmas edition, and boy, have we got some good stuff lined up to keep our readers occupied over the Yuletide holidays!

See you then!

Paul Glancey

staff



EDITOR PAUL GLANCEY

Extensive hypno-therapy has revealed that after happening across a parked UFO in the centre of a corn circle in Wiltshire one evening, Paul was abducted by what appeared to be extra-terrestrials, long-haired humanoids in leathery clothing, and taken, at impossible speeds, to the beings' local base somewhere in the vicinity of Trowbridge. Here he was forced out of the vehicle and felt compelled to go into the nearest fish and chip shop, buy four rounds of cod and chips, all with plenty of salt and vinegar, then return them to the aliens. This encounter has attracted more than the usual attention given to such occurrences as, instead of appearing as saucer or cigar-shaped, the vehicle was described as resembling a white Ford Transit with patches of rust around the wheel arches. Experts remain baffled to this day.



ART EDITOR JEFF ZIE

Since the age of seven months, Jeff has been a highly esteemed expert in martial arts, being responsible for the training of Bruce Lee* and it was his experiences which provided the inspiration for Enter The Dragon (the Czechoslovakian animated version). After being involved in what the coroner called 'a tragic accident' during a karate display at his local church hall, Jeff turned his back on a life of unarmed combat and teaching small children how to deal with bothersome strangers, to take up watercolours. His talent blossomed into a career of professional graphic design and he is now undisputed as the world's leading designer of MegaTech.

*Not the Bruce Lee of course.



DEPUTY EDITOR MARK 'CUJ' HOLMES

The great-grandson of the real Sherlock Holmes, who was actually a greengrocer rather than a private detective (Arthur Conan Doyle often bought dessert apples from his shop and decided he liked the name), Cuj is famed throughout the world of medicine as 'The Man Who Brought That Nasty Tummy Bug Back From Tunisia'. A successful playwright, lyricist, film director, sculptor and captain of his local Sunday league football team, Cuj is often seen painting the town red in the company of such famous faces as Jason Donovan, that bloke out of The Bill who plays Tosh, and Her Majesty, Queen Elizabeth. He is soon to begin work on his tenth novel, 'My Life As A Brilliant Bloke' which he hopes will net him his fifth million.



STAFF WRITER TOM GUISE

Much like the Emperor Claudius, Tom keeps up an almost flawless impersonation of a hapless fool who can't play Street Fighter II to save his life and spends hours pondering over every word he writes. But do not be fooled because beneath the facade is the mind of an incomparable genius who is soon to announce his cure for cancer, and indeed every known illness, his solution to the problems of traveling beyond the speed of light, the Grand Unification Theory and the meaning of life, all of which have been revealed to him by 'Mr Pixie', who lives under his bed and talks to him when the lights are off.



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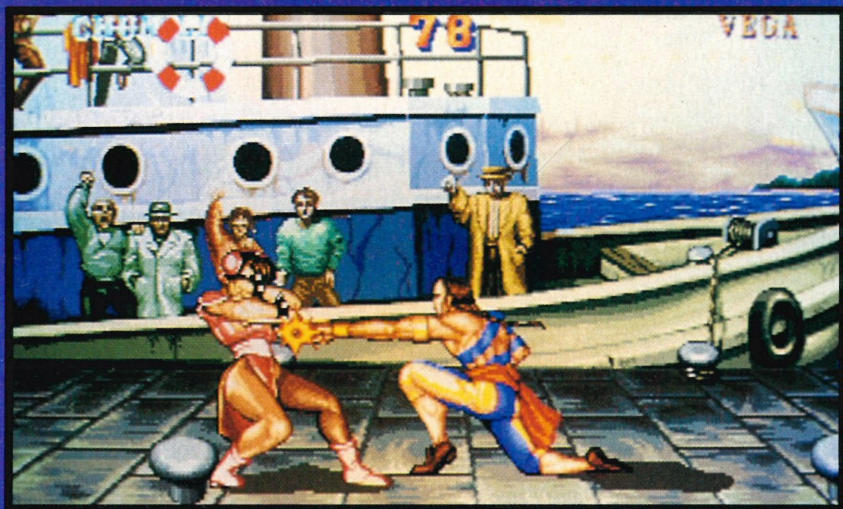


NEWS!

STREET FIGHTER II, IT'S TRUE!

Yep, after months of rumour and speculation, reliable sources have confirmed that there is a Megadrive conversion of the legendary arcade one-on-one beat 'em up currently being produced by the original programmers, Capcom, who are still working on their conversion of that other top coin-op Final Fight. Even better, unlike the Final Fight conversion, this won't just be a Mega-CD game as was originally rumoured, but is to be a gigantic 16 M-bit cartridge bearing the latest Championship version of Street Fighter II, which gives players the choice of all twelve ultra-tough characters and that includes the four bosses!

But how will the puny Megadrive joypad be able to cope with the six-button fightfest that is Street Fighter II? We-e-e-ell the answer to any potential controller problems will be the new six button joypad which will be released alongside the game in February of 1993. So there you have it! That should wipe the smiles off the faces of those smug Super NES owners! Haha! That'll teach them to mess with US!



The Megadrive version of Street Fighter 2 promises to have all the features of the Street Fighter '92 coin-op, pictured here.

KONAMI JOIN

After producing many of the best Super NES games for Nintendo (Super Contra, Castlevania IV, etc), Japanese game masters Konami have joined Capcom by branching out into Megadrive games.

This is good news all round, believe you, or us, because if they can recreate the quality of some of those Nintendo games on the Megadrive they will probably contribute to pushing the standard of Megadrive games through the roof! The first Megadrive release will be a conversion of Konami's Teenage Mutant Ninja Turtles arcade game (a jolly two-player beat 'em up if ever there was one) which is being released in Japan on Christmas Day and will no doubt be available on import very early on in the new year. Other titles aren't due until next spring, and they will include conversions of the Tiny Toon Adventures platform game and Sunset Riders, a cowboy shoot-out. More news, as and when!



USE THE FORCE, NOBBY!



Recently released in Japan is the mysteriously named Mega-CD game, Nobunaga and his Ninja Force. Could this be a top

martial arts platform game, or perhaps the beat 'em up we've all been waiting for? Neither, in fact, because it's a shoot 'em up. That's right, don't adjust your eyes. Programmed by Compile, famed for Gunhed on the PC Engine, Super Aleste on the SNES and Musha Aleste on the Megadrive, it's definitely in the right hands as far as shoot 'em ups go. So, it's up-the-screen blasting time once more as you take control of Nobunaga San himself, ninja force no doubt in tow, and take to the skies. This one looks as if it could be right tasty and if nothing else, it has the advantage of being the only ninja shoot 'em up around.

TRUE BLUE



New on the joystick market is the Delta Ray from Spectra Video. Looking much like their most famous of joysticks, the Quickshot 2, the Delta Ray is possessed of 4 fire buttons and a 2 speed autofire. Dubbed as the Madonna of Joysticks by its makers, a poor pun on the fact that its blue, it is being retailed for around £13.99.

SATURDAY MORNING SONIC



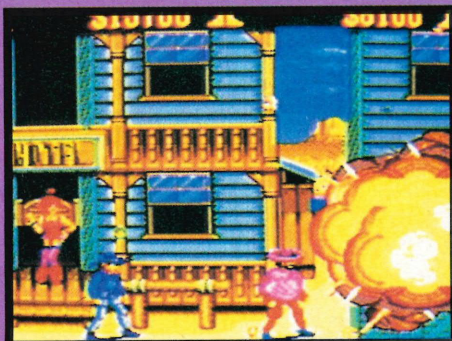
Soon to hit Saturday morning television in America is the Sonic the Hedgehog television show. Each twenty minute animated episode will pit the spiky blue tyke against his old foe Dr Robotnik as, in typically nasty form, he no doubt attempts to imprison all of Sonic's furry

friends in his devilish robot suits. Tails is there, on hand to help his old chum, but terrifying as this may sound, there is an even greater battle ahead for Sonic. His biggest battle will be a ratings war against his real arch-rival Mario. For the moustachioed plumber has already had his own show for a number of years now and rumour has it that the shows will be placed on opposite channels at the same time. Of course, none of this matters to us. The only question on our minds is, when will the cartoon hit Britain? Nobody knows yet, but we'll be here to tell you more as soon as we find out. Promise.

Also new on the Sonic the Hedgehog front at the moment is the new range of Sega T-shirts featuring the boy Sonic himself, that are doing the rounds. If you haven't seen these rather fetching pieces of fashion kit yet, then you might try popping into your local HMV or Virgin Megastore. Still, what with these T-shirts, the Sonic fizzy drink that is available in Japan and of course, the cartoon, where will Sega's blue superstar appear next?

NEWS

THE MEGADRIE GANG



Sunset Riders



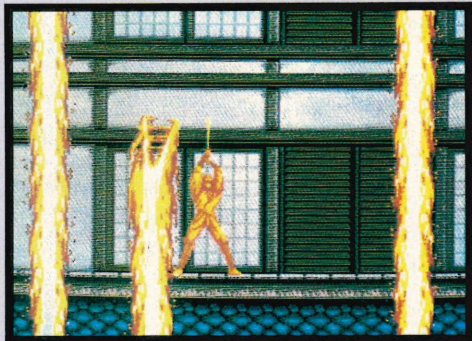
Tiny Toon Adventures



Teenage Mutant Ninja Turtles

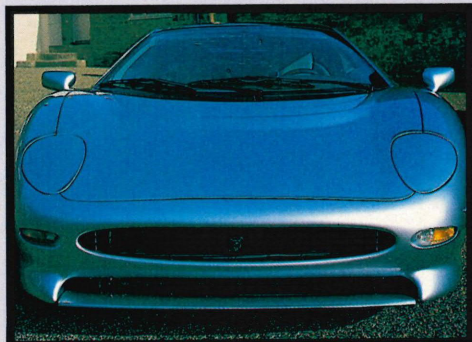


JOE MUSASHI IS BACK!



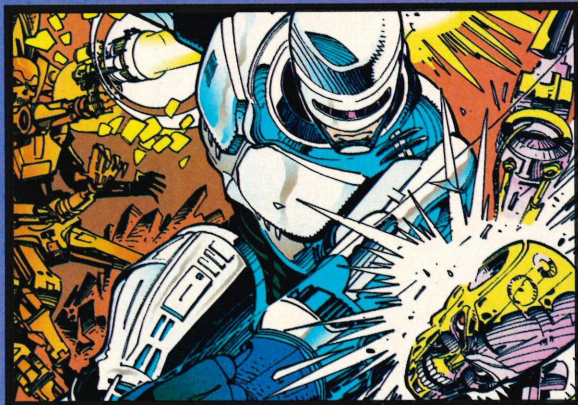
When the Megadrive was first released in Britain, *Revenge of Shinobi* was one of the first games to be released for it. To this very day it has remained one of the best platform games available and there has been many a cry for a sequel to be released. When the unofficial follow-up, *Shadow Dancer* came out, disappointment was the order of the day. Naff graphics and dull gameplay meant that *Shinobi* fans were left sorely unsatisfied. But everything's going to be okay, because Sega are soon to release the official sequel aptly titled *Revenge of Shinobi 2*. Joe is back in his nifty grey and red ninja suit, oriental magic and throwing daggers in tow and you can bet those dastardly Zeed boys are behind the scenes too. It looks to be much of the same fare, platform-related beat 'em up action with handy crates lying around to be smashed open, but we wouldn't have it any other way. What's more, the cartridge has an 8 M-bit memory. That's twice the size of the original, so we can look for better graphics and even more levels this time around and considering that the first one was quite large, we can expect this one to be something special.

MORE CORE-NUCOPIA



Also in the works is an arcade version of the game, but rumour has it that the Mega-CD version will be even faster than that. As usual, we'll keep our ears to the ground and inform you of the latest developments in both these games as soon as we find out more.

YOUR MOVE CREEP



As for that other famous movie team up, *Aliens vs Predator*, no more news has been heard of the game since it was viewed at the summer CES show. Whether the game is still in production or not remains a mystery, but if it is, we could be looking at an unprecedented line-up of movie-related games in 1993.

Next up on the Megadrive release schedule is *Terminator 2: The Arcade Game*. Although designed for use with the forthcoming *Menacer Light Gun*, we've managed to get our hands on a copy already, although naturally, we've been unable to experience it's delights with the light gun itself. Is it any good? Is it what we've all been waiting for? You'll have to find out next month when we give it the game the full rundown.



strangely enough it's incompatible with said shooting device. What's more, the box contains a warning that the game is not suitable for children under 13. However, all becomes clear when the name of the game's programmers is revealed. Yes, it's Razorsoft again, the company whose one marketing ploy is to pretend that there is something naughty or gruesome contained within their carts. With *Stormlord* it was nude statues and *Technocop* had some gory deaths. So what is the offending factor this time? Well after much deliberation, we decided that it must be the girl in the wet t-shirt that strolls onto the screen. It's all very unimpressive and is probably best left forgotten.

PISTOLS AT DAWN

Just released in America (and out on import here) is a game called *Death Duel*. Set in first person perspective, the idea of the game is to shoot various baddies that wander onto the screen. The whole game seems to have been designed with the *Menacer* light gun in mind, but

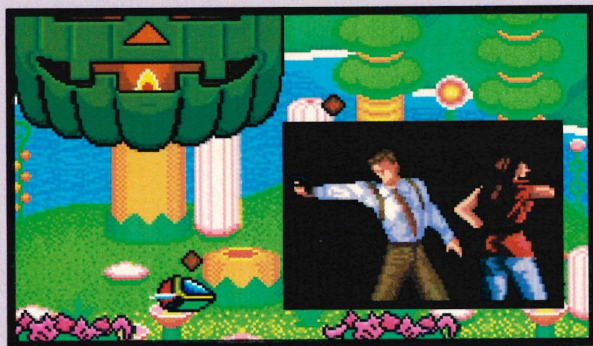
BAD CARMEN



That evil mistress of crime Carmen Sandiego is back. Following on from 'Where In Time is Carmen Sandiego?' EA are soon to release the sequel, 'Where In The

World Is Carmen Sandiego?'. Much in the same vein as it's predecessor, 'Where In The World' is a kind of educational investigation game. However, whereas the original game came packaged with a New American desk encyclopedia, 'Where In The World' comes in two different forms, with or without a World Almanac. With the almanac it costs a staggering fifty pounds and without, it costs a slightly less staggering forty-five pounds. Considering that the almanac is vital to the game, the question is, where in the world will you find the money?

OLD MADE NEW



Although released in Japan many moons ago, Super Fantasy Zone and Rolling Thunder 2 are only now destined for official release. Unfortunately for you, we won't be reviewing them in these pages because we've already done so, way back in issues 2 and 3. Still if it helps, we can tell you that Rolling Thunder is a shoot 'em up, much in the mould of James Bond (reviewed this issue) and we thought it was pretty darned good, such that we gave it 90% back then. As for Super Fantasy Zone, it's a cute and chirpy shoot 'em up that only received a poorly 70%. Nostalgia hey. Sigh.

THE GENTLE TOUCH



There's a new joypad on the block. From Triax, the Turbo Touch 360 has arrived. 'Who needs another joypad?' you might cry. Well, this control pad does have one interesting feature to its name, it has a touch sensitive directional pad. No more 'Numb Thumb' claim the makers, the Turbo Touch offers quicker response and superior 360 degree circular movement. Well, we tried it out and although it does allow a greater freedom of diagonal movement and is without a doubt more sensitive, it was quite annoying when used, for example, with driving games, due mainly to the fact that unless you continually re-centre your thumb, the main sprite will continue to veer in whichever direction your thumb happens to be resting in. Still, with much practice it is possible that the Turbo Touch could win the hearts and perhaps even the thumbs of even the stoutest gamers. Moreover, the makers hope to persuade software companies to produce games that require a greater degree of directional accuracy, especially diagonally. We wait with bated breath. The Turbo Touch 360 costs around twenty pounds depending on where you buy it.

LIVE AND UNTAMED

You may have noticed a number of bill posters advertising the latest stand-up comedy video by guru of japes, Mike Reid of Eastenders and Runaround fame. However, this live show pales in comparison to the upcoming Gamesmaster Live show. It looks like it's going to be a rip-roaring carnival of fun with a Quasar light gun set-up, Virtual Reality, tons of arcade and video game stalls and most incredible of all, the lovable MegaTech crew will be there for the whole event. For more info on the event and how to apply for tickets, turn to page 83. See you there! At the show, not on page 83.

SPOT THE SHOT



Each and every month we give you the chance to win the Electronic Arts game of your choice and being the boring and predictable old school types that we are, we're going to do the same thing this month too. There are ten of these games up for grabs, so if you fancy getting your grubby mitts on one all you have to do is identify which game this shot is taken from. Send your answers to EA SPOT THE SHOT (DECEMBER), MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Those ten oh-so-fortunate winners will be visited by a man known only as Mungo, who will dice the screaming victims into little stewing chunks with his large meat cleaver and shove all the bits into the plumbing, occasionally eating any parts that he chooses in process. Either that or they'll get the EA game of their choice.

PREVIOUSLY SQUEEZED SPOTS

October's Spot The Shot was of course Desert Strike and not the little known Megadrive pudding game, Dessert Strike as many of you thought. Anyway, it was so easy that we received tons of entries, but only ten of you can win, ha. Here are those ten. Jeffrey Pike of Cheltenham, Iain Thomson of Alexandria, Alastair Hammond of Cheshire, Mr S Metcalfe of Benwell, Mr Kye Gann of Ashley Down, R Rance of Fratton, Mr A Grimley of Stoke-on-Trent, Vera Dodd of Wolverhampton, Master R R Jeans of Wickham Ford and Frank Bennett of Kirk Michael.

EA STEREO GIVEAWAY WINNERS

After much deliberation we decided Andrew Cadder of Spalding should get the Philips tower stereo system and the Philips CD player with infrared headphones should go to Nick Connors of Adlington. Sorry if you didn't win, but the quality of the entries was just staggering, as you'll see next month when we print some of the best in MegaTech.



Z
E
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S



STREETS OF RAGE 2

MT 12
STATUS:
PREVIEW

**STREETS OF
RAGE 2**

**PUBLISHER
SEGA**

**PRICE
TBA**

**FORMAT
16 M-BIT ROM**

**DEVELOPERS
SEGA**

**RELEASE DATE
14TH JANUARY 1993**

Streets of Rage is back! When the original was released way back in autumn of 1991, it was hailed as the Megadrive's answer to Final Fight and that was no mean boast. Featuring excellent graphics, some of the best soundtracks ever heard on the Megadrive (by the same bloke who did the music for Revenge of Shinobi) and a whole plethora of martial arts moves, it is the best beat 'em up on the Megadrive, or it was until now.



If there is one game that could prise Streets of Rage off the beat 'em up throne, it's the sequel and Sega aren't taking any chances with this one. Streets of Rage 2 boasts a massive 16 M-bits of memory, one of the first Megadrive game to harness this kind of power and you can bet that this extra memory has been put to good use. Massive sprites, extra moves, larger levels, better graphics, it's all there. In fact there's even a move that looks suspiciously like a Dragon Punch, the trademark move of Ryu and Ken from Streetfighter 2.

Original characters, Axel and Blaze have returned, but Adam is missing from the line-up. He'll be sorely missed, though only for about two seconds because there are two new characters, Max and Eddie.

Who they are and what they can do must remain a mystery for now. But with Streets of Rage's inspiration, Final Fight well into production on the Mega-CD, the big question is, which one will win the beat 'em up crown? The answers to all these mind-blowing questions can only be answered in time through the pages of MegaTech, starting next month with our full review of Streets of Rage 2. Can't wait.





THE LITTLE MERMAID

P
R
E
V
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E
W

MT 12
STATUS:

PREVIEW

**THE LITTLE
MERMAID**

PUBLISHER

SEGA

PRICE

£34.99

FORMAT

4 M-BIT ROM

DEVELOPERS

BLUESKY

RELEASE DATE

DECEMBER

THERE ISN'T ANYTHING QUITE AS DISTRESSING AS BEING TURNED INTO A SAD LITTLE POLYP, AT LEAST NOT FOR A MERPERSON ANYWAY. SO TRUST THE EVIL OLD SEA WITCH, URSULA, TO GO AND DO JUST THAT IN THE LATEST DISNEY GAME TO GRACE THE MEGADRIVE, THE LITTLE MERMAID.



Taking the role of either Ariel the Little Mermaid herself, or her dad, Triton, King of the Oceans no less, it's time to take to the oceans and explore underwater caverns and sunken ships in search of your be-polyped pals. At your disposal are such weapons as little Ariel's sweet singing voice or Triton's mighty Trident and boy, are they needed, because Ursula has

only gone and turned the sea creatures against the undersea royal family. This means battling with sharks, urchins and even the skeletons of long dead sailors in this magnanimous depolyping quest and you can be sure that Ursula will be waiting at the end of it all.

On first impressions, The Little Mermaid bears more than a marked resemblance to Ecco (reviewed this issue), but with more emphasis on blasting action and less on puzzle solving. As with all things Disney, the graphics are stunning, but how does it all play? Well, we know because we've played it, but due to a complete lack of room in this issue you'll have to wait until next month to find out.





ROLO TO THE RESCUE

In between putting together *The Aquatic Games* and their next James Pond game (*Splash Gordon*, to be released early in '93) Vectordean have been working on another cute platform game for Electronic Arts, but in *Rolo To The Rescue* there's hardly a fish to be seen.

MT 12
STATUS:
PREVIEW

**ROLO TO THE
RESCUE**

**PUBLISHER
ELECTRONIC ARTS**

**PRICE
£34.99**

**FORMAT
4 M-BIT ROM**

**DEVELOPERS
VECTORDEAN**

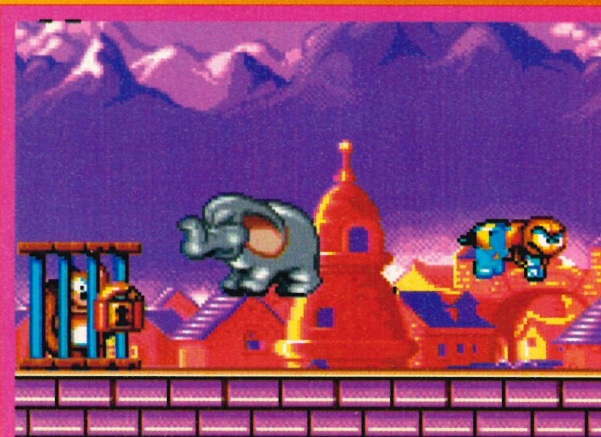
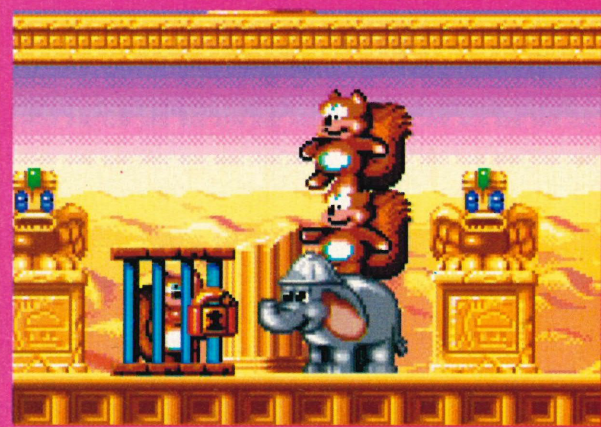
**RELEASE DATE
JANUARY**

The hero of the piece is Rolo himself, who, rather than being smooth, rich caramel in a milk chocolate cup, is an elephant. His problem is that the evil McSmiley Brothers have recently kidnapped all his animal friends (including—GASP!—his old mum) to fill the many McSmiley Zoos.

With the entire local chapter of the Animal Liberation Front out of town at their annual national dinner-dance, Rolo realises it's up to him to crusade through the local cities, deserts and woodlands freeing his caged companions wherever he finds them. Naturally, evil McSmiley goons lurk under every stone, and Rolo has to see them off either by jumping on them or perhaps even blasting hedgehogs at them through his trunk, which must surely be painful, but desperate times call for desperate measures, after all.

As Rolo frees different creatures they join his quest, and when Rolo gets stuck you can use the unique powers of one of his followers to keep him going. For example, rabbits have a natural high-powered jumping facility, squirrels are expert climbers and moles can dig tunnels through solid earth. There are also some unexpected items littered around the landscape (washing machines?) which provide Rolo with useful abilities, but only temporarily.

Even though it's only a 4 M-bit cart, *Rolo To The Rescue* spans 110 levels, and with superbly jolly graphics and action, this looks like it could be a riot of fun and laughs, or something close to it.



POWERMONGER



P
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MT 12
STATUS:

PREVIEW

POWERMONGER

PUBLISHER
ELECTRONIC ARTS

PRICE
£39.99

FORMAT
8 M-BIT ROM

DEVELOPERS
BULLFROG/SPRYTE

RELEASE DATE
DECEMBER

AFTER BEING DELAYED FOR ABOUT A YEAR, THE MEGADRIIVE CONVERSION OF BULLFROG'S CRITICALLY-ACCLAIMED PSEUDO-FOLLOW-UP TO THE EQUALLY CRITICALLY-ACCLAIMED POPULOUS IS NEAR AS DAMMIT READY TO HIT THE SHELVES.



Powermonger is a strategy game which uses a similar icon system and 3D landscape view (which rotates rather nicely now) to Populous, but whereas Populous was a pretty light-hearted God-vs-Devil, earthquakes, fire and flood affair, Powermonger is a little more serious in its approach.

You begin the game at the top of a vast archipelago of islands with the aim of conquering the lot of them one by one, building an army and equipping them as you go. It's all a bit barbaric, actually, and while there's no raping as such (heaven forbid!), there's an awful lot of pillaging going on as you steer your hordes over the mountains to the next village, hack up their best warriors, steal their sheep, food and boats, then subjugate them and make conscript them into your army.

There is a bit of diplomacy and even some subterfuge to be done, though. Sometimes it's wise to win over villages with no firm allegiances rather than burning them to the ground. As in Virgin's MegaLoMania you can also join up with other leaders, after first sussing them out by planting a spy in their midst. Something else it shares with MegaLoMania is the way you can put people to work on building new equipment, weapons, transport and so forth.

But which will be the better game? We hope to be reviewing both games in the very next issue of MegaTech, so you can find out for yourself then.



MEGA ARCADE

When we were assimilating (y'know, as you do) the results of the MegaTech Questionnaire, the new feature most readers wanted to see in the magazine was a a coin-op column. Seems sensible enough really. Many of the Megadrive games we see these days are conversions of arcade games, so it's not unreasonable to keep you updated on the coin-ops which may well be appearing on Megadrive in six months' time. And so we present the first Mega Arcade Zone, in which we venture into the new Sega Metropolis arcade in Hamleys and look at Sega's latest racing experience, Virtua Racing.

VIRTUA RACING

VIRTUA RACING
BY SEGA
ONE CREDIT: £1.00 (SIT-DOWN VERSION)

Forget Super Monaco GP. Forget Winning Run. Forget Hard Drivin'. In fact, forget every arcade driving game you've ever played because, for thrills and realism nothing beats Sega's Virtua Racing.

The sit-down version puts you in the cockpit of a Formula 1 car with a choice of three different courses to drive around. Use two buttons to slide the motorised chair into the perfect driving position and select an automatic or seven-speed manual gearbox (the gear controls are like Super Monaco's little switches on either side of the steering column) then jam the accelerator pedal to the floor and you're off.

The game always starts in the pits, where, before you rev up and zoom off, you're surrounded by a robotlike pit-crew, all drawn in vector graphics. In fact, the whole game is displayed in super-smooth, super-colourful vectors which look even more spectacular than you'd expect because the cabinet is fitted with a screen that is twice as wide as normal. The view is amazing, but even more amazing is the way you can actually switch the display to one of four different views of the track just by hitting a button on the dashboard.

Bored with seeing things from the driver's point of view? Just hit the button and the 'camera' pulls quickly but gracefully out to show you the race from behind the car. Press another key and whoosh! you're watching from a helicopter chasing you around the course. These features aren't just cosmetic. It's actually useful to switch to a wider view when the road seems empty, just to be able to see whether there's a slow car or an unexpected bend just ahead.

Virtua Racing is amazingly realistic and tremendous fun. The only slight flaws with the game are the lack of tracks (though all three are cleverly designed) and the strange reaction system. The steering wheel resists harsh movements just as it should, but unlike other games which move the seat to recreate the forces inside the car, Virtua Racing has gas bags which inflate to push your lumbar regions gently around the cockpit. It's novel, but it felt a bit too gentle when I was bouncing the car off barriers and bridges.

All in all, though, this is one of those arcade experiences which should not be passed up.

PAUL GLANCEY

GRAPHICS: 97%

SOUND: 93%

PLAYABILITY: 94%

VALUE FOR MONEY: 90%

OVERALL: 94%

MEGADRIVE CONVERTABILITY

VIRTUA RACING: Vector graphics aren't the easiest thing to recreate on the Megadrive, but even if Sega's programmers couldn't capture the look of the game they could probably recreate the realistic feel of the driving. Perhaps a good candidate for a Mega-CD conversion?

MEGA ARCADE ZONE RATINGS

All the expensive hardware in most coin-ops give them the potential for a much better game than a Megadrive could handle, but not all of them make the optimum use of their built-in facilities.

GRAPHICS Stunningly realistic and perfectly suited to the gameplay? Or could a Master System do better?

SOUND See GRAPHICS, really.

PLAYABILITY Is it thrilling? Or will you have seen it all before in numerous, better forms?

VALUE FOR MONEY Is one credit worth the price stated at the top of the review?

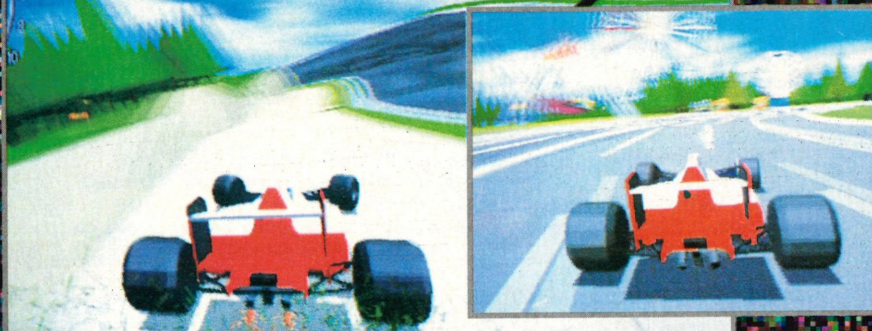
OVERALL Is it worth playing? Or should you have another go of Street Fighter II?

MEGA ARCADE

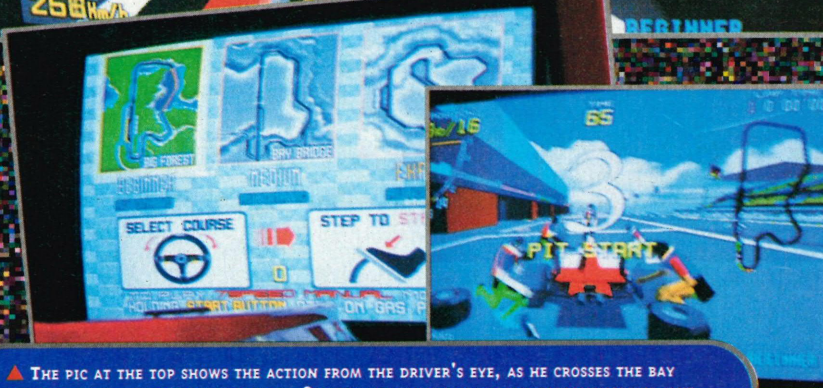


ARCADE ZONE

RACING

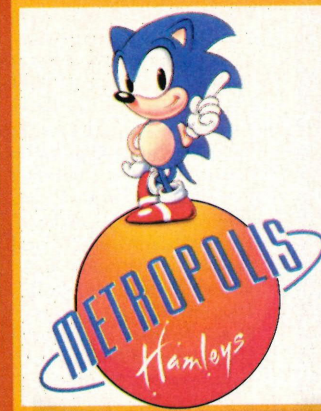


▲ RUN OFF THE ROAD NEAR THE FOREST (LEFT) AND THE TYRES SPRAY UP A LOAD OF PINE NEEDLES! IN THE PIC ON THE RIGHT, THE DRIVER IS HEADING INTO A BEND BY A FAIRGROUND. ALL THE RIDES, INCLUDING THE FERRIS WHEEL AND THE SWINGING GONDOLA WORK, TOO!



▲ THE PIC AT THE TOP SHOWS THE ACTION FROM THE DRIVER'S EYE, AS HE CROSSES THE BAY BRIDGE ON THE INTERMEDIATE COURSE... ON THE LEFT, YOU CAN SEE THE OPTIONS SCREEN, AND ON THE RIGHT, THE PIT CREW ARE MAKING THE FINISHING TOUCHES BEFORE THE RACE STARTS.

SEGA SET UP THE ARCADES OF TOMORROW



Fed up with dingy arcades which you can't get into if you're under 18? Over recent years the popular press have bestowed a largely spurious reputation for shadiness and iniquity on video arcades, but that's a myth that Sega are seeking to dispel by opening their own family entertainment centres all over Britain and the rest of Europe.

These aren't going to be your average arcades, though. These places will be centres of video gaming excellence in which you'll find all the latest coin-ops from Sega and other manufacturers. Sega have

already got hundreds of these set up all over Japan in towns and suburban shopping malls, spacious, bright, airy, well-staffed arcades which feature children's rides, big screen cabinets and bank upon bank of linked sit-down simulators, such as Stadium Cross and GP Rider (both bike racers), Super Monaco GP, Fi Exhaust Note, Rad Rally and Air Rescue, as well as the really big rides like the stomach-churning R360. And those are exactly what they want to set up across Britain.

The first site to open in November was The Hamleys Metropolis, which is situated in the basement of the gigantic London toy shop, but Sega have already got three more planned in the south of England alone, and they hope to have them all over the country by the end of next year. The second centre will be a 23,000 square foot site which will open in Bournemouth next Easter.

But what goodies lie in store for the keen arcade goer? Well, The Metropolis, as well as having loads of linked Sega racing games, such as GP Rider (of which there are TEN!), have a Virtua Racing machine (it's a shot), an R360, four each of Stadium Cross, Rad Rally, Fi Exhaust Note and Strike Fighter (their latest Afterburner-style game), two Holosseum holographic games and various other cabinets, such as big screen Streetfighter IIs, Golden Axe IIs, a number of Bally's Mortal Kombat machines, several Rail Chases and a few of Taito's Lethal Enforcers, as well as loads of the latest shoot 'em ups. Sega aren't restricting players to sampling their own games, but are laying on all that's best in arcade entertainment.

As well as being presented in pleasant, well designed surroundings, the machines in The Metropolis are right next to Hamleys' customer restaurant so that you can have a snack between games of Street Fighter II. This atmosphere of pure leisure is what Sega are keen to create, and in most centres there will also be a chance for Sega console owners to try out the latest cartridge games in a cabinet before stepping over to the kiosk to make a purchase.

We'll be featuring more news on the family entertainment centres in future issues of MegaTech, so if you want to know if one is opening near you watch this space!

ARCADES

ARCADE ZONE



MEGA MAIL

Hello folks. It is I, Tom, here once again. This month the coveted task of answering the MegaMail has fallen onto my frail and narrow shoulders. I know, I should be pleased, but the reason behind this turn of events is most tragic. As a punishment for my childish behaviour at this morning's assembly, Paul made me collect firewood in the forest surrounding Castle MegaTech. There I was, happily consumed in my chores, gambolling and playing amongst the trees with my animal chums, when suddenly the sky became almost pitch dark. Looking up I saw a massive flock of winged monkeys headed towards the castle. Dropping my bunch of sticks I raced after them as fast as I could, but it was too late. I was still in the outskirts of the woodland as I saw my dear chums, Paul and Jeff, gripped tightly in the paws of two of the larger apes as they were carried, kicking and screaming, off into the horizon. As long as I live I will never forget the tortured look of terror on Jeff's face as he yelled, "Run Tom, save yourself!"

And that is the woeful tale. If you happen to see any flying chimps in your area write immediately to MEGAMAIL, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. And if there is a wicked witch reading this, please return my pals. I'll pay anything.

I LOVE GAMES!

MegaTech,
Take a look at this list of games.

Truxton, Air Diver, XDR, Arrow Flash, Zero Wing, Grey Lancer, Thunderforce 2, Thunderforce 3, Thunderforce 4, Elemental Master, Super Airwolf, Verytex, Raiden Trad, Vapour Trail, Undeathline, Task Force Harrier EX, Sol Feace, Forgotten Worlds, Darwin 4081, Twin Hawk, Shadow Blaster, Insector X, Hellfire, Darius 2, Dangerous Seed, Heavy Unit, Gaiares, Volfied, Aero Blasters, Fire Mustang, Galaxy Force 2, Trouble Shooter, Super Fantasy Zone, Devilish, Steel Empire, Super Thunderblade, Whiprush, Curse, Phelios, Atomic Robokid, Musha Aleste, Gynoug- Wings of Wor, El Viento, Battleship Gomola, Tora Tora Tora, Afterburner 2, Twinkle Tale, Atomic Runner, Fireshark, Xenon 2, Burning Force, Space Harrier 2, Space Invader 90, Bad Omen, Battle Squadron, Bio Ship Paladin, Thunderfox, Ultimate Tiger, Twin Cobra, Master of Weapons.

What do all these games have in common? They are all shoot 'em ups and whether horizontal or up the screen they are all the bloody same. When are Sega going to stop making these type of games and make something decent!!! We don't need 60 games all with no variation or anything different to offer. BYE.

MR A TUCKER, SUNNYHILL, CUMBRIA

Yeah, well, kind of, Mr Tucker. Apart from the minor fact that most of these games aren't the same (Afterburner 2 and Twinkle Tale are worlds apart, and Volfied!! That's more of a puzzle game along the lines of Atari's Qix) would you really prefer it if none of these games had been made? Or perhaps it would be better if no more shoot 'em ups came out! If that was the case, you'd probably be complaining about the lack of shoot 'em ups. A lot of shoot 'em ups do follow the same format, but to say that they're 'all the bloody same' is exaggerating to prove a point.

The fact is a lot of people still like this sort of game and while you might think that programmers should be devoting their time to coming up with something new, they are in business to make money and so they have to come up with something that doesn't take an inordinately long time to produce and will sell well when it reaches the shops. Maybe in a year or two the market will change and the vast majority of Megadrive owners will want everything to be completely new. Mind you, when that happens MegaTech will be scuppered because Sega will be spending so long coming up with ideas that have never been used before that they'll only release two games a year and we'll have nothing to review.

THAT OLD CHESTNUT!

Dear MegaTech,
In issue 11 Tim Pearce wrote in asking for the name and telephone number of a mail order company which was on page 27 of issue 7, but there was only the questionnaire on that page. The page he probably meant was page 29. The company is called MegaMix and the telephone number is 0732 351220.

Conan Johnston, Durham

Was there really a questionnaire on page 27? Gee, thanks for clearing that up for us Conan, after all, it's not like we've already said that or anything. As for that mystery page, only Tim knows for sure which one he meant. Come to think of it, he probably doesn't.

ENLARGE MY SLOT

Dear MegaTech,
Would it be possible to play Jap games on my official Megadrive if I was to enlarge the slot on top. I've looked inside and with a bit of care and attention, it could be done easily. I know you wouldn't recommend this to people with a warranty on their machine or to people who can't handle a needle file, but it would save 15 quid.

Richard Beez, Teignmouth

By filing away the edges of the cartridge slot, it's certainly possible to fit most Japanese cartridges into an official Megadrive, but a lot of new games may not be compatible across the various systems due to the new security chip that Sega are supposed to be incorporating into some of their future releases. Having said that, though, we've had no definite news of how Sega actually plan to implement this and when. Also, as you've already said, this modification will definitely invalidate your Megadrive's warranty, so don't do it if you've had your Megadrive for less than a year and don't want to pay for repairs should it blow up.

SCALPUM POWDER

Dear MegaTech,
1. Will there ever, ever, EVER be Street Fighter 2 on the Megadrive? Because first Sega have every right to make a conversion and second, if not, I'll pull all my hair out and then start shaving my head!
2. If it will be for Sega, will it work on an English machine?

Yours Sincerely,
Neil Jones (age 9), Herne Hill.

Wait Neil! Put the shears down, man. Although Sega don't actually have any automatic right to make Streetfighter II (they can't just steal somebody else's game and convert

it), Capcom do and that's exactly what they're going to do. Yup, it seems that Streetfighter '92 will be coming out on the Megadrive after all and the details are in this month's news section. So relax and let your hair down or at least the sparse tufts of it that you have left.

OOF!

Dear MegaTech,
I have got most oof of the MegaTech mag's and I think that it is a very good magazine. I have to warn you that if you continue to abuse readers that write in then you will lose readers.

1. Which is a better and faster game; Terminator, Predator 2, Mercs or Alien 3?
2. When is Predator 2 coming out because I am dying to find out what it's like?
3. Is EA Hockey 2 harder than the first one?

I would also like to suggest to you a few more pages of mail order adverts in your magazine and a few pages like Megamart in Mean Machines would be nice. And before I go I would just like to thank you for helping me out with the Immortal. It is a brilliant game and I can now finish it. I look forward to reading MegaTech in the future.

TOM BRANCATI, BRADFORD ON AVON.

We don't mean to be abusive to readers, it's just that sometimes Paul reads a letter and, well, the red mist appears and he just can't hold himself back. Still, we won't have that problem again unless the aerial apes bring him back.

FRYING TONIGHT!

Dear MegaTech,
A lot of people think that the SNES is better than the MD, but my brother has a SNES and I think that the MD whips its slimy butt!! Here are some questions.

1. Will there ever be a Tasmania 2?
2. I've heard Andre Agassi tennis is coming out for the MD, is this true?
3. Will the Addams family ever come out on the MD?
4. I hear Streetfighter 2 might be coming out on Mega CD, will it ever come out on cartridge?
5. My friend (?-TG) Greg said 'Streetfighter 93' was coming out on the Megadrive. Is this true or is he a plonker?

PS. At last a mag with some balls, and a couple of pages two! (? again-TG)

JULIAN LOMAX, WATFORD.

Only Andre Agassi is a definite cert for release on the Megadrive, but more importantly, how come Greg got fried? You weren't rubbing rubbing his joints with Mazola in front of the fire again were you? How many times do I have to warn you? Sigh.



A SLICE OF COUNTRY LIFE

Dear Sir,
The name is Angus Poland (honest). On the high score chart (Olympic Gold) you refer to moi as a resident of the Bridge of Dee. The video I sent in as proof had Angus all over the world records chart, I thought this may have given you a clue as to my name! Being in your prestigious publication elevated me to star-like status in our small community. As a result a local farmer who has recently installed a state of the art slurry tank asked me to be the official guest of honour at the grand opening. They had originally pencilled in Isla St Clair for the ceremony until the farmer's son spotted my name in your magazine. I owe it all to you guys.

Three weeks ago I purchased Predator 2, basically because I was taken in by the pretty packaging. I normally as a rule wait to see a full review in your magazine (I mean that sincerely). I suppose we all have to learn the hard way. When I switched on I had the distinct feeling the insides of my Megadrive had been mysteriously swapped with a C64. I completed it twice in 24 hours with and without passwords. Fortunately for me, a good if somewhat simple friend of mine was mightily impressed with the game, so before you could say "Marti Caine is the most talented performer on TV today" I swapped it for his F22. The moral of the story being, never believe the hype, read the MegaTech review.

In closing I would just like to suggest one small possible improvement to your mag. Where are the hysterically funny little cartoon capers of Sonic dismembering Mario that are so popular in some of your competitors publications. Hey I love you guys.

ANGUS DEE, KIRKCUDBRIGHT.

Aw shucks Angus, you'll make us blush in a minute. We're just glad we could be of help. Cartoons of Sonic stabbing/incinerating/decapitating Mario are just so funny aren't they? I laugh at every single one I see. 'Ho ho! Look what Sonic's doing to Mario!' I chuckle. And d'you know, it never ceases to amaze me that eight-year-olds can produce such hard-biting satire. It's probably something to do with growing up under a Tory government. Of course, I could be wrong.

NO FUN!

Dear MT,
I would like to complain about your 'Fun on the Phone' competition on page 63 of issue 11. I phoned the first competition, the one with the phone number of 0839 550016, you were supposed to win a Megadrive and loads of other stuff. I answered all the questions correctly, but the tape recording kept saying I got it wrong! Here are the questions and my answers.

1. Which actor played the cyborg in Terminator? Arnold Schwarzenegger.
2. Where were the last Olympic games held? Barcelona.
3. What group is Axl Rose the lead singer of? Guns 'n' Roses.

These answers are right, but the recording kept repeating all the questions and saying I got question three wrong!! They never even got round to the tie break question. I am very disappointed that a great mag could operate such a con of a competition! I expect some sort of response because I had to pay for the call which got me nowhere.

ALEX MCKENZIE, BECKENHAM.

We're taking a look into your problem, but the truth of the matter is that the competition isn't actually run by ourselves but by one of our advertisers. If you have a problem you can get in touch with them at this address, Goldline Promotions, Dept DN, P.O. Box 40, Cambridge.

EXCELLENT IDEAS?

Dear MegaTech,
Please could you give me the address to Sega Europe as I have some excellent ideas for games or elements for games and do you have a release date for the Mega CD and when will Streets of Rage 2 come out?

STUART SHAKESBY, HULL.

You'll be wanting to speak to Sega's consumer department, who can be contacted on this number, 071 229 4841. Streets of Rage 2 is scheduled for release in January.

A REAL DOPE

Dear MegaTech,
I, one of your newest readers, is a real 'dope' when it comes to video games. So I was wondering if you had anything that could help me. Cheats, hints, tips, anything to help me through Megadrive games. Also, your magazine is the best because it only interviews Megadrive games, which in this case I own a Megadrive.

Can I ask you some questions?

1. I read your update on Sonic 2, when will you do a full review?
2. Could you make more pages with pages with stuff kids (or adults) would like reading?

I'll say it once and I'll say it again: YOUR MAGAZINE IS THE BEST!!

JIM MORRIS (size 15), PALM BEACH, AUSTRALIA.

Hmm, pages that kids and adults would like reading eh? Who exactly do you think we're catering for? The undead? Animals perhaps? Never mind. Hopefully the Technique Zone booklet given away with this issue will satisfy your lust for tips. Oh and if you like our interviews with games, wait until you see next month's issue when we get a Road Rash cartridge in to show us how to cook a top lasagne.

EARLY DEVELOPER.

Dear MegaTech,
I recently read that Megadrive games can take up to 4 years to produce. Does this mean that games like Sonic 3 and 4 are already in the drawing board, early development stages?

PS. Who does those rather smart drawings that accompany the MegaMail section.

JON GOULD, WOLLESCOTE, STOURBRIDGE.

All sorts of things are developing in the Sonic The Hedgehog department, and I wouldn't be surprised if Sonic 3 is already past the twinkle in the Japanese milkman's eye stage. Super Sonic, the Mega-CD version of Sonic 2 is definitely in production, though, and that will be released sometime in the middle of next year.

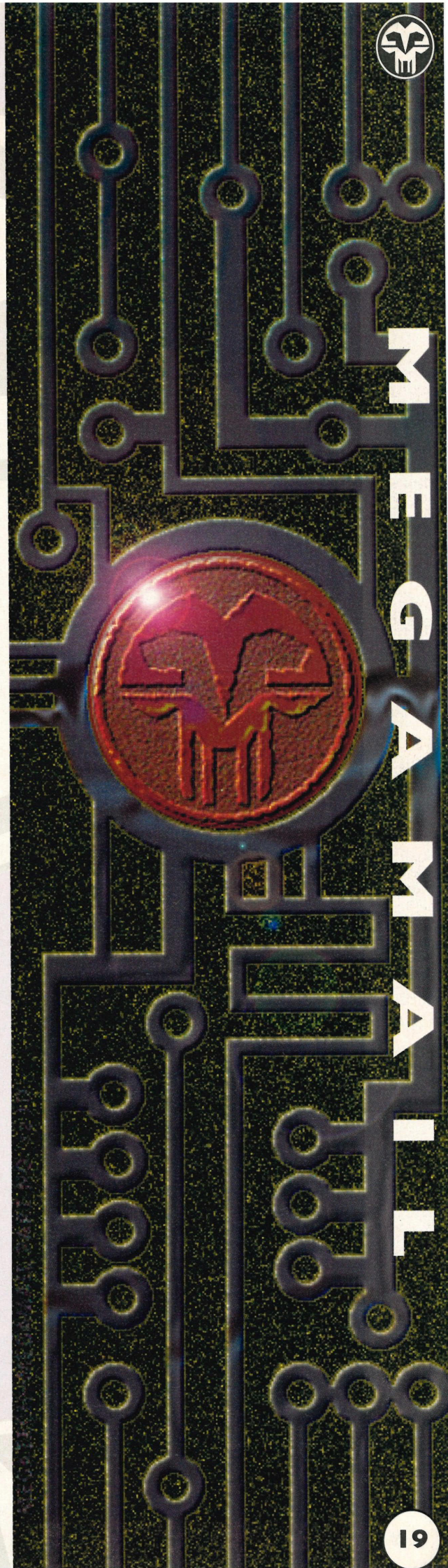
As for the MegaMail pictures, they are drawn by various artists (namely Gary Harrod, Stuart Harrison and our own, our very own Jeff Zie), but sketching credits for last month's go to CVG's Jon Billington who is forced to draw them on the floor of his cell. It's the only thing that keeps him sane. He's a tough cookie to crack, but we'll break him eventually, it's only a matter of time.

I'M UNSETTLED

Dear MegaTech,
I have really been looking forward to the Megadrive successor which was unofficially dubbed the Gigadrive. In issue 3 of MegaTech and other various console magazines, there have been articles based on the Gigadrive, saying that it would be a 32-bit machine. Is this true? Since issue 3 of MegaTech, I have been waiting like mad for months for further news, but have not received any in console magazines. Please answer this letter as my mind is not settled and is driving me mad.

ASIF AKHTAR, WIMBLEDON

The reason that there's been no talk of the Gigadrive recently is due to the simple fact that there's been no news about it. However, the machine is definitely in production, although when it will be coming out is hard to say. Its release date could be over a year away, so don't hold your breath and please don't lose your mind.





**FORMAT: CART
M-BITS: 8**

BY: SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: ARCADE ADVENTURE

CONTINUES: PASSWORD

SKILL SETTINGS: 1

Man has control of a quarter of the Earth's surface: the land. He also possesses 100% of the world's vanity, and never assumed that anything he lived with could be as intelligent as he. Well, not until recently. Then he discovered that some creatures who didn't live on land were just as capable of having a conversation, solving problems and feeling complex emotions: the Dolphins.

When man discovered this he acted as any intelligent being would and **CONTINUED** to kill dolphins for their expensive meat, or because he couldn't be bothered to act to protect them. So much for man.

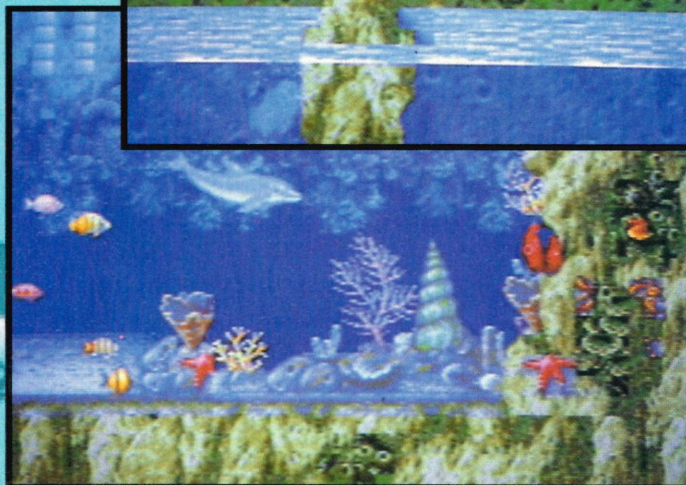
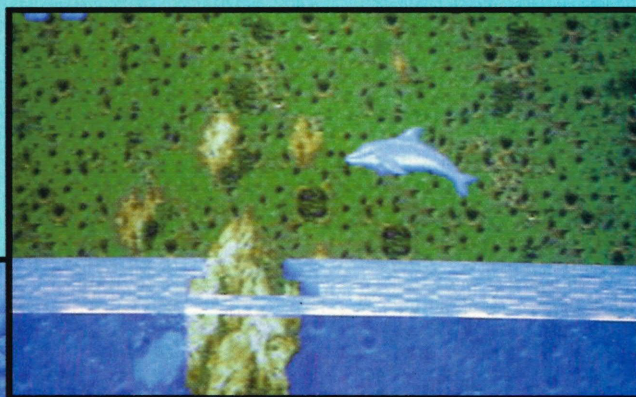
Ecco is the name of one such dolphin struggling to survive under harsh conditions. He was just one of a normal, peaceful dolphin pod which swam in the area of the barrier reef until a natural disaster separated him from his relatives. A vast water spout descended and whisked all the local sea-life away except the bewildered Ecco. The game follows his attempts to return to them, using skills unique to dolphins, and taking place in the quiet, but dangerous waters of which we know so little.

ECCO



▲ WITH THE ELEGANCE ONLY A DOLPHIN CAN EXUDE, ECCO NUDGES A MIGHTY BOULDER WITH HIS NOSE.

GOING SWIMMINGLY



▲ AH, THE UNDERSEA WORLD. A MAGICAL REALM THAT EXISTS RIGHT HERE ON EARTH.

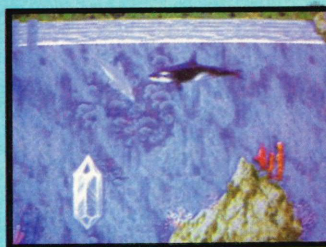
The game comprises 17 stages, each of which features its own mission. Most of these are rescue missions, which begin with a friendly creature (usually another dolphin) asks Ecco to find another creature trapped in the labyrinth of reefs and lead it to safety.

A lot of effort has gone into animating Ecco and making him respond very realistically to the controls which is just as well, as guiding Ecco through the labyrinth is a substantial part of the gameplay. In addition to the eight directions of the joypad, Ecco's speed is controlled with B (accelerate) and C (a sort of spring forward, useful for attacking small enemies and catching fish for food). The A button serves a wider and more important purpose: Sonar.



● PING!

Dolphins can emit high-pitched ultrasounds, which are inaudible to humans but allow dolphins to communicate and navigate their way around their surroundings by echo-location. This ability is used in Ecco, via the A button, for the two purposes it serves in the Dolphin's real world. Here's a brief description of each.



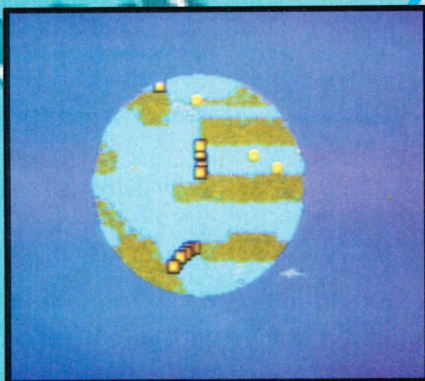
● **COMMUNICATION:** In Ecco, you can speak to other dolphins and whales by pointing in their direction and pressing A. If they have anything to say, they reply, and may give you information that will help you rejoin your pod.



● **ECHO-LOCATION:** Dolphins can sense how long their sounds take to return and so can judge how far away objects are. In Ecco you can fire off a pulse and by waiting for it to return, you get a full picture of your surroundings, ie a map.

● ECCO'S MAP

The echo location map displays all the features of the surrounding reef. The reef contours are shown, and all the living creatures as well. Enemies are shown in orange, and useful objects appear as squares. The Glyphs appear as blue diamonds, and the dots that move slowly actually represent shoals of fish. Importantly, underwater breathing holes are marked as bubbles. With all this information available, calling up the map at regular intervals is a vital part of playing Ecco.



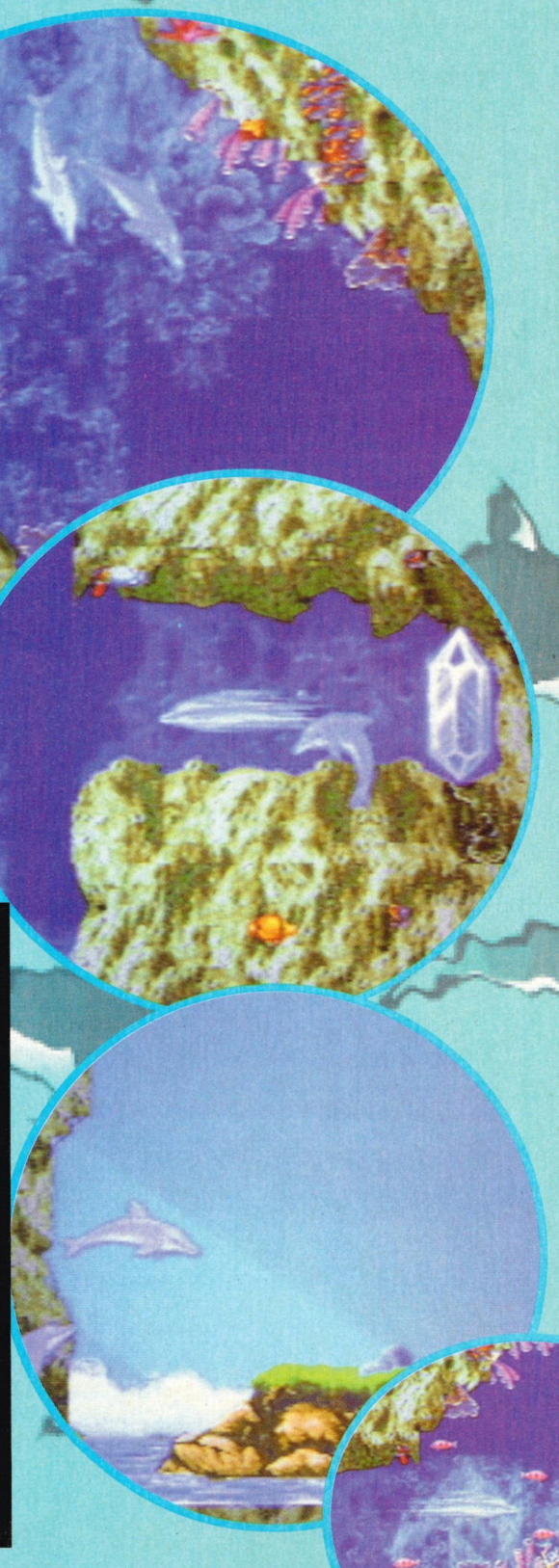
● BREATH OF LIFE

As everyone ought to know by now, dolphins are not fish! They are mammals and need air, so Ecco can't spend all his time underwater or he'll drown. This means regular trips to the surface, or if he has to dive deeper, he needs to hunt out pockets of air trapped in the reef to replenish his blue air bar at the top of the screen. Part of the challenge of Ecco is to explore some remote areas as quickly as possible because air supplies are very limited.

tom's comment



Not only is this the most original game to grace the Megadrive for a long time, it's also one of the best. As it stands, the graphics are incredible, sure they may be a bit samey, but there's only so much you can do with the sea. The fabulous backdrops and the beautiful colours really give the impression that you're exploring the depths of the oceans. The sprites are equally delicious, and all the creatures look and move just like the real things. And then there's the sound. Realistic dolphin and whale noises backed by beautiful, soft tunes with sonar pulses, nothing is out of place. Of course, all this would mean nix if it didn't play well, but it does. I'm quite surprised that the programmers weren't tempted to go for some kind of silly, cutesy fish platform style game instead of the serious puzzle solving exploration theme that they did use. From communicating with other sea creatures to exploring deep coral caves, it's all perfect. You'd better be prepared to endure too, because there are a lot of frustrating moments to this game and it really does require skill to control Ecco successfully, but it's worth your time and patience. This game really is a ground-breaker and warrants priority purchase. Super Nintendo owners dream on.





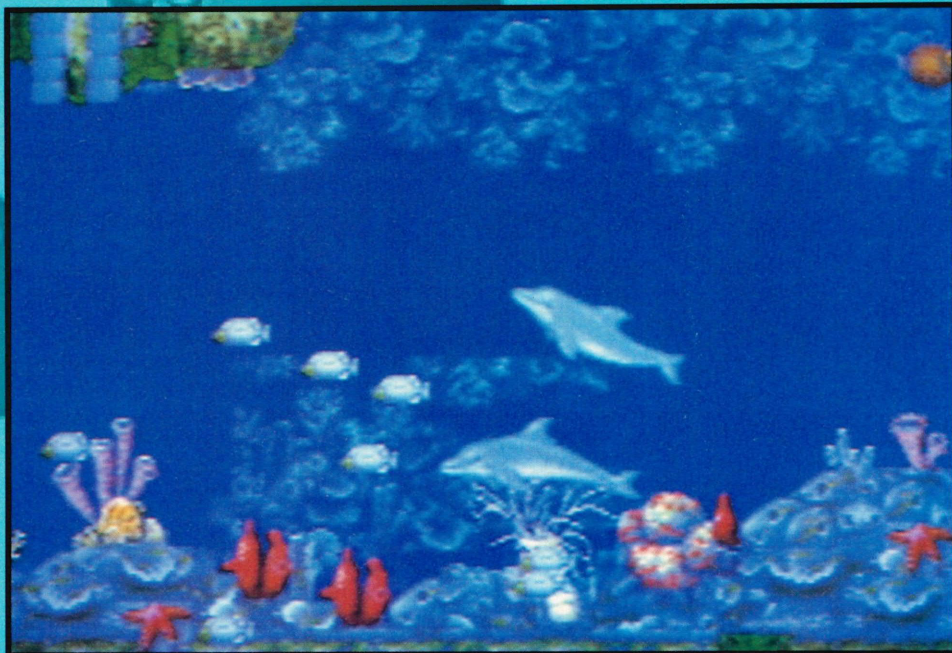
• UNDERSEA KINGDOM

Ecco doesn't have the oceans to himself, more's the pity. A variety of creatures, some friendly, some not, inhabit the grottoes and galleries of the reef. Early on Ecco encounters vast fields of jellyfish, which are not particularly vicious, but can weaken him with their stinging tentacles. Later, spiny blow-fish cause problems, and as you progress major problems are caused by larger predators such as sharks, giant octopi and sea worms begin to appear.

Some friendly creatures exist, though. Clams respond to your sonar pulse by releasing a nutritious pearl, and Ecco can dine on a diet of small fish by charging the numerous shoals. There are also other cetaceans, such as Killer Whales, which offer advice and support.

The physical environment of the undersea kingdom provides its own hazards. Near the surface there are open areas of water, but some are broken up by small islands which Ecco has to jump over, with a flick of his tail, to get past.

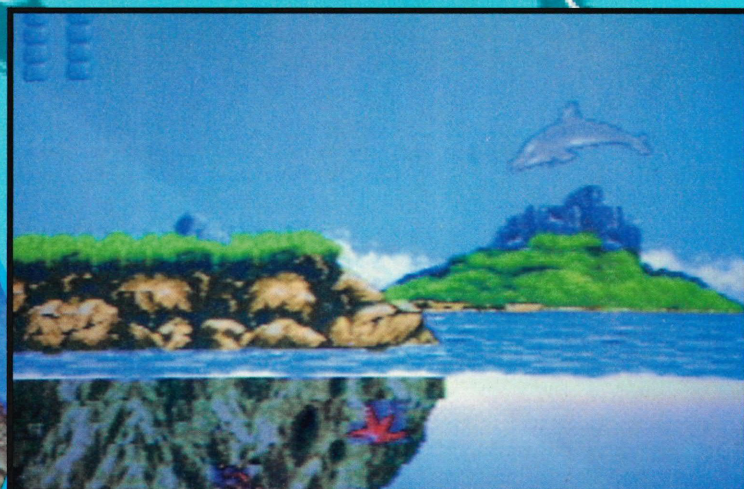
Down below, the reef becomes a labyrinth of rocky passages and inlets. As the depth increases, Ecco may have to squeeze through small holes lined with sharp corals.



▲ ECCO AND A DOLPHIN BUDDY EXPLORE A DEEP SEA CAVERN



▲ IT'S A WELL KNOWN FACT THAT SHARKS AND DOLPHINS ARE ARCH-ENEMIES.



▲ BEING AN AIR-BREATHING MAMMAL, ECCO MUST COME UP FOR AIR OCCASIONALLY.



CRYSTAL CLARITY

A part from the things you'd expect to find in the underwater environment, Ecco often comes across large blue crystals called Glyphs. There are three types of Glyph to discover. The first two work as lock and key. Some Glyphs block the way to other parts of the level, and can only be removed when a pulse is collected from a matching key Glyph somewhere else. The other type of Glyph responds to your sonar by giving you a mystic message which proves useful. Determine the purpose of a Glyph by giving it a nudge, or firing a Sonar pulse at it.



▲ BY TALKING TO GLYPHS, ECCO CAN OBTAIN INFORMATION OR ACCESS TO OTHER CAVERNS

WORSE THINGS HAPPEN AT SEA

Ecco contains many ingenious problems to be solved by your dolphin. No solutions will be revealed here, but even the early levels involve some lateral thinking. There is a rocky, impenetrable wall that needs to be breached; a hungry octopus who is sensitive to water movements; a host of deep trenches which have strong upward currents; and strange and beautiful rings of starfish, which may aid you. Each of these mysteries has a logical solution to hand, which requires some manual dexterity to implement.



▲ UP AND OVER. ECCO CLEARS A PROTRUDING ROCK WITH A WELL TIMED LEAP.

GET REAL

Although just a game, Ecco does make you think about Dolphins and the real life plight they suffer from pollution and hunters. If you are interested in creating a better environment for Dolphins to live, you can write to GREENPEACE, Canonbury Villas, London, N1 2PN.

paul's comment



You can forget sometimes that video games can sometimes be works of art, until something like Ecco arrives to remind you. I'm knocked out by this wholly original, totally brilliant game. The control method is perfect for the dolphin, and the range of his movement is astounding. I can't imagine how many frames of animation were used to show the sweeps, the somersaults, arching dives and tailflicks you can do with Ecco. The background graphics are just as jaw-dropping with delicate corals on intricately detailed reefs. Countless effects and touches—like the sonar pulses—have been effortlessly employed. The game itself is a completely absorbing experience. Problems and clues present themselves, but the clever thing is the mix of action and thought required to solve a puzzle. You may realise that using the stone gets past the unsurpassable current, but then you've got to use Ecco to actually do it! Failure is common, but the game is such a pleasure you won't mind trying again and again. The incredible amount of levels guarantees weeks of challenge to even toughened gamers. Ecco is an incredible game, a coup for Sega, and an essential, ESSENTIAL buy for all Megadrive owners.

GAME TITLE

ECCO

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

% RATING

PRESENTATION

97

Immaculate: great instructions and controls, password option and excellent demo.

GRAPHICS

96

Quite exceptional use of colour and animation of a standard not seen before.

SOUND

90

The tunes are perfectly atmospheric, and there are authentic whalesong-type noises.

SHORT TERM PLAY

94

Ecco is immediately captivating, by its originality and wonderful control 'feel'

LONG TERM PLAY

93

The game is huge, and challenging, and every second of it is enjoyable.

MEGATECH RATING

94

A rare blend of ingenious and original gameplay and superb graphics make this a classic Megadrive game.



FORMAT: CART
M-BITS: 8

BY: SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 20

SKILL SETTINGS: 3

Benevolent professors eh? A stupid bunch if ever there was one. Take 2055's robotic Professor Kildare for instance. This man developed a technique which would return the bio-mutated populace of Earth back into their human selves after World War III. His experiments with six specimens came up trumps with no side effects (excepting a predilection for cretinous comic-book dialogue and one-liners), and what does he do? Embark on a re-humanising mission and restore order to a chaotic society? No, instead he trains his six humans as commandos and has them wipe out the "evil mutant menace" (probably whilst in the process of growing a stupid toothbrush moustache and cutting one of his...ahem, anyway.).

However, now evil mutant overlord Sluggo has kidnapped four of Kildare's warriors, and is using them as bait to trap the other two. Now it is your job to supervise the inevitable rescue bid by controlling Shannon or Ackroyd, the remaining Ex-Mutants, and using your platform combat skills to claim victory.

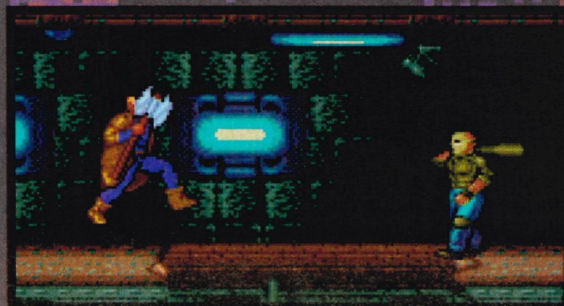
EX-M

WHAT'S YOUR FAVOURITE MUTANT, BABY?



▲ ACKROYD PACKS THE AXE, WHILE SHANNON LETS HER NUNCHUKS DO HER TALKING.

There is a choice of two Ex-Mutants for the budding mutant-basher to control. Each has their own special weapons and abilities, along with their own line in snappy patter and crummy dialogue, some of which is spouted at the end of every level or when the character loses a life. Indeed, full conversations unfold at the end of most levels with the script changing according to the character present. It isn't very good whichever Ex-Mutant you control, though.



ACKROYD



Ackroyd is armed with a battle-axe which he swings slowly but to great effect. Although his weapon is powerful, the range of his swing is quite small. He starts the game with eight units of energy, but his greater bulk and poncey clothes prevent him from running too quickly.

SHANNON



Shannon attacks with her nunchaku. These flails have a long range, but don't dish out the same sort of damage as Ackroyd's axe. Shannon can move very quickly, and this reflects in her much faster fire rate than Ackroyd. However, she only starts the game with a lithe and slinky six units of energy.



UTANTS

● SWING YOUR AXE

Although the chums start their mission armed only with their hand-held weapons, it is possible for them to pick up projectile power-ups which fire alongside their melee armament. Each of the characters has two possible weapon icons to choose from, all of which are shown here.



NUNCHUK CLUBS

Shannon fires mini-nunchaku with this icon. However, although they are fairly powerful, the arc of fire is a little unpredictable.



SHURIKEN

Fast firing and deadly, these Ninja weapons are surely the star (ho ho) projectiles for Shannon.



AXES

Although Ackroyd's throwing axes are a little slow to fire and arc over, making them difficult to aim, they are pretty powerful and worth grabbing.



SHARP THINGS

Ackroyd shoots sharp things at his foes. Not a bad weapon at all, but not as powerful as the axes.

● WHAT A BOMBER

Along with their already fairly comprehensive armoury, Ackroyd and Shannon are also able to tool up their arsenal with a variety of high-explosive secondary weapons. All the weapons on the list are available to both characters, although you may only hold one at a time, and they are in limited supply. Up to three explosives may be thrown simultaneously.



HOMING ORBS

Home in on the nearest target, but they're no more powerful than a nunchaku swing, making them a bit weedy against guardians.



GRENADES

Explode on contact with anything. Tricky to aim but highly effective.



BOUNCING BOMBS

Super grenades, these bombs explode only on contact with enemies, and just bounce harmlessly off inanimate objects.



LANDMINES

Stationary mines which explode when stepped on by enemies. If a particularly nasty mutant sympathiser is on your trail, drop a few of these as a handy improvised ambush.



EXPLOSIVE CHARGES

These explode when their fuses run out. Good for blowing up certain objects but useless against enemies.



WELL, LET'S GET THIS SHOW ON THE ROAD AND BRING HIM ON! I'M GOING TO PERSONALLY BLOW THAT UPTIGHT WORM TO PIECES. WHAT, WITH MY EXPERT MARKSMANSHIP, BOYISH GOOD LOOKS, AND ...

GIVE IT A REST, BUD-BOY. THIS ISN'T SOME VIDEO GAME. THE ONLY WAY YOU COULD HIT SLUGGO WITH THAT CROSSBOW OF YOURS IS IF HE AIMED IT FOR YOU.



▲ IN BETWEEN LEVELS YOU GET THIS KIND OF COMICKY DIALOGUE BETWEEN THE RESCUER AND THE RESCUEE. HERE WE SEE COCKY YOUNG BUDDY SHOOTING OFF HIS MOUTH AT ACKROYD WHO HAS JUST SAVED HIM FROM A FATE WORSE THAN DEATH.



▲ PROFESSOR KILDARE DISPLAYS HIS SPECIMENS. OOH! NUDEY-PROD GAMES AHoy!



I like a good hack 'n' slay platform romp and that's exactly what this is. In terms of graphics, it's none too impressive, resembling the kind of Megadrive games we would have expected to see about a year and a half ago, but it also has that kind of fresh, playable feel many of those games had too. Gameplay-wise we're not looking at anything particularly original either, it's just a case of running around chopping and slashing, dodging scythes, picking things up, but it's just so simple to get into and extremely engrossing. What's more this is a pretty tough game, but not too frustrating, allowing you to slowly but surely work your way through it. Admittedly, there is nothing so face-slapping as to lift this game greatly above the masses, but if you're looking for a fun, challenging platform game, this is one the better recent releases.



● RIDING LOGS FOR FUN AND PROFIT

At the end of the cave, forest and sewer levels the player moves on to a speed stage. Here, your Ex-Mutant rides on a high speed form of transport and must dodge obstacles and traps, as well as destroying the ubiquitous mutant enemies.



MINECAR

A rather popular subject for platform games these days, the minecar level is the first speed level encountered. The hilly, bumpy tracks adds some changes in velocity, but watch out for the moving spike blocks and falling boulders along the way.



▲ PROFESSOR KILDARE. DOESN'T LOOK MUCH LIKE RICHARD CHAMBERLAIN DOES HE?



FLOATING LOG

Log jam skills are required as the Ex-Mutant of the player's choice floats down a raging river, facing attacks from the bank and from dangerous fish alike. Also beware of the underwater mutants!

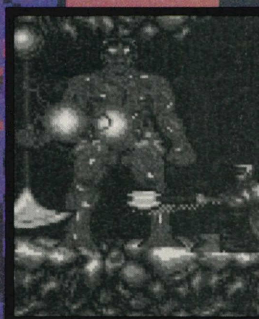


▲ LEVEL ONE'S BOSS IS THIS LARGE BLUE MAN, WHOSE NAME TEMPORARILY ESCAPES US (WE DO KNOW, REALLY). WATCH OUT FOR HIS WHIRLING BLADE AND THE FIREBALLS WHICH SPRING FROM IT.



SUBWAY TRAIN

Move along the top of a speeding subway train, ducking underneath those signals which get in every top-of-train sequence in comics or film ever, and fight your way to the front. Make haste however, as the radiation level in the tunnel is dangerously high and fatally irradiates your non-mutated pal in all too short a time.



▲ HAI HE'S HAD IT! NO ONE CAN STAND UP TO THE MIGHT OF ACKROYDS HATCHET FROM HELL.



▲ THIS FATSO BLOWS FIREBALLS WHICH BURN AWAY THE WOODEN BRIDGE, SO TRICKSY JUMPING IS REQUIRED FROM OUR BOY (OR GIRL).



▲ WHAT'S THIS? A NINJA TURTLE? OR IS IT JUST SOME MALEVOLENT INHABITANT OF THE JUNGLE? OR COULD IT BE A MIXTURE OF BOTH?



▲ A RARE PICTURE OF SHANNON SMASHING SOMETHING TO SMITHEREENS WITH HER UNSTOPPABLE NINJA WEAPON.

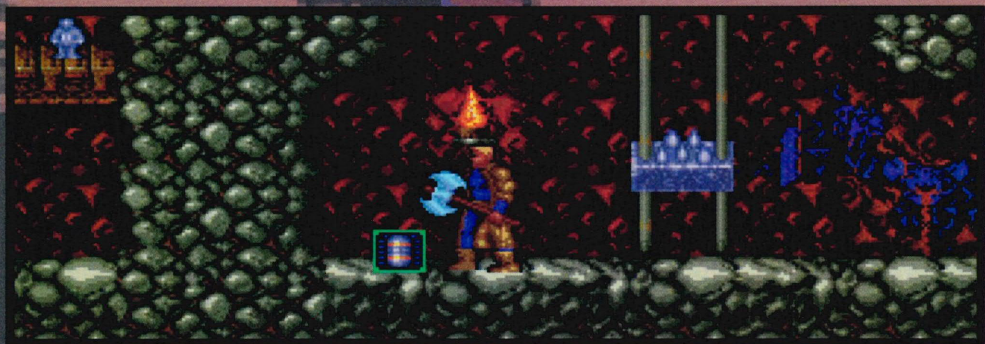


COMICAL CAPERS

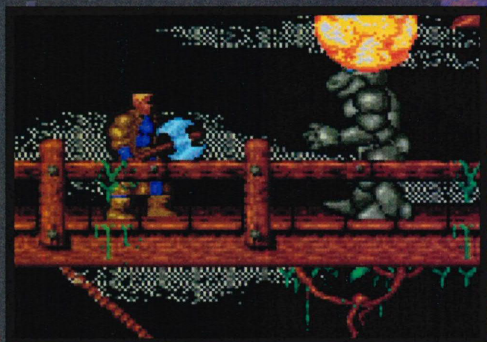
There is in fact a comic of the Ex-Mutants although it has nothing to do with a certain similarly-named gritty, realistic Marvel comics mutant team. It's a little like some of the ultra-hardcore Japanese animation films released in recent times, with gore galore and plenty of death and violence. There's even a smattering of cheese-cake pervery for sad readers. However, there's generally no plot to speak of and some of the inane dialogue does grate on the nerves somewhat.



▲ DISAPPEARING FLOORS AND POUNDING SPIKE HAMMERS ARE ALL PART OF THE FUN IN THE UNDERGROUND CAVE LABORATORY.



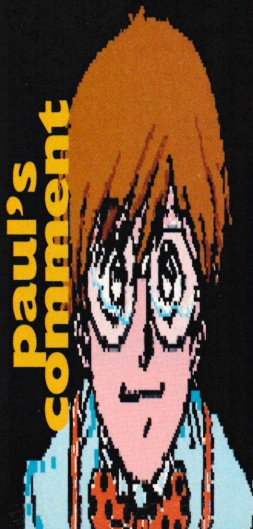
▲ ACKROYD FINDS KILDARE'S POWER CELL, WITHOUT WHICH HE CAN'T FINISH THE LEVEL.



▲ ACKROYD LOBS A HAND GRENADE AT THE STONE GIANT IN THE JUNGLE LEVEL, BUT HE JUST KEEPS ON COMING! EEEK!



▲ SHANNON FINDS ONE OF HER SPECIAL WEAPONS, A STICK.



The comic of Ex-Mutants is poor in the extreme, something of a cheap copy of Japanese Anime and filled with gratuitous exploitation and violence. Luckily, the game contains all of this, and even has the cheesy dialogue thrown in! Visually, the game isn't exactly stunning. There are some fantastic backgrounds, but without exception the sprites are pretty dull although the animation is pretty good. However, whereas the comic is really a pile of pants, the game is top-notch. Every level is action-packed, with loads to do and kill, and the layout of the levels is non-linear, so you don't just get swished along to the next location, you have to find your way. One of the best things about the game though is the difficulty level-Ex-Mutants is rock. Even the Easy setting provides something of a challenge, although it's a scaled-down version of the main game. Completing this on Hard will take a lot of work! However, the puzzles, violence, smooth controls and all-round excellence of the gameplay mean it's a particularly satisfying game to finish, and one which should be purchased immediately.

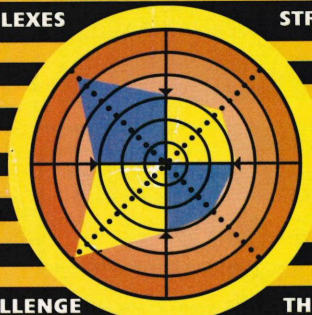
GAME TITLE EX-MUTANTS

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION

92

Tons of options, and loads of intros and intermissions.

GRAPHICS

80

The backgrounds add a wealth of atmosphere, but the sprites are pretty weedy.

SOUND

72

Although the effects aren't bad, the music is repetitive, dull and often barely audible.

SHORT TERM PLAY

89

Easy to get into and exciting from the word go, although the high difficulty setting is originally a little off-putting.

LONG TERM PLAY

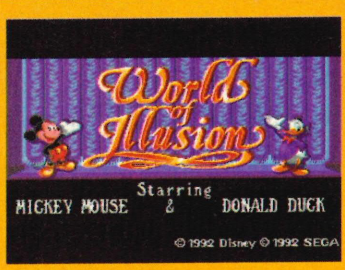
92

A long-lasting game which loses none of its appeal even once completed.

MEGATECH RATING

89

A festival of violence and difficulty which should keep most Megadrivers happy for yonks.



FORMAT: CART
M-BITS: 8

BY: SEGA

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: PLATFORM

CONTINUES: INFINITE

SKILL SETTINGS: 1

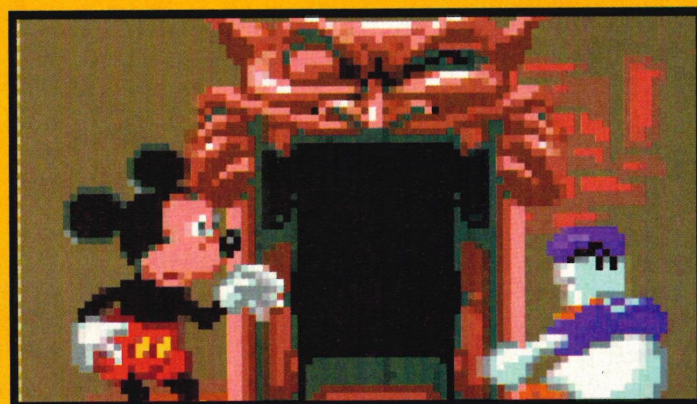
THE STORY



Here is a tale of a duck and a mouse,
And of their adventures in an old theatre house.
Meet Mickey and Donald, conjurers two,
Rehearsing one night, to learn tricks anew.



'Twas during their act, full of magic and japes,
That Donald fell backwards, through some old dusty drapes.
"Mickey, come here!" the young duck did call,
"I've found a strange box, over there, by the wall."



"We could use it tomorrow, in our act, don't you see?"
"Best not!" said the mouse, "That box, it scares me."
"Nonsense," said Donald and climbed through the door,
A burst of bright light and he was in there no more.



"Donald, where are you?" said timid young Mick,
And climbing in too, he vanished, double quick.
Where have they gone? Can you not guess?
To the World of Illusion. Gosh, what a mess!



LD OF SION

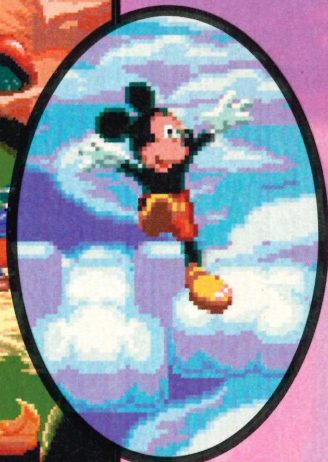


ALL IS NOT WHAT IT SEEMS!

When Mickey and Donald come to, they find themselves in a strange new land, The World of Illusion. The only way they can escape is to find the mysterious shadowy figure who owns the magic box and plead with him to let them back to their own world. Armed only with their conjurer's cloaks, they must face all manner of weird and wonderful encounters as they begin their magical quest.



▲ MICKEY AND DONALD'S FIRST PORT OF CALL IN THE WORLD OF ILLUSION IS A WOODED LAND POPULATED BY PURPLE SOLDIERS, GIANT MOSQUITOES AND SPOOKY FLOWERS! Woo!



R
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THAT'S WHAT FRIENDS ARE FOR!



▲ THE RAIL CART BIT ONLY APPEARS IN THE TWO-PLAYER GAME. NOT SURPRISING REALLY, AS IT TAKES TWO TO POWER IT UPHILL. IF HE PLAYS ON HIS OWN, DONALD MISSES OUT THE NARROW PASSAGES WHICH HIS DUCK-BUTT DOESN'T FIT THROUGH (RIGHT).



It's fortunate that Mickey and Donald are such good friends, because if they ever hope to escape the World of Illusion they're going to have to work together. This makes for much two-player fun as our puzzle-solving pair help each other through various difficulties by climbing on each others shoulders, lever-operated rail-carts, lowering ropes to each other and using see-saws to catapult to high ledges. At some points Donald is so fat that he can't crawl through tight holes and Mickey has to crawl ahead and pull Donald after him!



● ALAKAZAM!

They may just be amateur conjurers in their own world, but in the realm of the Magic Box, Mickey and Donald can use all sorts of fantastic powers. Each level has a special magic trick that is necessary for its completion. A flying carpet allows the daring duo to take to the skies, whereas magical bubbles protect them from drowning in the depths of the ocean. Later levels see the rascally pair commanding living cards to form bridges and ladders and even using magic boxes to teleport from place to place.



▲ WITH A WAVE OF HIS FINGERS DONALD CREATES A FLYING CARPET OUT OF THIN AIR TO TAKE HIM AND MICKEY ACROSS THE GAPING CAVERN OF DOOM!

● SEE THE WORLD

WORLD OF ILLUSION HAS SOME OF THE MOST FANTASTIC LOOKING LEVELS EVER SEEN ON ANY SYSTEM AND THE MAGICAL THEME OF THE GAME HAS ALLOWED THE PROGRAMMERS TO REALLY LET THEIR IMAGINATIONS RUN RIOT. DON'T BELIEVE IT? HERE'S A SAMPLE OF DISNEY AT ITS BEST.



▲ MULTIPLE MEXICAN MAD HATTERS MAKE MISCHIEF FOR MICKEY AND HIS MATE ON THE MOUNTAIN-TOPS!



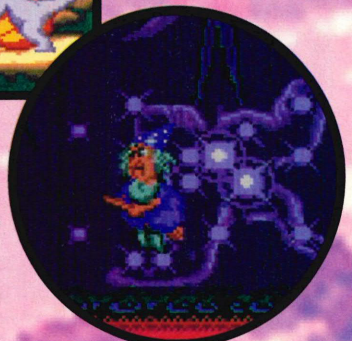
▲ THE FIRST BOSS, A SIX-LEGGED SPIDER.



▲ MORE MAGIC AT WORK. THE MYSTICAL BUBBLES PROTECT OUR AIR-BREATHING HEROES DURING THE LENGTHY UNDERWATER STAGES.



▲ MORE BOSSES IN ACTION. ABOVE WE HAVE MINIATURE PETE'S DRAGONS WHICH APPEAR FROM MYSTERIOUS STONE BLOCKS. ON THE RIGHT THERE'S THE GIANT SHARK (TOP) WHICH RIPS UP THE DECK ON A SUNKEN GALLEON, AND AT THE BOTTOM THERE'S ONE OF THE WITCHES WHO CAUSE SO MUCH TROUBLE LATER IN THE GAME.



OFF THE SHELF

Mickey may be a mouse, but he's never been as small as one, until now. Our plucky pair must negotiate giant books and jars, cross gaps by using tape measure bridges and hole-punch springboards, all the while battling flying pencils, rubber stamps and staplers. What's more, there are bonus levels inside the sugar cube jars. Big fun!



▲ MICKEY AND DONALD LEAP UP TO REACH THE ATOMISER. THE SPRAY ACTS AS A BRIDGE ACROSS THE GAP BETWEEN THE BOOKSHELVES.



▲ CLIMB INTO THE BOX AND YOU FIND YOURSELVES AMONGST LOADS OF CHRISTMAS DECORATIONS. HOW LOVELY!

MAGICALLY DELICIOUS

Enter the giant cookie tin on the giant shelf level and you'll be treated to this sugar-frosted delight. It's the return of the cake level from Castle of Illusion, but what a difference. Candy canes, cotton candy and of course, cakes, provide the foreground, whilst biscuits, chocolates and sweets form the enemies. Mickey and Donald can drop through massive jellies to lower levels and use fondant clouds to reach higher realms. But, by climbing onto a champagne bottle they're sent rocketing into space on its cork!



▲ HE LOOKS A BIT OF A TOUGH COOKIE, BUT ONE WAVE OF YOUR CAPE IS ALL IT TAKES TO CREAM HIM.



▲ LUCKILY OUR HEROES SUFFER NO ILL EFFECTS FROM SLIDING THROUGH THE JELLY.



▲ IT'S MADAM MIM OUT OF SWORD IN THE STONE? AND SHE'S GOT DONALD UNDER HER SPELL!

tom's comment



Occasionally a game comes along that just amazes and this is one of them. World of Illusion is actually better than I ever expected it to be. Graphically, it's just incredible. I remember when I first saw Castle of Illusion and to be honest, I was quite disappointed with it, but this is a hundred times better. The animation on Mickey and Donald is superb, they look and move just like they're in a cartoon. The backgrounds are all beautiful, especially those on the cake and final level. What's more, the way the programmers have incorporated hints of Disney cartoons into each level is so clever—the giant shelves, the looking glass level, it's all fabulous. In fact, I prefer it, graphically, to Sonic 2. All this and it plays so well, too. The two player game is excellent, but I actually enjoyed it in one player mode more. As it stands, this is the best Mickey Mouse game on the Megadrive, the best Donald game and one of the best platform games on any system. It's one of the only games to make me gasp since I joined MegaTech. If there are two games I'd want this Christmas, it would be this and Sonic 2. SNES owners will cry into their yellow-buttoned shorts when they see this.



MIRROR, MIRROR

It's through the looking glass time as the Disney duo enter Wonderland. Battling living cards and racing across the Mad Hatter's dinner table are just a few of their adventures here. Later screens require Mickey and Donald to walk behind curtains and stain-glass windows, watching out as the silhouettes of the enemies sneak up behind them.



▲ STEPPING ON THE CORRECT DICE CAN TAKE DONALD TO BONUS STAGES, SUCH AS THE MAZE ON THE RIGHT.

PLAY ALONG WITH UNCLE WALT!



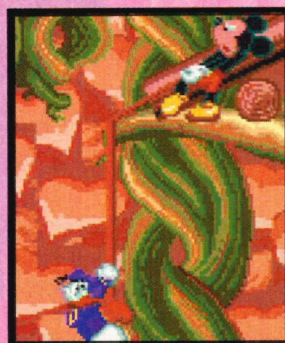
By leaping onto higher and higher clouds on one particular level, Mickey and Donald can reach a pair of magical cloud pianos. These marvellous devices allow the tuneful two-some to play musical notes and produce magical gifts, but it's more fun to play a duet of your favourite tunes. Beware though, fall off the edge and the only tune playing will be the Death March.

▲ MICKEY TICKLES THE AERIAL IVORIES FOR GOODIES GALORE!

MOUSE OR DUCK?

Although the two-player option is superb, you can't always have a friend around to share the fun, so what happens to the teamwork sections in one-player mode?

Well, in one-player mode the levels that require teamwork are changed and in some cases swapped for completely different levels. Also, because Mickey can get through some areas that Donald can't, the fat little duck is treated to different levels from the thin little mouse. For instance, where Mickey travels through a shell-filled cavern, Donald, who can't crawl through the gap, has to swim to the surface and use dinghies to get to the other side. In effect, this means that you're treated to three variations of the game. It also causes a slight problem, who to choose, Mickey or Donald? Could you really bring yourself to choose one over the other?



Paul's comment



The Megadrive Disney games have had their ups (Castle of Illusion) and downs (Fantasia), but World of Illusion is undoubtedly the best of the lot, and future Disney games (such as Tale Spin and The Little Mermaid) will really have to go some to look and play better than this. I hardly need tell you how amazing the graphics are because you're no doubt already marvelling at the screenshots yourself. Not only does World of Illusion set new standards in graphical wonderment, the structure of the game (which effectively provides three different games depending on the characters you play) is ingenious and definitely makes this the most enjoyable two-player game on the Megadrive. Also because progress depends on both players co-operating, World of Illusion is the perfect game for video game-wary parents to buy their kids. I agree with Tom. If there was one game I would like to be playing on Christmas morning it would definitely be World of Illusion (as long as I could play Donald).

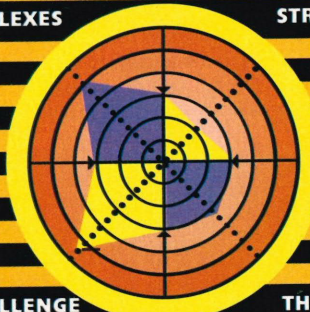
GAME TITLE WORLD OF ILLUSION

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION



92

Beautifully presented options and a lovely look and feel to the whole game.

GRAPHICS



96

Amazing animation and astounding backdrops. Just like a Disney cartoon.

SOUND



90

Excellent Disney-esque tunes and some smart of Mickey and Donald speech.

SHORT TERM PLAY



96

All three game variations are instantly playable and very addictive.

LONG TERM PLAY



90

It's a bit easy, but with three different game layouts and those amazing graphics, you'll come back to it again.

MEGATECH RATING



94

A tremendous platform game that would make a perfect Christmas present.



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MY NAME.....

MY ADDRESS.....

.....

.....

Please send me.....T-shirt/s in MEDIUM/LARGE/XL (PLEASE STATE).....

I enclose a cheque or postal order for £6.50 per shirt.



**FORMAT: CART
M-BITS: 8**

BY: SEGA

PRICE: 339.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 3

SKILL SETTINGS: 1

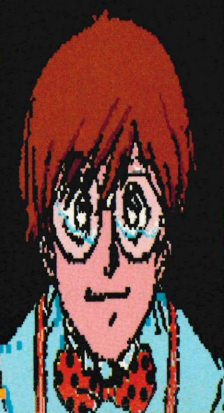
A

tomic batteries to power, turbines to speed. The Caped Crusader is back. It's Christmas in Gotham City, but crime rests for no-one and a new bird has taken roost in the Dark Knights famed haunt. It's that monooled master of mayhem, The Penguin and what a terrible plan he has set in motion.

Holy Cow! Can this be true, Batman framed for the murder of the Ice Princess? The Penguin running for Mayor? What is that foul feathered fink up to now? With the Caped Crusader a fugitive from the law, who will protect the fair citizens of Gotham City from the wiles of that dastardly bird of ill omen?

Not one to shirk responsibility, it's up to Batman to clear his name by negotiating seven thrilling stages in this sinister plot, which takes him from the streets of Gotham City to the Penguin's terrible roost, it's ZAP, POW and KER-BLAM all the way. So don your cape and pointy-eared cowl and prepare to battle crime in all it's macabre forms. Take care, old chum.

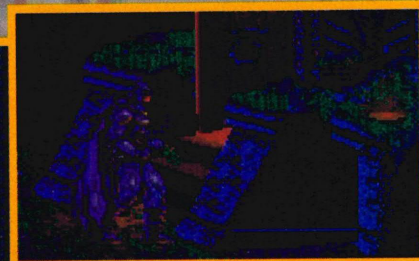
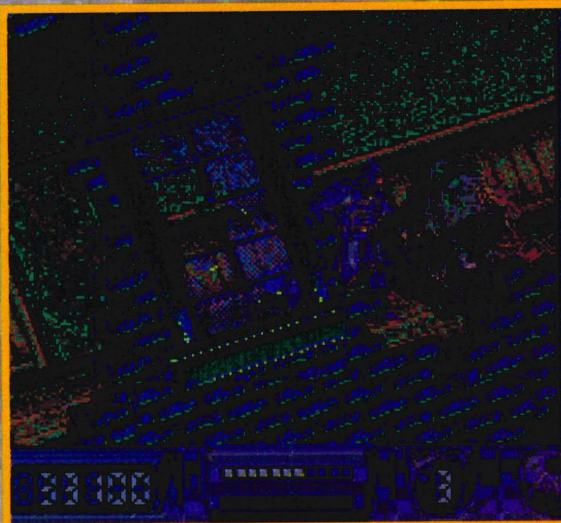
paul's comment



After playing quite a long way into *Batman Returns* I got the distinct feeling that I was almost enjoying it, but not quite. The effort put into reproducing the gloomy atmosphere of the movie with dark sprites and backgrounds is laudable, but you really need to turn up the brightness on your monitor or use an image intensifier to be able to see some of the platforms and the bad guys. The music isn't up to much and the gameplay is often made frustrating by Batman's leisurely pace which makes it difficult to get out of the way of flying cogs and gigantic rolling balls. I'm pleased to see that he's a more versatile character than in the previous *Batman* game, thanks to his wide variety of weaponry and an extra kick or two. It helps make the action more interesting than the simple walking and punching of the first game, and certainly it's much, much more challenging. Personally I wouldn't buy it, but it's probably worth hiring it and giving it a whirl if you're considering a 40 quid investment.

BATMAN

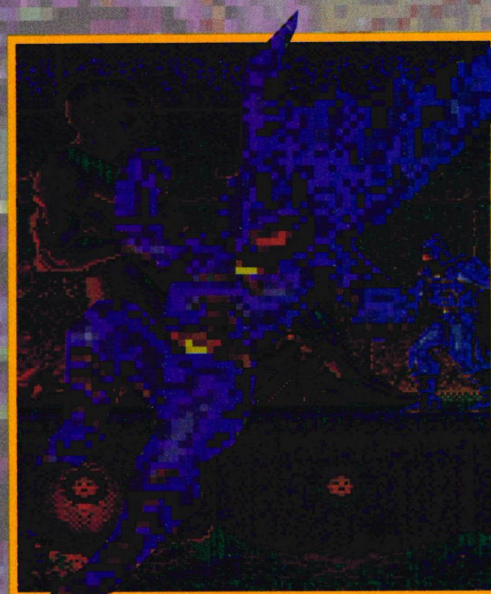
● GOSH BATMAN!



▲ A GIANT AIR VENT SUCKS BATMAN BACK TO THE START OF LEVEL TWO IF YOU DON'T BLOCK IT UP WITH RUBBLE FROM THIS BROKEN STATUE OF PRESIDENT LINCOLN'S HEAD.

In the quest to clear his name, the Caped Crusader must battle his way across a Gotham City riddled with the Penguin's evil henchmen. This consists of seven levels of Bat-related antics, starting from the standard super-hero hobby of leaping from rooftop to rooftop, before heading onward to a collapsing house, Gotham Cathedral, the Shreck Department Store and eventually, the Penguin's lair.

Not surprisingly, with all the Penguin's peons patrolling the place, Batman is frequently called upon to defend himself with his fists and feet. Further aiding the pointy-eared one in his caped caper are the weapons clipped to his utility belt, and his grapple gun is at hand to help him reach those high-up places.

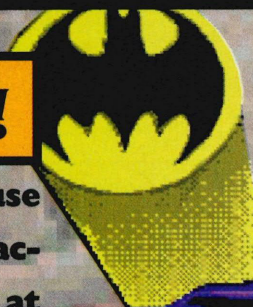




N RETURNS

● TO THE BATPOLES!

Johnny Morris must be clicking his heels in delight, because **Batman Returns** is so jam-packed with animal-based characters, it's like a rerun of **Animal Magic**. Let's take a look at their files in the **Bat Computer**.



BATMAN

The Dark Knight Detective himself. Batman is in fact millionaire playboy, Bruce Wayne. After witnessing the murder of his parents at the age of twelve, the young tyke swore to avenge their deaths and dedicate his life to bringing all evil-doers to justice. Fortunate then, that the hefty inheritance from his father's will allowed him to do this. Training himself in body and mind, he became a top athlete and acrobat, expert martial artist and superb criminologist. It was whilst he was sitting in the drawing room of Wayne Manor pondering what form his avenging angel persona should take, that a bat flew through the window. Taking this as an omen, he immediately took on the name we all know and love, Batman. Let's be thankful it wasn't a hedgehog that crawled in from the garden!



CATWOMAN

AKA Selina Kyle, the Catwoman is a cruel product of her environment. Having been thrown from a high building by her cruel boss, Max Shreck, poor Selina suffered a bump on the head and mass schizophrenia causing her to adopt the persona of Catwoman. Torn between feelings of love and hate for Batman, she seeks his destruction almost as strongly as she seeks his affection and their vicious games of bat and mouse are legendary in the comics. Such is her love for Batman, that in one particular tale in the comic books, she actually gave up her life of crime, married Bruce Wayne and together they had a child, Helen Wayne, who became the super-heroine, The Huntress. However, as is standard in the heady world of comics, this happy ending was eventually revealed as having never happened.



THE PENGUIN

Why, that foul feathered fink! Is there no end to his devilry? Real name, Oswald P Cobblepot, he was abandoned as a child by his parents who thought he was just too darned ugly and didn't want to face embarrassment in front of the neighbours. Oswald lived a terrible life in Gotham Sewers accompanied only by his pet birds. Having only this bizarre relationship with birds, coupled with his peculiar waddle and penchant for a top hat and tails, he adopted the name, The Penguin. Having lived so long in the damp sewers, The Penguin has acquired a taste for umbrellas, which he has customised for his life in crime, using them as flying machines, rocket launchers and the like. Alas, such a genius, if only his mind could be turned the ways of good.



R
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SYNCHRONISE BAT COMMUNICATORS!



HOLDING UP THE GOTHAM GUARDIAN'S STANDARD ISSUE BAT-BREEKS IS THE ALMOST LEGENDARY BAT-UTILITY BELT. FAMED FOR IT'S ELECTRO-MAGNETIC BAT-REPUISORS AND SHARK-REPELLANT BAT-SPRAYS, THIS HANDY ALTERNATIVE TO BAT-BRACES IS A MUCH MORE THAN JUST A DEVICE TO CLIP YOUR KEYS TO. TAKE A LOOK WHAT ITS NIFTY LITTLE BAT-POUCHES CONTAIN.



BATARANG

Ah, that infamous bat-shaped boomerang. Never one to use a gun, this is Batman's trademark weapon. Although these weapons cause much damage, they unfortunately don't come back.



GAS BOMBS

Packed with lethal Bat-gas (!), these small explosives make light work of even the most deadly foe. Unfortunately, they're not very accurate, but are no doubt quite smelly.



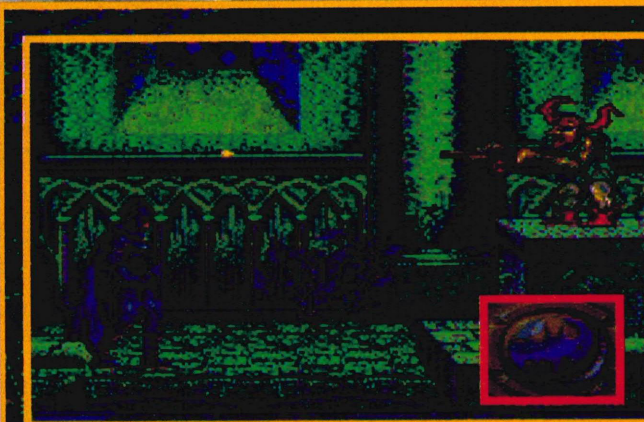
BAT-SPEAR-GUN

Although Batman carries a standard Batrope around for climbing buildings, this special gun fires a batrope horizontally and is surely the deadliest rope-gun available.



SUPER BATARANG

There are occasions when a standard Batarang just won't do the job. Meet the Super-Batarang. Much larger than the regular Batarang, this lethal projectile homes in on its victims, claiming all and sundry in its wake.



SUDDEN BAT ATTACK

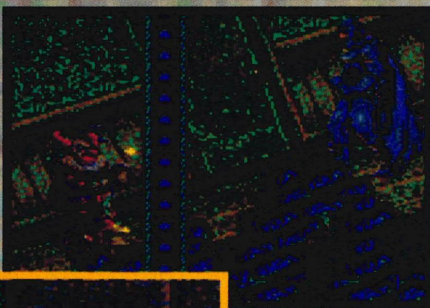
Not a case of Caped Crusader willies, but in fact a strange swarm of bats that the Dark Knight releases from concealed bat-sacs beneath his armpits. This weapon is Batman's ultimate weapon, but only if the bats find their mark.





MEANWHILE, ATOP THE UMBRELLA FACTORY...

That waddling master of crime is not alone in his macabre crime caper. Dotted throughout Gotham are his many sinister henchmen. From strange jesters and giant strongmen to skeletal bike riders and animated gargoyles, The Penguin has employed a flock of his finest feathered finks, in fact a group of villainous circus performers known as The Red Triangle Circus gang, in a bid to send the Caped Crusader to the Batcave in the sky.



▲ COBBLEPOT MAKES GOOD HIS ESCAPE, LEAVING HIS UNICYCLING CLOWNS (TOP), CIRCUS STRONGMAN (MIDDLE) AND MANIC DWARF JESTERS (RIGHT) TO TAKE CARE OF BATMAN.

SOME DAYS YOU JUST CAN'T GET RID OF A BOMB!



To be released early next year is the Mega-CD version of Batman Returns. This version utilises the Mega-CD's sprite scaling facilities by including a special Batmobile section. There are also full-motion film footage intermission scenes and the whole game is expected to be accompanied by a CD quality rendition of the film's soundtrack. Expect to see the full MegaTech Bat-review as soon as we get hold of a copy.

tom's comment

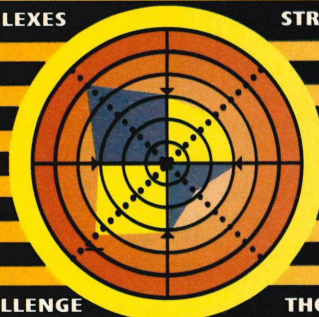


After seeing the superb photos of Batman Returns, the game comes as a bit of a disappointment in the 'flesh'. On first impressions it's quite appalling. The graphics make good screenshots, but in reality they're quite grainy and ill-defined. Purple and black sprites on a purple and black background make the whole thing very confusing, especially when the sprites start blinking after taking a hit. The animation is also quite poor. Catwoman has so few frames of movement in her somersaulting repertoire that she seems to be teleporting through the air, rather than leaping. I've seen better animation from the kids on Rolf's Cartoon Club. When it comes to playing the game, it's not so bad. To start with, it all seems quite boring and monotonous, walking, punching, a bit of a leap here and there, but the more you get into the game, the better it gets. In fact the graphics tend to improve marginally as the game progresses, too. I suppose the game's other asset is that it's certainly not too easy to complete. There are a lot of levels and they're all extremely tough, although it can frequently become annoyingly difficult. I can't honestly recommend Batman Returns, but if you're looking for a challenging bat-related platform game, this one should suffice.

GAME TITLE BATMAN RETURNS

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

% RATING

PRESENTATION



69 Not much options, a poor title screen and the intermissions are glorified demos of the game.

GRAPHICS



73 Poorly animated sprites and grainy double-layered backdrops.

SOUND



70 Uninspired tunes and dull, unexciting sound effects.

SHORT TERM PLAY



75 First impressions don't inspire much confidence, but the game does improve as you progress.

LONG TERM PLAY



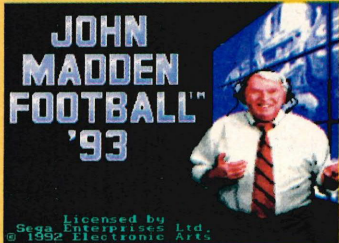
80 The monotony of play may put you off after a while, but there is a lot of game and the challenge level is high.

MEGATECH RATING



76 A so-so platform game which does a fair job of capturing the atmosphere of the movie.

REVIEW



FORMAT: CART
M-BITS: 8

BY: ELECTRONIC ARTS

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: SPORT

CONTINUES: N/A

SKILL SETTINGS: 1

There is an event that occurs in the world of the Megadrive around this time of year. An incident that comes to pass as surely as the world orbits the sun every 365.24 days. All across the world, people have travelled to sacred sites and begun their ritual waiting. Up above in the crisp winter sky, a star shines down upon the Earth. A radiant, magical star that has stared upon this planet since the dawn of time. It has seen this beautiful world grow from it's boiling untamed youth to the cool and life supporting mother of billions that it has become. And yet, to this very day it has seen nothing as incredible as the occurrence that is about to take place.

Regular as clockwork, that time has arrived once more. John Madden is back and as always, he's brought his football. Yes, it's Christmas once more and in time-honoured tradition, the greatest American Football video game has returned. So, it's time to take to the gridiron and call your plays. Come wind, rain and snow only the greatest of players can make the Endzone in this, the mightiest of sport sims. When Grandpa sits his young nephew upon his knee and passes round his bag of delicious Werther's original butterscotch this winter solstice there will be only one thing he knows for sure, that Christmas means John Madden's.

JOHN MADDEN

JOHN MADDEN: A BRIEF HISTORY.



▲ COR BIFF, THAT'S AN EXCELLENT SNAPSHOT OF YOU SHOWING OFF YOUR BICEPS!

In the Christmas of 1990 the original John Madden Football hit the Megadrive gaming scene. This game broke all previous standards that had been set on the Megadrive and made many a smirking Amiga owner sit up and take notice of consoles and in particular, the Megadrive. It featured a fantastic parallax scrolling playing field, loads of fast moving, intelligent player sprites and most important of all, a depth of playability previously unseen on console games. What's more amazing is that it didn't matter whether you were interested in American Football or not, this was just an enjoyable game, pure and simple. John Madden Football was a groundbreaker as far as video games go and remains a game by which others still try to live up to.

Let us move onward through time. One year on to be precise, to the Yuletide of 1991 and the release of John Madden Football '92. Rather than attempt to revamp the whole game, Electronic Arts decided to take the successful formula of the original John Madden game and tweak and hone it to perfection. Featuring an extra 12 teams, a replay facility, digitised crowd scenes and selectable weather conditions, as well as allowing players to perform in unsportsmanlike ways and even get injured (why, there's even an ambulance which rushes onto the pitch to pick up the casualties), it actually managed to better its predecessor and to this day is considered the unbeatable king of American Football sims and perhaps even, the best Megadrive game ever.

paul's
comment



I'm afraid I'm really not a connoisseur of American Football so the superficial additions which have made John Madden '92 into John Madden '93 don't really make it any more enjoyable for me. I'm not saying that it's not a good game. The graphics are great, the sound's good and it's fun to play, but then so was John Madden '92 (and for that matter, the original John Madden Football) so like most of EA's updates it's turned out to be not that much of an improvement. And so, again I find myself repeating what I've said on most of the other reviews of recent EA games, and that is if you don't have the original, buy this, but if you already own either John Madden Football or FM '92 you might as well forget it.

JOHN MADDEN '93



SO, WHAT'S NEW?

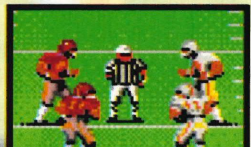
As John Madden '92 was to John Madden Football, so Madden '93 is to Madden '92. Let's take a look at what's been done to good old Johnny this time around.



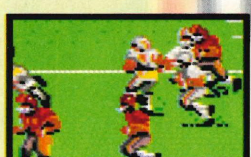
▲ A FAMILY PHOTO OF THE MADDEN FAMILY



▲ PRODUCTS OF TREEN CLONING



▲ PLEASE CAN WE HAVE OUR BALL BACK?



▲ GET THAT TURD ON A STICK AWAY FROM ME

NEW TEAMS FOR OLD

As well as the 28 pro teams and the customised All-Maddens, John Madden '93 has 8 more teams to its name. However these teams consist of no ordinary players for they are ghost teams. Yes, JM '93 allows you to choose famous teams from the past. This means that you can play such historical greats as the Miami '72 team or Dallas '77 but don't worry, because they have been preserved in their original form so you won't be shovelling a bunch of old crocks around the field. However, perhaps the greatest revelation is the fact that there is now a team that can better even the All-Maddens. Meet the All-Madden Greats, a team constructed of the finest players in all American Football history.

I CAN SPEAK

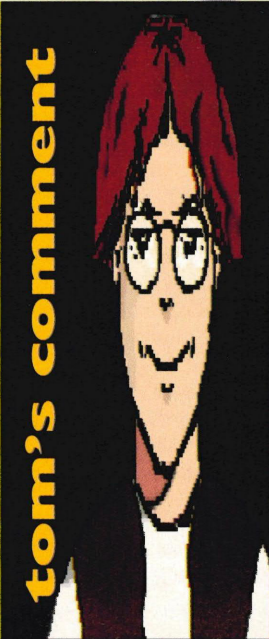
John Madden now contributes some of his pearls of wisdom verbally. Such smarmy gems as "You won't forget his number" and "That's the way to hit him" now grace the game after each play, each quote exquisitely spoken in metallic sounding Madden-speak. However, the legendary "It's Good" is still missing as it has been since the original game. Shame!

SAVE YOURSELF

There's nothing you need less during a tough Superbowl campaign than to have type in your passwords to continue where you left off before tea. Thankfully, Madden '93 has a built in battery back-up which will allow you to carry on without this finger-tiring necessity. Sweet Johnny, he's too good to us sometimes.

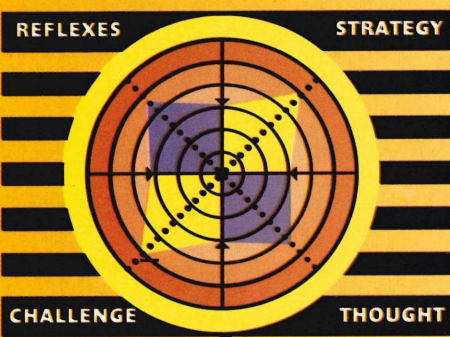
AND MORE...

On top of all this, there are other minor changes. For instance, the players now jeer and taunt the opposite team after a successful sack or grab each other's face masks in triumph. All this and they can even catch the ball in one hand too, although the offensive team no longer huddle before a play anymore. Also, the playcalling screen is now split in two so the defensive plays reside in the top half of the screen and the offensive plays sit at the bottom. This has obviously been devised to keep the sneaky cheating eyes of your opponent off of your plays.



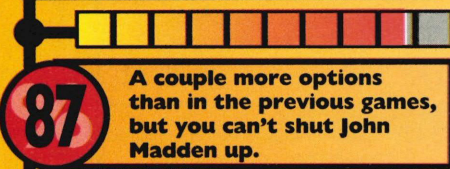
There's only so many times you can play the same trick. Sure this game's good, you can't really go too far wrong with the John Madden formula, but are there really so many differences between this and its predecessor to warrant a new game? I don't think so. In fact, there seem to be moments where this game is actually inferior to those that went before. For example, when a team punts the ball and the screen switches view points, the game becomes all jerky and slow for a split second. All these niggles really should have been ironed out by this incarnation. You may think that these are minor complaints, but when you're comparing such similar games, these are the kind of things you pick up on. More over, I found the new 'Madden talks back' feature quite annoying, he sounds like a throat burns victim. As it is, after all these renditions of the game, I still find myself going back to the original, and surely that says something. Besides, when you consider that the original Madden was released over two years ago, this really isn't an impressive progression. If you haven't already got a John Madden game, you won't regret buying this one, but you'd probably be better off going for one of its predecessors. Me, I'd wait for John Madden '94.

GAME TITLE JOHN MADDEN '93

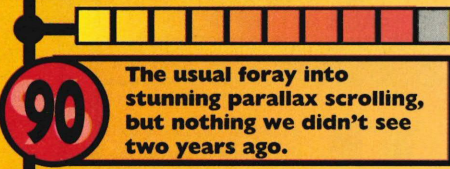


% RATING

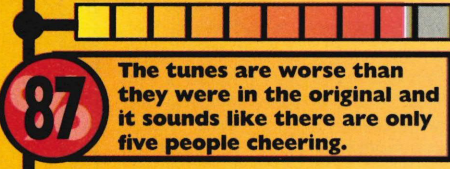
PRESENTATION



GRAPHICS



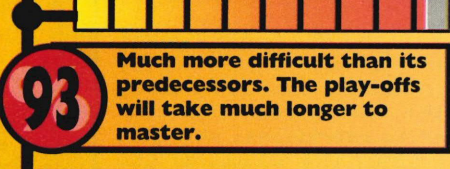
SOUND



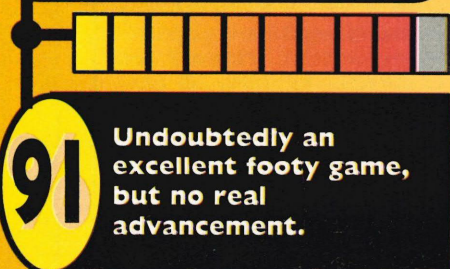
SHORT TERM PLAY



LONG TERM PLAY



MEGATECH RATING



REVIEW



**FORMAT: CART
M-BITS: 4**

BY: ELECTRONIC ARTS

PRICE: £39.99

PLAYERS: 1

GAME TYPE: ARCADE ADVENTURE

CONTINUES: PICKED UP

SKILL SETTINGS: 1

Draxos, arch villain and general embodiment of evil, has caused a dark cloud of despair to descend upon the Risky Woods. Why? Well, he's gone and turned the wise monks to stone, hasn't he? You'd think that turning the population of the local monastery into attractive ornamental statuettes would be a good thing - it'd stop them doing all that boring chanting and polluting the air with their smelly incense, for a start - but then you'd think wrong. You see, the well-being of the monks holds the key to the delicate balance of the land, and they must be freed so that 'wisdom will be restored for good and old women won't have to carry flick-knives anymore'.

You play the spunky young warrior Rohan, who has the unenviable task of releasing the monks from their concrete overclothes and thus ridding the woods of the curse of Draxos. You must hack through four zones (each with two stages of combat) of vertically-scrolling platform nightmare populated by skeletal warriors and grotesque harpies, all programmed by the fevered Spanish brains of the Dinamic team. And just to make things a bit more interesting, you've got to complete each level within a set time limit.

RISKY

STONED MONKS



▲ "A PETRIFIED MONK - I'LL RELEASE HIM BY BLASTING THE CRAP OUT OF HIM. HE'LL THANK ME FOR IT LATER."

Each level has a certain amount of monks for Rohan to release. To do this, he must fire at them repeatedly until their stone casing cracks, allowing them to float heavenwards dressed in what look like white sailor costumes. Only when all the monks on a particular level have been freed can your warrior progress onto the next level.



▲ "JESUS CHRIST - THAT MONK'S TURNED INTO 'VEGAS-SLOB PERIOD' ELVIS PRESLEY."

tom's
comment



First impressions are that Risky Woods is a mediocre and somewhat unoriginal game, but after a couple of plays it soon becomes clear that it's got that little something special that makes it more appealing. The graphics are attractive, but there's nothing new about the layout of the levels and the gameplay is nothing more than the standard kill baddies and collect goodies format. In fact, much of the game resembles a poor man's Ghouls and Ghosts. However, in spite of the rather hackneyed format it all happens to be very playable. Risky Woods is tough to play but not overly frustrating, and the variety of baddies, the way the power-ups and armour are collected and the musical combination codes are novel features which help make the game more enjoyable. In short, Risky Woods is definitely a cut above your average platform game. Okay, so it's not original, but what it does, it does well and as such, is certainly worthy of consideration.

WOODS

ALL KEYED UP



▲ ROHAN PUTS THE KEY IN THE GATE AND PREPARES TO CHANT.

Every now and again, you'll encounter the Gatekeepers. These gryphon-like beasts refuse to let you pass unless you've collected the two parts of the Gate Key that can be found on each level. When you come up against a Gatekeeper, you must press the 'chant' button on the joypad. The key will then be thrown into the lock and the Gatekeeper will play a tune, which you must 'repeat' by pressing the corresponding directions on the D-pad. In the first stage, only three notes will be played, but the number of notes increases level by level. When you've successfully replayed the tune, the gate and its keeper will explode, scattering handy weapons to be picked up.

TREASURE TROVE

Scattered throughout each stage you'll find chests and sacks – rapid fire at these and they'll explode, releasing showers of icons. Some of these yield thousands of points or help you along your way, while others will hinder your progress.



▲ BLAST THIS CHEST TO GET AT THE ICONS, BUT NEVER CROUCH DOWN WHEN THERE'S A SKELETON BEHIND YOU!

SHINING ARMOUR

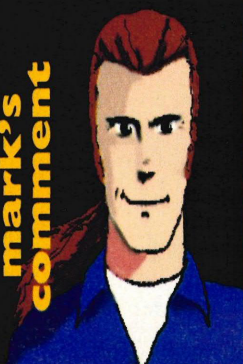
Blow away a baddie and he might leave behind spinning disc which looks like a dog tag for Satan's pet Pit Bull. The chests and sacks also contain these discs, which are actually armour links. If you manage to pick up 33 of these links, Rohan will be instantly clothed with silver armour, which halves the damage that monsters do to him when they touch him. For 67 links, you buy him 100% protection inside a dashing armoured suit fashioned from pure gold (pew).



▲ BLAST A NASTIE AND HE MIGHT DUMP AN ARMOUR LINK FOR YOU TO PICK UP.

Another platform game then, eh? Hmmm. And you have to blast the bowels out of lots of baddies and break open chests to pick up the power-ups within, huh? Oh, really? And you can get your hands on different weapons too, can you? Snore. Yes, I know – it sounds like a million and one other formula platform jobbies. But there's something about Risky Woods that elevates it above the average hop, fire 'n' pick up herd. Risky Woods has all the elements of a damn good platform game – many a platform to leap upon, a host of gruesome nasties which attack you with the speed and frequency of a pack of rabid Rottweilers and loads of things to pick up – and a few little idiosyncrasies of its own. It's a well-worn formula, I know, but the whole adds up to more than the sum of its parts.

mark's
comment



GAME TITLE RISKY WOODS

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION



80 In spite of the lack of title screen and only a few options, the game has an overall aura of smartness.

GRAPHICS



88 Bit of a noncey main sprite, but rich Gothic/Medieval backdrops populated by hordes of nightmarish nasties that nag away like Vera Duckworth.

SOUND



78 Tunes are okay, but could do with more hard-hitting sound fx.

SHORT TERM PLAY



86 Doesn't take long to get the hang of what does what—straight in there and no messing.

LONG TERM PLAY



89 Highly addictive—platform addicts will love it, there's enough to keep you interested for many a session, and you certainly won't finish it in a hurry.

MEGATECH RATING



84 Definitely one of the better Megadrive platform nasty-blasters.

REVIEW



FORMAT: CART
M-BITS: 4

BY: SEGA

PRICE: £39.99

PLAYERS: 2

GAME TYPE: ACTION

CONTINUES: 3

SKILL SETTINGS: 3

Higher for Hire, Baloo and Kit's high-flying cargo-carrying venture, is in dire straits financially. So when the pair of bears hear of a competition which has an impressive-sounding lifetime freight contract as first prize, they hastily fill in their entry form and pop it in the post. The rules are that ten items of cargo are to be transported from nine different exotic locations and returned to the starting point as quickly as possible. Kit and Baloo fancy their chances. Indeed it would seem a breeze. Unfortunately for them, their arch-rival Shere Khan has had the same idea, and plans to use his cunning and skill to retrieve the cargo in a mind-boggling seven days!

Higher for Hire must aim to beat this target or face the prospect of financial ruin. It's a race against time with many mysterious secrets to uncover and foes to foil and, as Shere Khan knows only too well, it's winner take all. Baloo and Kit need all the help they can get if they're to keep their heads above water and claim the prize. Please, somebody, give them a paw!

TAL

● AERO-PLAYIN'

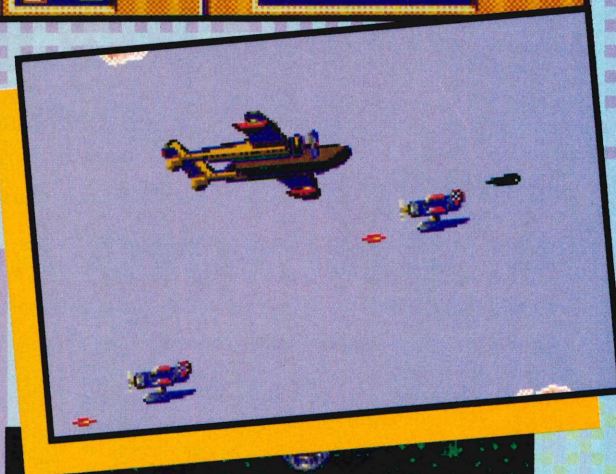


▲ JONATHAN, COME QUICKLY. I JUST SAW A LARGE BLUE BEAR PEERING IN THROUGH THE WINDOW AT ME!

Tale Spin takes the form of a multi-level platform game in which ex-Jungle Book hero Baloo and his bitty bear-type buddie get to run around, under and through a variety of strange platform-bedecked islands in the hunt for hidden cargo crates. Packing the place out are all sorts of villainous animal fiends who are in the pay of Shere Khan and do their best to nobble our ursine heroes so their master can win the contract.

Luckily, Baloo and Kit both come equipped with a 'weapon'. Baloo carries a paddle ball (you know, one of those bats with a ball attached by a rubber band) and Kit packs a catapult. Both are handy for stunning their enemies or simply knocking them off the screen.

This is a one or two player game. Solo players can choose to take part as either character, but when Baloo and Kit are both in action at the same time they can wander around independently. But if one character strays too far he is unceremoniously dragged back to his partner's side.



▲ IT'LL TAKE MORE THAN AN OINTMENT FROM THE DOCTOR TO GET RID OF THESE CRABS!



ESPIN

HELLO BALOO

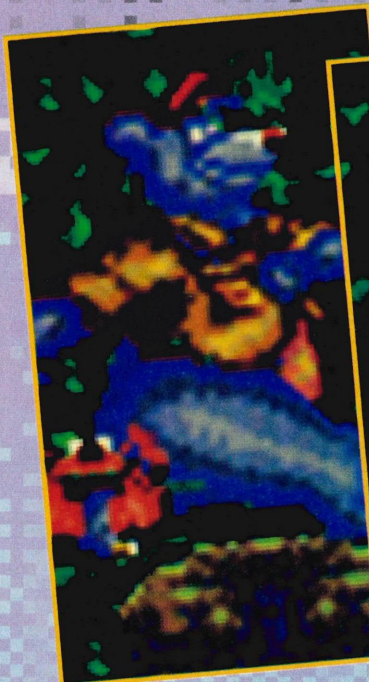
A lovable buffoon of a bear, Baloo's substantial size means that he is unable to perform impressive gymnastics like Kit, but his paddle ball is a much more fearsome pirate-pounding tool than Kit's slingshot ever was. Sadly, again because of his size, Baloo is an open target to everything hostile, so he must take great care in tight situations.

THE MODEL, KIT

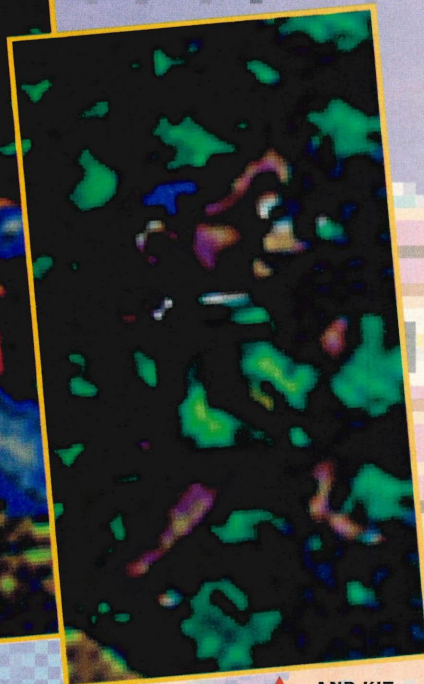
N it is small and perfectly formed (for a bear), which makes him capable of bounding about the treacherous caverns and scooting down the dark alleyways with ease. His slingshot is quite a nifty bandit-breaking weapon—even if it isn't as powerful as Baloo's paddle ball, it can still get him out of a tight corner when necessary.

PROPELLER FELLA

Once the cargo has been collected and the psycho customs officer has learned that it's not a good idea to harass two wild bears on the make, it's time to fly to the next location. Baloo takes the controls of the Sea Duck whilst Kit trails precariously behind on an aerofoil. It's down to Baloo to make a bee-line for safety as the air pirates, sent by Don Karnage, do their level best to shoot them down. In the one-player game the controls are centred solely on the Sea Duck, with button B firing the grease gun for defence. In the two-player game the person controlling Baloo is also responsible for the fate of Kit, whose trailing aerofoil is a target for many of the Don's evil thieves. So BE CAREFUL.



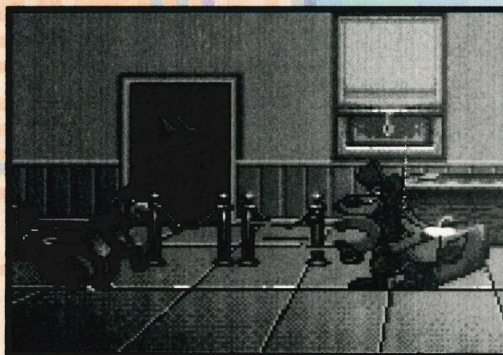
▲ IT'S BALOO...



▲ ...AND KIT



▲ A FRIENDLY CUSTOMS OFFICER TESTS A BAG FOR STOLEN SPOONS



▲ WITH FIENDISH EASE, THE VILLIAN DISRUPTS BALOO'S PACEMAKER WITH HIS GIANT MAGNET

paul's comment



This is a game full of mistakes that are so annoying it becomes almost unbearable after the first ten minutes of patient play. On the surface, Tale Spin might seem like your average platformer with nice graphics and a few interesting touches. But in reality the collision detection is pretty wayward, with some of the enemy sprites taking up to ten hits before registering any damage when they're only supposed to take one! I found it unbelievable that obstacles could slice away at the life meter when Baloo or Kit were standing a good safe distance away. Besides, who has heard of bears that are susceptible to fatal wounds from water fountains and fire hydrants? Moreover, who would believe that these same bears are apparently unaffected by swimming in a flooded cave? Coupled with the tortuously lead-booted antics of Baloo, we're talking seriously words at our Megadrives here! Tale Spin almost rivals Donald Duck's Megadrive success with its beautiful backdrops and faithful representations of the popular Disney characters, but the animation is closer to Captain Pugwash. Although the aerial sequences provide a novel twist to the proceedings, they don't add much, if anything to the enjoyment, simply because they're so annoying to play. Save yourself a haircut and buy Tale Spin, because it's sure to have you pulling it out by the roots—it's that frustrating!



● STRANGE CUSTOMS

Each country has its own approach receiving visitors and then bidding farewell afterwards. In Hawaii the locals pamper you with garlands and the Americans all wish that you "have a nice day," but the reception Baloo and Kit get from the customs officers around the globe is abysmal. Instead of "have a nice day" they get "eat this..." and then get attacked mercilessly. Perhaps they should have stayed at home after all.



▲ COULDN'T YOU HAVE WAITED UNTIL WE GOT HOME?

● HOW HIGH CAN YOU TRY?

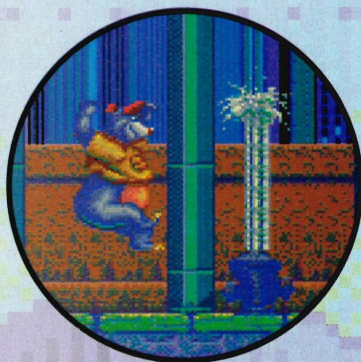
In every location, among all the cargo boxes there are a number of empty boxes. These are by no means useless because they make useful pieces of climbing equipment. Both Baloo and Kit can pick these up and keep them handy until they reach an impossible-looking ledge. Then they drop the box and stand on it to get extra height—cor! Even better is the bears' ability to carry more than one box at once, which means that a number of boxes can be stacked up to achieve even greater pinnacles. If only NASA knew about this.



▲ BALOO SHOWS OFF HIS IMPRESSIVE COLLECTION OF BOXES.



▲ BANDITS AT SIX O'CLOCK, WATCH YOUR BEHINDS!



tom's comment



Grief, I don't like this game one bit. Where do I start? How about with the gameplay, it's so bo-o-o-ring. Sure there's all the usual platform trappings, but there's just no thrill, no edge to it all. It's bland and quite tortuous. Acknowledging the similarities between the music of this and Greendog, it all dawned on me. The games could be brothers. The behaviour of the baddies, the way Baloo's paddle ball works, there's just so much that is the same. Tale Spin is faster, marginally more exciting, has slightly less infuriating controls and a little more variation, but it's still a bad egg. Still, misery loves company. Grab someone you hate and say hello to the two-player option—Video Game Hell. The screen follows Baloo around, so player two just sits back and watches Kit get dragged after him, through enemies, bombs, everything. Thus many a player two death can result from player one's incompetence. You won't care though, because it's all too dull. Take my advice and don't give yourself the chance to find out.

GAME TITLE TALESPIN

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



○ % RATING

PRESENTATION



72 A pleasant introduction story with some pretty pictures, along with the option to choose the difficulty setting that suits you.

GRAPHICS



79 Baloo, Kit and co are faithfully drawn (though not as well as the characters in the other Disney games) but poorly animated.

SOUND



82 Catchy, Caribbean tunes and decent sound effects.

SHORT TERM PLAY



74 Sort of fun at the start, but the tedium soon sets in.

LONG TERM PLAY



57 Only ardent Tale Spin fans will enjoy this for any period of time.

MEGATECH RATING



63 The fun-loving Baloo and his trusty partner Kit are let down by a dull game which isn't a lot of fun.

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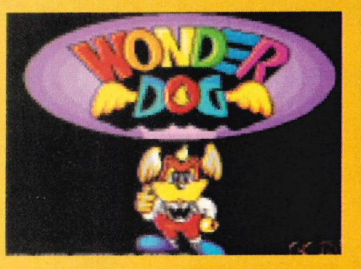
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FORMAT:CD

BY: VICTOR

PRICE: IMPORT

PLAYERS:1

GAME TYPE: PLATFORM

CONTINUES: PASSWORD

SKILL SETTINGS: 1

What a dog's life it is on planet Kninus, a world packed full of hounds. Lampposts and fire hydrants abound, leashes and muzzles are forbidden and Sports Illustrated Postman is the top selling calendar. It's a mutt's paradise and yet something has dogged this nation for years, dog years even. There are no humans, no masters, no best friends. And then one day someone dared to ask the question. Who throws the sticks?

There was uproar. The old ones spoke of ancient times before the giant kennels had crash landed on Kninus, of another world where cars were chased and tummies were tickled. Others said to let sleeping dogs lie, that the dog days of yore were gone. The tranquillity of the old dogma was shattered, disorder ensued. Packs of wild dogs roamed the streets. Dog fights became common place. The whole of hound society was going to the dogs. The Top-dogs were forced to act. Martial law was decreed. Strays were sent to the Doghouse and rumours of innocent puppies being burnt by dog-ends abounded.

Enter our hero. A young dogs-body for a local scientist. Sickened by the whole dog-eat-dog attitude, he yearned for a better life. Stealing one of his bosses prototype supersuits and a small B-class bone ship he headed off into the glare of the DogStar in the hope of returning one day with news of the Masters.

WONDER

ONE MAN AND HIS DOG



▲ THROUGH CENTURIES OF EXPERIENCE THE PEOPLE OF RIGEL 12 HAVE DEVELOPED SPECIAL BASKETS FOR TRANSPORTING THEIR GIANT ORANGES AROUND.

Having located Earth, the leading dog of our story found the love of a good master and it had all the paw-marks of a fairy tale ending, when suddenly the dream was shattered. In a shocking turn of events, both pup and boy were separated. Realising that both man and dog are natural companions, the young hound donned the mantle of Wonder Dog and set off across the cosmos to enlighten his canine buddies.

But peril lies at every turn in the form of hound-hostile creatures. Empowered with his supersuit, the heroic terrier can leap around the landscape and bash any bitty baddies by bouncing on their bonces with his big boots. For tougher adversaries WD keeps a Magic Dog Star Of Power handy. This allows him to fire bouncing Dog Stars Of Power around the screen, stunning or even disposing of his enemies safely and hygienically. He can even power-up his star and release one shot with major bounce power, and he'll need every ounce of that as he crosses these fiendish landscapes.

tom's comment

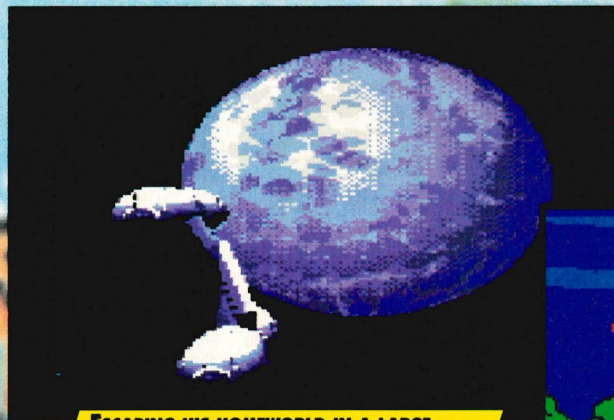


There's little doubt that Wonder Dog is an excellently produced package. Graphically, it's superb. Both the backgrounds and foregrounds are glorious but it's the sprites that are the most impressive. You'll be hard pushed to find such a variety of enemies on any other Megadrive game and wait until you see some of the bosses in action. The fat bloke in the string vest is hilarious, and in fact there are a number of neat visual gags, a lot of which really are quite funny. There are also a few hardware sprite effects, like rotation on the umbrella monkeys and expansion on the ghosts. As is to be expected from the Mega-CD, sound is brilliant. Smart, cartoon-style spot effects and catchy CD tunes accompany the whole game. It's also quite good fun to play, being smooth, fast and reasonably busy. After a while, though, the downside does start to show. The gameplay is very samey throughout and it all seems quite simple. The bosses are also ridiculously easy to beat and the lack of difficulty isn't helped by the infinite continues and password system. I suppose this is a good example of the Mega-CD's capabilities in so far as, if it were a cartridge it would have to be massive to accommodate all the sprites and levels, and in spite of my misgivings I still enjoyed playing and suspect you would too.



DER DOG

THE SHAGGY DOG STORY...



ESCAPING HIS HOMEWORLD IN A LARGE BONE, OUR HERO SEEKS A BETTER LIFE.



"HELLO LITTLE FELLA. I LIKE YOU AND I'M GOING TO KEEP YOU. I THINK I'LL CALL YOU CHIPPY, HA HA, YES, CHIPPY!"

"MY GRANDFATHER PLANTED THAT TREE, YOU STUPID LITTLE RUNT, WHY I OUGHTA..."



"OH I MISS MY MASTER SO MUCH, WHINE WHINE!"

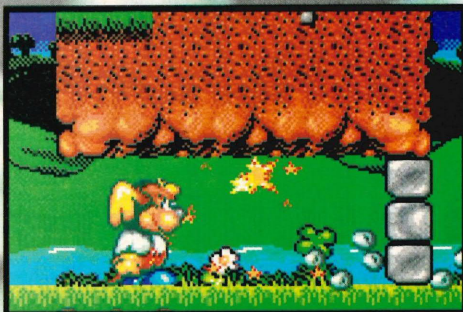


BY SHEP! NOTHING WILL STAND IN THE WAY OF ME AND MY BOY!

REVIEW



BUNNY HOP MEADOW



▲ THE AMAZING BALANCING CLOD OF EARTH

The smell of grass and the twittering of little birds in the trees. A picture of countryside beauty. But beware, for foxes, badgers, bloodhounds, even skunks, all God's creatures are twisted killers and no-one is safe from the terror of the killer bunnies.

DOGSVILLE



▲ I'M TIRED OF SQUEEZING THESE TOMATOES, FROM NOW ON I BUY MY KETCHUP

Could this be the future of Kninus? A city planet of high-rise kennels and concrete streets. Little pups roam the streets, but harm them and face the wrath of their boxing glove-clad dads.



THE SCRAPYARD



▲ HEY KID, WANNA SEE SOME PUPPIES?

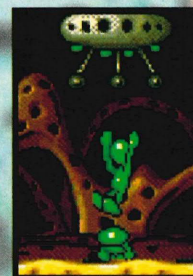
Nobody knows how the scrapyard came into existence. A derelict world of smashed-up cars and broken furniture. Hounds of Hell cruise their patch on motorbikes and crazed mutts wander about in search of trouble.

LOONY MOON



▲ MRS JONES? MY OLD FRENCH TEACHER? IS THAT REALLY YOU?

The moon really is made of cheese and what's more, it's thriving with life. Alien beasties, flying saucers and worse still, pongy green cheese make our super powered young tyke's task a living hell.



PLANET WEIRD



▲ EVER GET THE FEELING THAT SOMEONE'S WATCHING YOU?

Imagine a world made up of little humanoid figures who join hands to form a crazy network of platforms. Welcome to Planet Weird, where trouble comes in the form of monkeys with umbrella tails, bubble ghosts and invisible men in trilbys and boxing gloves.



FOGGIA



▲ NO, I'M NOT A MEMBER OF THE GARDEN GANG, TAKE THAT!

Like the days of Old London Town, a thick fog hangs over this distant world of gas creatures. Conquering this planet is a matter of defeating five guffing bosses which mercilessly expel their fumes at the dungareed doggie in a variety of fiendish ways.

PLANET KNINUS

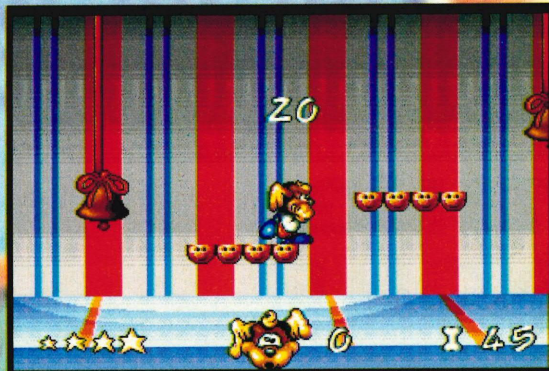


▲ CHOCs AWAY! DIE DOGBOY!

Wonder Dog returns to his home world, but the welcoming committee consists only of battalions of freedom-hating dog-troops. Watch out for the particularly vicious Sergeant dogs who like to crush the will of all free-thinking canines by driving over their heads in tanks.



BONE-US BITS AND BURIED TREASURE



▲ WILL I EVER REACH THE BELL-END?



▲ IT LOOKS LIKE WONDERDOG IS WEARING A MEXICAN HAT, HO HO!

Let's face it, a platform game isn't complete these days unless it has loads of secret bonus screens and hidden items. Being a big game, Wonder Dog has these in abundance. Wander around those platforms that seem to lead nowhere and before you know it WD is whisked into the sky and finds himself in a room of ledges laden with diamonds, extra lives, wing power-ups and bonus bones.

Should you run across a smiley face icon, Wonder Dog sits down for a while and starts praying. As he prays, more smiley faces spring from his soul spreading just the sort of peace and happiness needed to make hidden platforms appear throughout the whole level.

Try the pointless platforms which appear to lead to certain death, too. They can warp WD to an alternate dimension where he is ushered into a circus tent full of bells. He has a limited amount of time to run through the tent, hitting all the bells to receive an extra life.

And there's more! Keep an eye out for discoloured patches of earth. Push down and press the shoot button and Wundie-boy drills his way into the ground, Superman-style. This can lead to extra goodies, or even whole new levels, which turn out to be short cuts!

CORE BLIMEY! ETC

Derby-based Core Design are the team behind the programming of Wonder Dog. Previously they programmed mainly for the Amiga, but more recently they moved into Megadrive gear with titles like Chuck Rock and Corporation (both released by Virgin). Some of their most successful Amiga titles were platform games starring cute Japanese-style characters much like Wonder Dog's, so it's hardly surprising that when the Japanese Victor Corporation wanted a marketable, Sonic-style character to launch with their Wondermega Megadrive/Mega-CD combo unit, Core got the contract.

News on the launch of a European version of the Wondermega is still scarce, though Sega do not plan to launch their version of the all-singing, all-dancing (it has a built-in karaoke machine) unit until next year, by which time there will be a large catalogue of compatible Mega-CD titles. They're also trying to design a version of the machine which is cheaper to manufacture as they think the retail price of the current production unit (around £350 in Japan) would put British punters off somewhat.



Paul's comment

I was a mite disappointed with Wonder Dog when I first started playing it, because although the graphics are great, there's not a lot to do in the first few stages and they're really easy to complete. It's worth sticking with it, though, because as the levels progress it does get more difficult and more entertaining—even the graphics and music seem to improve. I have to say, though, that even with the secret levels (most of which are a bit minuscule, actually) and unusual creatures this is still not as playable as something like Sonic II or even Chuck Rock, which is a very similar game. There are a couple of nice gameplay touches but the nice visuals are the only thing to urge you on, and considering it isn't difficult to see the last zone within a few hours play, I don't see this lasting very long in the hands of any semi-skilled player.

THANKS

Thanks to Kaizer at Cambridge Consoles (0223 211733), and to his anonymous customer, who so kindly loaned us the Wonder Dog disc for this review.

GAME TITLE WONDER DOG



REFLEXES

STRATEGY

CHALLENGE

THOUGHT

% RATING

PRESENTATION

89

Excellent animated opening, but it does go on a bit. Good password system.

GRAPHICS

95

A vast array of superbly detailed sprites which are simply a knockout.

SOUND

91

Excellent sampled effects. Tunes are mostly excellent, though some do grate.

SHORT TERM PLAY

88

Fast and easy to get into. The attractive graphics really keep you playing.

LONG TERM PLAY

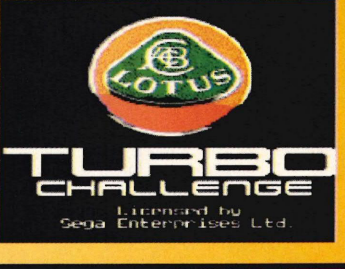
79

A large number of levels, but you'll see most of the game in a surprisingly short time.

MEGATECH RATING

82

Graphics are better than gameplay, but Wonder Dog is still an entertaining platformer suited to younger players.



**FORMAT: CART
M-BITS: 4**

BY: GREMLIN

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: RACING

CONTINUES: NONE

SKILL SETTINGS: 2

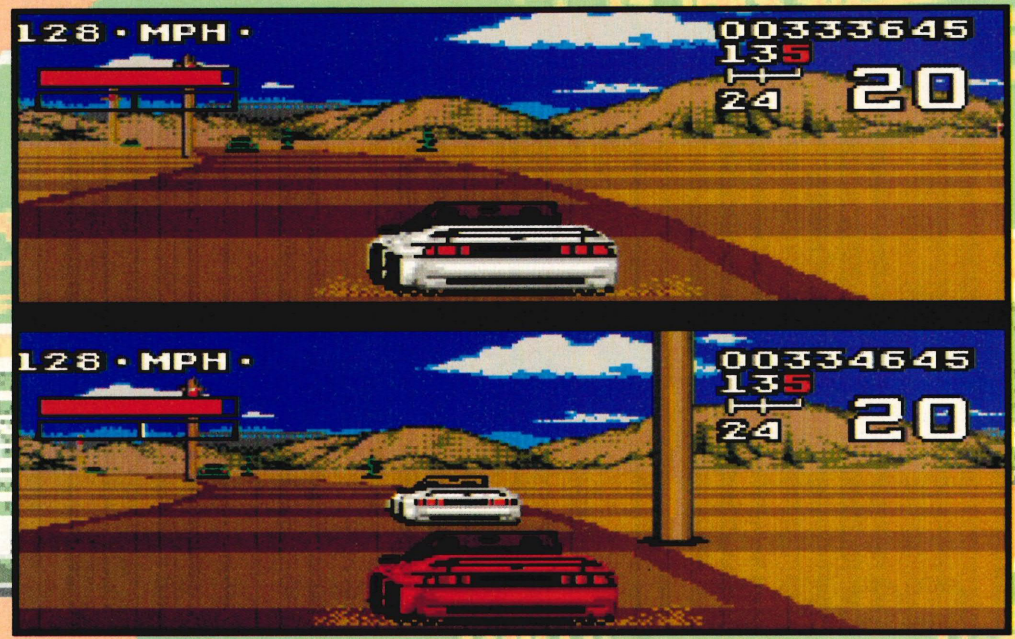
Imagine a super sports car. Sleek and sexy with an engine the size of a house, more valves than your granny's old wireless and higher fuel consumption than the Saturn V launch vehicle (well, not actually). There's a fair chance that the car you are thinking of is made by the Lotus company.

Usually a Lotus Esprit costs in the region of, what, nearly £50,000, and that's without the submarine options and the rocket launcher in the boot. But Electronic Arts are offering you all the thrills, well, some of the thrills, of motoring around in an Esprit and an Elan at cut price, in the form of this Megadrive race game converted from an Amiga original by Sheffield-based Gremlin Graphics.

Put your foot down and you can take to one of several roads in widely varying weather conditions. There's a pack of around 20 other Lotuses clogging up the road in front of you, and if you're playing in two-player mode, one of these is under the control of the person on the end of the other controller. The course is one long strip of tarmac, but time is against you, and if the clock in the corner of the screen hits zero before you reach the next checkpoint the race is over.

LOTUS TURBO

SPLITTING HEADACHE



▲ IT'S ALMOST NECK AND NECK IN THE DESERT RACE. PLAYER ONE (THE WHITE ELAN) IS JUST AHEAD OF PLAYER TWO, AS YOU CAN SEE ON THE BOTTOM PART OF THE SCREEN.

One of the most popular features of the original Amiga version of Lotus was the fine split-screen two-player mode which allowed a pair of go-faster stripe fans to go head to head in a blaze of racing fury. This has been faithfully reproduced on the Megadrive version.

Should you and a friend wish to compete against each other (and the hordes of computer opponents of course), it is entirely possible. The screen is split horizontally, with player one taking the top half and player two the lower. Each player's car is coloured differently so it's possible to tell each other apart should you end up racing neck and neck (as you invariably do).



▲ CAPTION





TURBO CHALLENGE

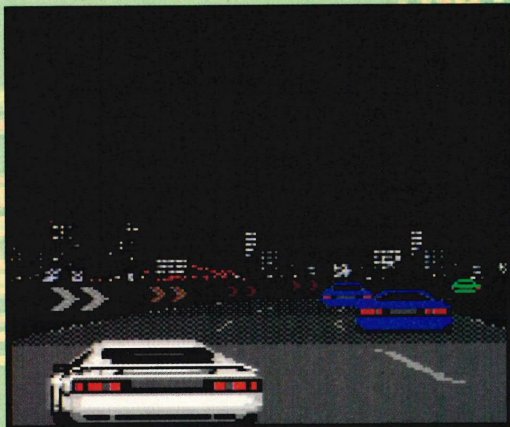
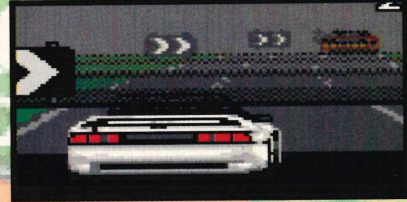
● THE ART OF COURSE RACING

One level in Lotus are certainly varied. The first level sees your driver "giving it some welly" around a twisty, mountainous route. The road holding here is fine, thanks to the grippy surface of the road. After this milk run however, it's straight into the fire with the night time level. Set on a twisty-turny, badly illuminated motorway which allows your car to slide all over the place, this level is made all the more difficult by the fact that vision is severely limited by the darkness.

Visibility is even worse on the next course, which is bound by very dense fog. Later levels give you snowbound blizzards, rainstorms and snowstorms to slide the car around, and further on there are deserts and dual carriageways between you and the finish line.



▲ ON THE INTERSTATE, THERE'S TRAFFIC COMING IN THE OPPOSITE DIRECTION! DON'T CROSS THE VERGE!



▲ THE CARS AND TRACKSIDE OBJECTS FADED IN FROM THE DARKNESS IN THE SECOND STAGE.

● MIND THE SCENERY, MARLON

In Lotus Turbo Challenge, scenery isn't just something that sits at the side of the track looking pretty and waiting for someone to crash into it. Oh no, scenery takes things into its own hands and gets right into the track for some action. Rockfalls block the road on some levels, blocking them off and causing severe speed reductions for whoever is unfortunate enough to crash into them. Puddles and water-filled ditches conspire to cause speed reduction and a loss in traction on some corners.

However, there are always heroes like the fallen logs in the middle of the road. Smack into one of these and your car takes a Knight Rider-esque leap into the air, clearing whatever obstacles lie below. One of these is usually to be found before every ditch, so it's a good idea to aim for these. However, even logs have their off days, and sometimes the cheeky blighters lurk at the edge of the road. Hit one now and your car flies right through the air... straight into some trees.

On the later levels watch out for large 18-wheeler trucks crossing the road in front of you. Luckily the Lotus is low enough to slide underneath trailers, which is enough to establish a player's reputation as a spawny get.

mark's comment



Driving a fast car at high speed is one of those things that really gets the blood racing-engine throbbing, scenery flashing by and the ever-present possibility of a life-endangering crash. So a game that supposedly simulates road-racing in a hot Lotus should attempt to give you a similar rush of adrenaline. With no possibility of crashes, though, Lotus Turbo Challenge seems to lack the danger which I crave for my fix of racing thrills and to be frank, I've had more excitement driving down the Bournemouth bypass in a Morris Minor stuck in second gear. The game seems to be technically proficient, with varied scenery and weather conditions. But it's more like driving fairground dodgem cars, as your vehicles bounce off obstacles and the sensation of speed is very limited. The sound of a roaring engine is conspicuous by its absence and the 'checkpoint' system against a time limit means that head-to-head 'racing' usually ends up with one player haring away, having passed the checkpoint, while the other player (usually me, I must admit) staring glumly at the screen, having run out of time. I'm afraid this 'point and squirt' jobbie didn't get my motor running at all.

REVIEW



● FAB GEAR WACK

Both the Lotus Esprit and the Elan come with a choice of five gear manual transmission or an automatic gearbox. Being automatic, the automatic gearbox changes gears for the driver, leaving his mind free to concentrate on steering. The manual gearbox is a lot trickier to master, but it does give you better acceleration and lets you down-shift on corners. However, the difference between the two boxes boxes is negligible, it's more like two difficulty settings, with the manual gears just giving you more to worry about.



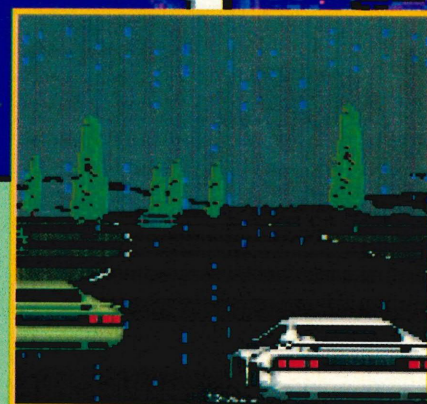
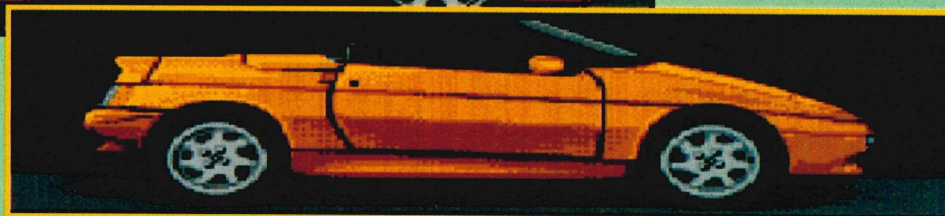
▲ REVVING UP ON THE START LINE IN TWO PLAYER MODE. IT'S MAN AGAINST MAN, TWO 16-VALVE SOULS LOCKED IN TURBO-CHARGED COMBAT, AND THEY'RE TAKING NO PRISONERS!



▲ YOU'D THINK THEY'D HAVE MORE SENSE THAN GO FOR A RACE WHEN YOU CAN'T SEE A HAND IN FRONT OF YOUR FACE. THE FOG'S A NEAT EFFECT, BUT IT LIMITS VISIBILITY TO 100 YARDS



▲ THE GAME STARTS WITH YOU DRIVING AN ELAN (RIGHT), BUT THE NEXT RACE PUTS YOU IN THE ESPRIT (ABOVE). AS FAR AS GAMEPLAY GOES THERE'S NO REAL DIFFERENCE BETWEEN THE TWO CARS.

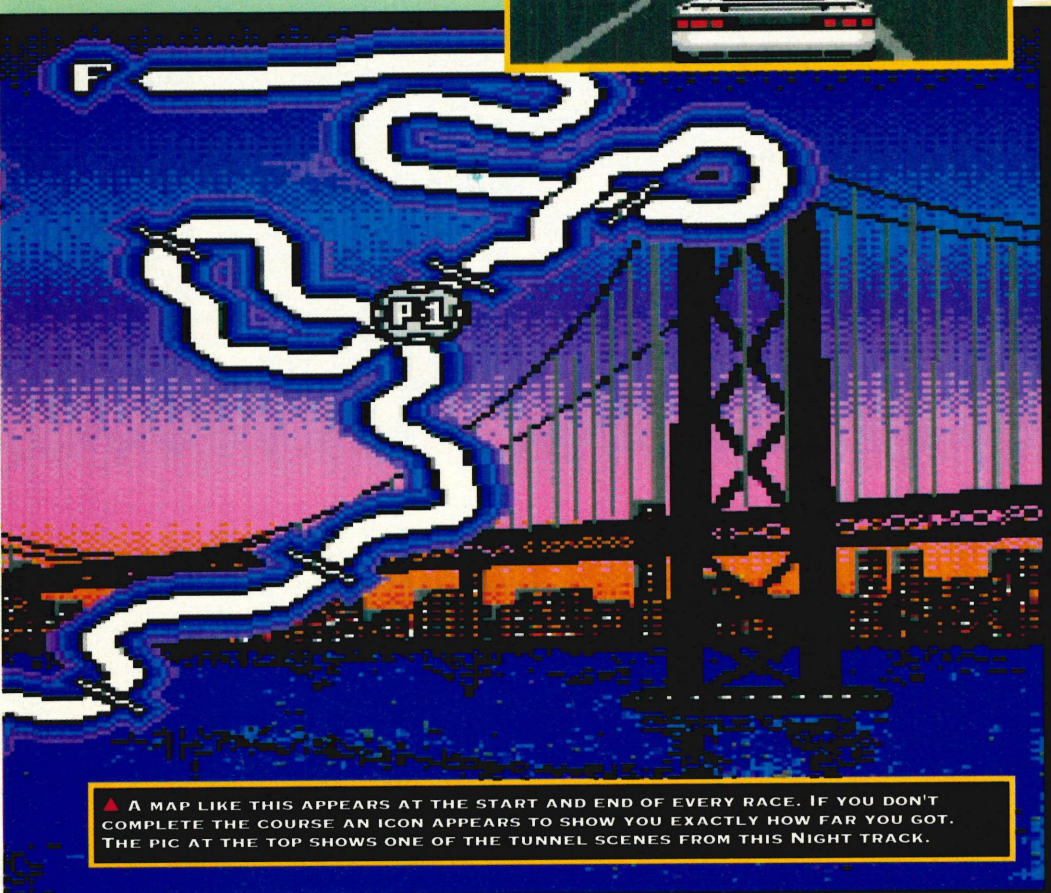
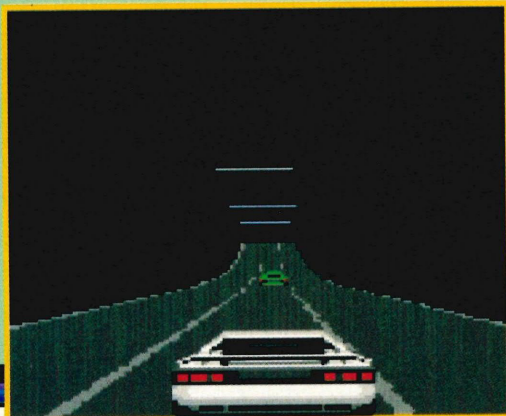


▲ RAIN. NOT ONLY DOES IT MAKE THE ROAD SLIPPY, IT LIMITS VISIBILITY SLIGHTLY AND MAKES YOU DEPRESSED.

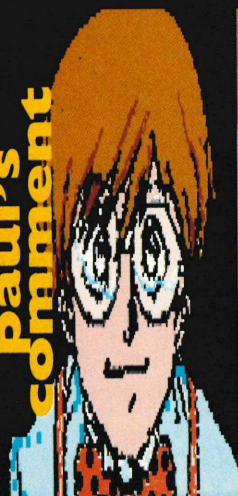
ONCE UPON A TIME...LOTUS

Turbo Challenge started life as an Amiga game called Lotus Esprit Turbo Challenge. This title was the toast of the town for some time, such was its brilliance. The game was so popular it spawned a sequel—the imaginatively named Lotus 2 which featured Lotus Elans as well as Esprits, and was immediately converted to the Atari ST.

Seeing a gap in the consoles market, Gremlin immediately commissioned conversions to the SNES and Megadrive. The Nintendo version was not a Lotus licence and is currently doing well under the title of Top Gear, but the Megadrive cart is a full unadulterated conversion of the Amiga version with all the same levels and gameplay.



paul's comment



After years of having to drive around on their own, Megadrive players finally get two dual-player race games, and both in one month! Lotus Turbo Challenge is no improvement over the Amiga version (in fact the car graphics are noticeably chunkier for some reason), but I can't really complain about that because I enjoyed the original rather a lot. The courses are pretty tough right from the start (you can hardly afford to make a single mistake even on level one) and the time limits are set perfectly so that a good player will just be able to stagger through the checkpoints as the clock reaches zero. In single player mode the game is a simple time trial and the other cars simply serve as obstacles, so if you want real competition you need to play against someone. The two player mode is, I think, better than that in Road Rash 2, making this the perfect choice for race game fans who already have the first Road Rash game.

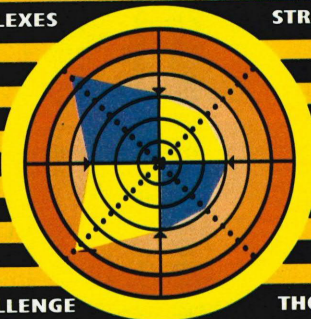
GAME TITLE LOTUS TURBO CHALLENGE

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION



89 Stacks of options, and lots of smart intro pics displaying the cars. Two player option really makes the game.

GRAPHICS



80 Good, speedy 3D effect, though the cars look slightly blocky, surprisingly enough.

SOUND



70 Bouncy, though slightly irritating, title tune. Effects are mostly functional but the speech is very rough.

SHORT TERM PLAY



87 Challenging from the start, and the two player option is very good.

LONG TERM PLAY



89 Not even the password feature spoils the challenge, but, again, it's the dual player option that gives this game a lot of lastability.

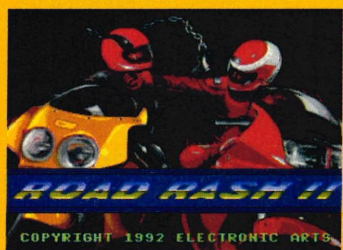
MEGATECH RATING



85 A bit more straightforward than Road Rash II, but probably the best two player racing game on the Megadrive.



REVIEW



FORMAT: CART
M-BITS: 8

BY: ELECTRONIC ARTS

PRICE: £39.99

PLAYERS: 1/2

GAME TYPE: RACING

CONTINUES: PASSWORD

SKILL SETTINGS: 1

I

t's illegal, and it's back! Yes, violent sports fans, the Road Rashers Trans-America Motorcycle Race is now in it's second

year and it's as non-law-abiding as it was in '91.

The organisers suggest that all entrants should have very little regard for fair play or road safety, and should therefore wear stout shoes and be of hardy constitution. Riders should also ensure that all relevant insurance premiums and doctor bills are paid in full before racing, and they are advised to acquaint themselves with the telephone number of a local lawyer as they will be required to drive along heavily policed public highways at three times the local speed limit.

Riders opposed to needless violence are advised to stay at home in a comfy chair, as refraining from beating the opposition from their mounts is contrary to the spirit of the competition. Weapons are optional, though iron bars and heavy chains can be stolen from other competitors after beating them up.

Automatic rifles, pistols, shotguns and other widely available firearms and explosives are currently banned from the competition, though the organisers will accept petitions for them to be sanctioned in next year's race.

ROAD

STREET FIGHTER II



▲ ITCHY SCALP? TRYING USING THIS.

No, no, that's a different game. But this is the SECOND game in the Road Rash 'series', the action takes place on STREETS, and it involves FIGHTING, so if it wasn't for the fact that this is a no-holds-barred 3D motorcycle racing game, Road Rash II could be mistaken for the classic arcade beat 'em up.

But seriously (har har! What a laugh!), Road Rash II puts the player (or players, for, yes, one of the new features is a split-screen two player mode) astride a mighty motorcycle in the hardest road race in the world.

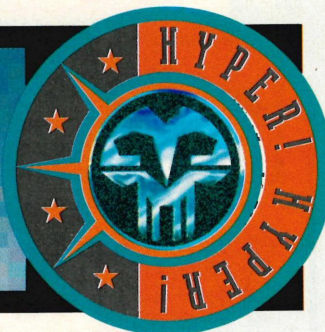
The Road Rash Tournament takes place over five rounds of five races each in one of five states of the USA. You always start right at the back of the field in fifteenth place and have to work your way up to first place by the time the finishing post looms.

Unfortunately, unlike your motorcycle grand prix riders, the standard of behaviour amongst Road Rashers is rather less than sporting. Because there's such a lot of prize money at stake (usually at least a couple of hundred dollars), riders at the front maintain their positions by thumping potential overtakers off their bikes with fists, feet, clubs or chains.

To make things even trickier, the races are... raced... on ordinary highways and byeways, so you usually have to dodge around Sunday drivers coming in the opposite direction, and the occasional moose, bear or cow which happens to be sitting in the middle of the road. The Highway Patrol are also on... patrol... and they don't welcome non-careful Road Rashers. In fact they like to catch them, lock them in the boot of a police cruiser, drive them to the nearest police station and charge them \$200 for the privilege.

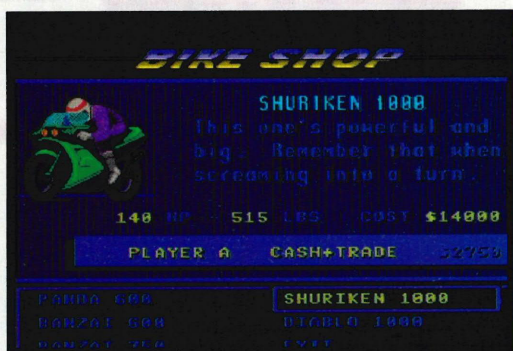


RASH 2



THE ACCOUNTANT DOWN THE CYCLE SHOP

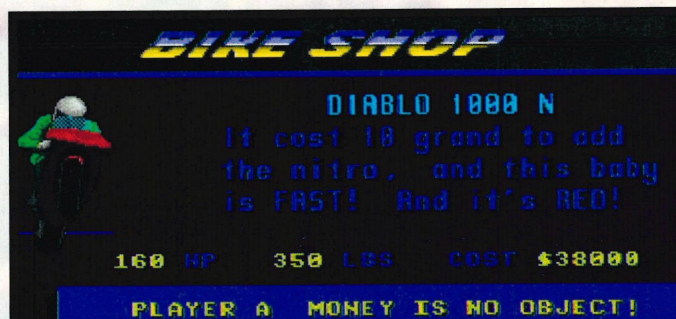
As in Road Rash, the secret of getting to the top of the Road Rashing 'profession' is to drive the mightiest bike on the road. Like the other competitors you start off with the Shuriken 400, a machine which, though rather weedy in the power department, is at least easy to handle.



▲ PLEASE POPS, CAN I HAVE A SHURIKEN 1000?

Keeping up with the more accomplished rashers in the fifth round requires a more expensive ride, and the way to get one is to save up your prize money and spend it down at the motorbike shop. This has had a bit of a facelift since the first game and the showroom has been split into separate departments dealing with Ultra-lights (which are easy to handle), Nitro Class machines (best

bikes from other classes with additional nitro speed burst facility) and Super Bikes (which have the optimum balance between weight and power).



▲ THE DIABLO 1000, IT'S FAST AND RED. JUST THE LIKE THE INSIDE OF YOUR HEAD WHEN YOU EMPTY IT ONTO A CAR'S DASHBOARD.

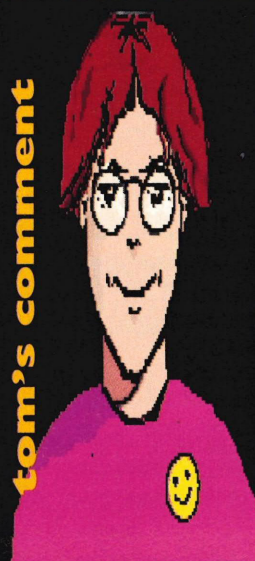


DOUBLE BIKE ACTION

The new feature that really separates Road Rash II from its predecessor is a split-screen two player mode. Though they're only about a quarter of the size of the screen, the road displays give a pretty clear view of the road ahead, so as split-screen two-player modes go this is quite well implemented, and it hardly slows down at all.

As well as the split-screen race option, there's a taking-turns two player mode, and a head to head Mano A Mano race, which is just you and your mate slugging it out on the road to victory. The lack of other racers make this a straightforward dash for the finish line which is actually a bit dull, though if you want to liven things up very slightly you can try driving alongside your mate and laying into him with a club or a chain.

tom's comment



Before I played Road Rash 2, the only Megadrive bike game I'd played was Super Hang-On, which, though a bit old, is still a pretty impressive game. There's no doubt that RR2 is a much more enjoyable game, though. Graphically it's okay and the scrolling of the landscape and the roadside features is so smooth and fast that it gives a really vivid impression of speed. I think the sequel plays a tad better than the original and the little graphical improvements, like the more spectacular crashes and tumbles, do make a bit of a difference, but the music (Rob Hubbard at his worst) is actually inferior. Probably the most significant improvement is the two-player option, a feature which I always felt was needed in the original, it being a bike beat-em up after all. Apart from this one addition though, there is nothing that would make me buy this game over the first one, because the two are nigh on identical. It is the best Megadrive bike game available and I would buy it, but not if I had the original.



▲ I'VE GOT YOUR MATE AND NOW I'LL HAVE YOU, SONNY.



▲ DOWN BOY, DOWN!

REVIEW



ONE GIANT LEAP FOR BIKE-KIND

One of the less significant additions to Road Rash II is the ability to launch the bike off the top of hills for long-distance Evel Knievel-type jumps. You could do this in the first game, of course, but the programmers have adjusted the feature so that real off-the-top-of-the-screen jumps are now possible. It doesn't affect the gameplay much, but it's quite spectacular. Sort of.



▲ OKAY TOWER, I'M COMING IN TO LAND.

HURRAY! THE NEW CHAIN WEAPON!

Remember how you could only punch, kick or club your opponents off their bikes in the first Road Rash? Well, Road Rash II's final, major advancement is the addition of the all-new heavy chain weapon. Steal this from one of your opponents and you can send them speeding up the tarmac on their elbow pads by swinging it around your head and into their solar plexus. Luckily, being only pixels on a computer screen, the opposing riders suffer no real pain. Just don't do it in real life, that's all, or we'll get complaints.



▲ HAVE YOU SEEN JOHN CONNER?



Paul's comment



Ho hum, another of EA's enhanced oldies. Yes there's no doubting it's a good Megadrive game, but a bike race game with a bit of violence doesn't have as much novelty value now as it did a year ago. Apart from the two player mode I didn't find any of the new features made this more playable than the original. The combat has been improved so that the effect is a bit more instantaneous—one hit is usually enough to knock a rider off—but whether you swing at your opponent with your fist, the club or the chain seems to make little difference. The super-leap is an odd addition because it seems to be an unrealistic element in an otherwise quite realistic game. The two player race is well programmed, but the Mano A Mano doesn't quite work because as soon as you're in front of your opponent it's easy to stay there. I suppose, as far as features goes, it's the best motorcycle race game on the Megadrive, but unless a two player mode is essential to your enjoyment, there's no reason why you should buy this instead of the original game.

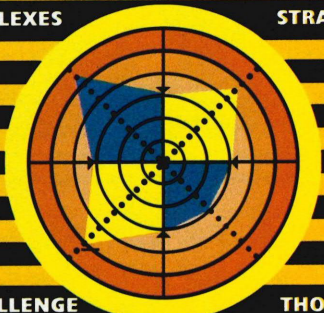
GAME TITLE ROAD RASH 2

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION



88 Password system for game saving. Good two-player mode.

GRAPHICS



89 Fast and smooth 3D effect. Sprites are mostly pretty good.

SOUND



69 Decent enough sound effects but the music isn't much cop.

SHORT TERM PLAY



88 If you haven't played the original you'll enjoy it. If you have, you'll wonder why they bothered.

LONG TERM PLAY



83 Good fun for a while, but there's not a great deal of variety between races, so it does grow dull eventually.

MEGATECH RATING



88 Good, but not much of an advancement. Don't buy this if you have the first Road Rash game.

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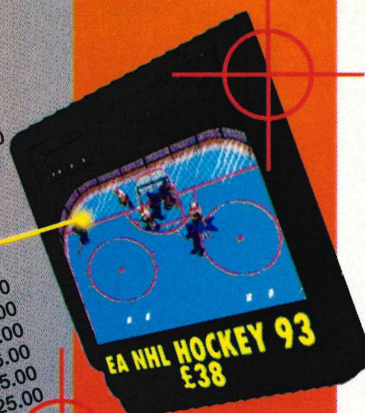
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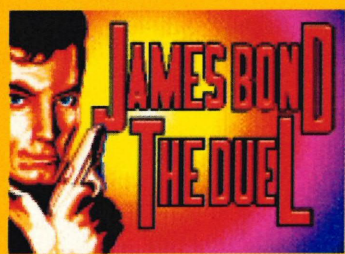
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**FORMAT: 4
M-BITS: CART**

BY: DOMARK

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: NONE

SKILL SETTINGS: 3

F

or the Attention of M, British Intelligence, Britain. From James Bond. Sorry to bother

you, old chap, but I'm in a bit of a fix. Let me start from the beginning.

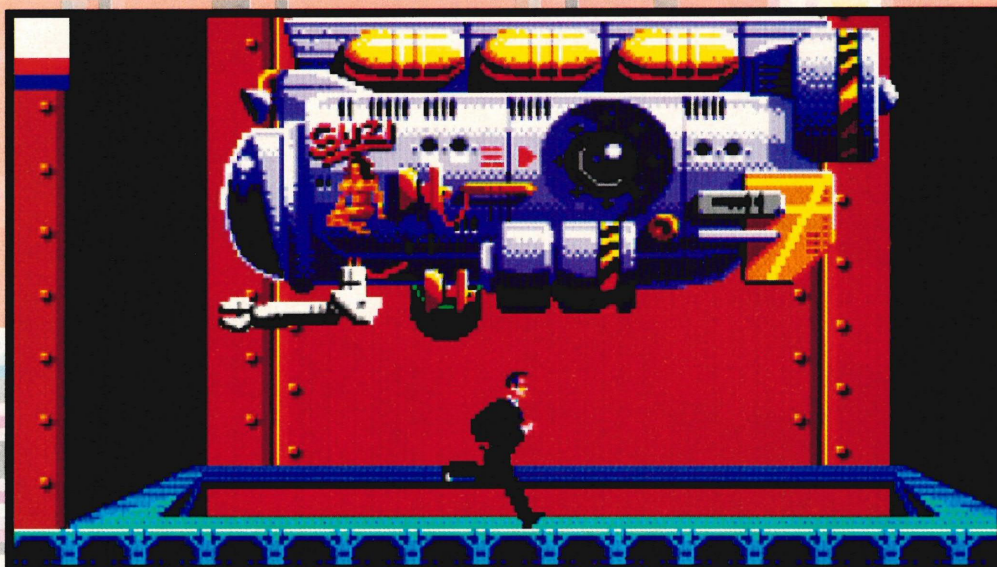
There I was in Hong Kong, embroiled in espionage activities when I decided to stop in at an Oriental tavern. Ordering my usual vodka Martini, I took a booth in the corner where I overheard the group of people behind me. It was my old rivals Odd-Job and Jaws having a natter. I've never heard them talk before and I was surprised at how high Odd-Job's voice really is. The gist of the conversation was that Blofeld, my arch-foe has banded my finest opponents together on a remote island fortress and hopes to lure me there with captured girls.

I can't let those poor damsels fall into that foul ogre's clutches, so I've warmed up the rocket pack and I'm going in. It's probably going to mean negotiating loads of scrolling platform levels, swarming with baddies, but that's a risk I'm going to have to take. I may not make it this time, but if I die, it'll be for England.

Give Moneypenny a kiss from me, James.

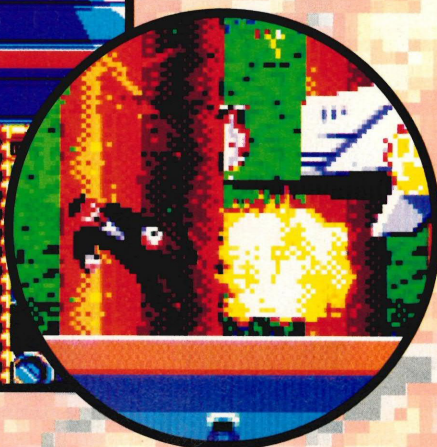
JAMES 007: THE

SHAKEN, NOT STIRRED



▲ IN A CRUEL TWIST OF FATE, JOHN, PAUL, GEORGE AND RINGO REMATERALISED WITH DISASTEROUS RESULTS.

Armmed with nothing more than his trusted Walther PPK handgun and standard issue tuxedo, Bond has to infiltrate four separate areas of Blofeld's fortress, freeing the bound and gagged Bond girls along the way. Here's a rundown of the various levels which we acquired from a stolen microfilm.

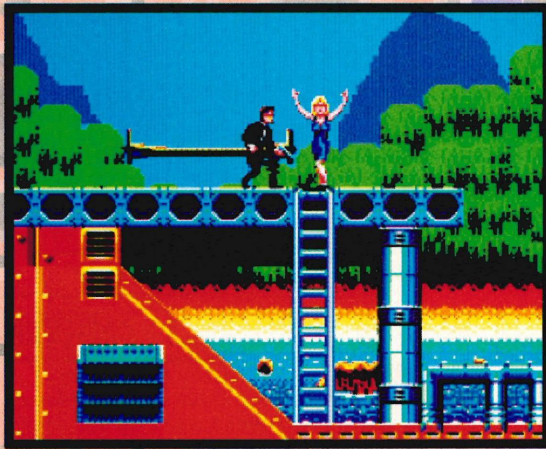


▲ SO YOU THINK THIS IS MY BETTER SIDE THEN?



BOND E DUEL

● LEVEL 1. THE SHIP



▲ BLIMEY, WHEN WAS THE LAST TIME YOU SHAVED YOUR ARMPITS.

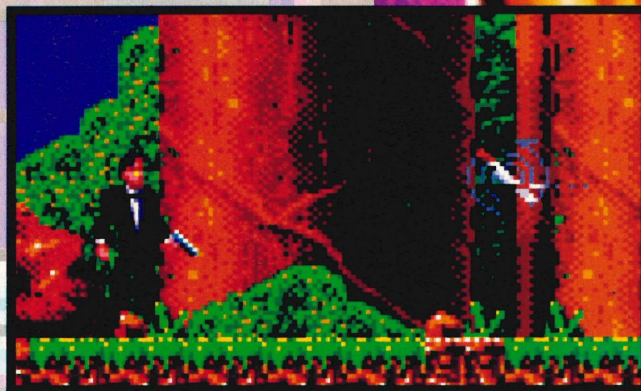
James' first stop is on a large cruise liner swarming with SPECTRE agents clever disguised as stewards. Running along the deck is the easiest way to complete this level, but at one point Bond is forced to clamber over some speedboats attached to the side of the ship. If need be, he can also swim alongside the cruiser against the current, but beware, because these waters are breeding grounds for sharks. Oh, and watch out for falling submarines, very nasty.

Reach the end of this level and Jaws will appear. Not one of the aforementioned sharks, but the dreaded hitman with metal teeth who so plagued our dashing hero in 'The Spy Who Loved Me' and 'Moonraker'. If he gets hold of Bond, he'll throw him into the sea.

● LEVEL 2. THE ISLAND

Once the ship has been sabotaged, it's a quick rocket pack journey to the dense jungle-covered island. At first, it looks to be a collection of giant trees, as jungles tend to be, but on closer inspection it is in fact a massive village carved into the very trunks of the trees. Vine walkways and bridges connect up the vast complex and as is standard, a battalion of SPECTRE's finest troops are on call to eliminate everyone's favourite spy. Having learnt never to underestimate 007, Blofeld has also enlisted the help of some tanks. Fortunate then, that Bond's Walther PPK seems to be loaded with armour piercing bullets, although grenades are more practical in this situation.

Making a guest appearance on this level is Baron Samedi, the Voodoo master from 'Live and Let Die'. Rising from the ground, this master of Black Magic proceeds to throw very unmagical knives at Herr Bond. Still, a bullet to the head should wipe the smile off his grinning skull.



▲ BUT YOU CAN'T BE TINKERBELL. FAIRIES DON'T EXIST. GET OUT OF MY HEAD, DAMN YOU.

tom's comment



What a waste of a good licence. When I think of what could have been done with a James Bond game, car chases, skiing sections, autogiro battles. It must have taken a sorely unimaginative game designer to produce this. Plot gripes aside, it's not even a particularly good platform game. Although it only has four levels, you'll take forever trying to finish the game, because it's so frustrating to play. Obviously, the programmers wanted Bond to act suave and sophisticated, but the result is a character that reacts too slowly. Admittedly, the animation on the main sprite is impressive, but the rest of the graphics are a nightmare of garish colours and badly drawn scenery. Not even the music is appropriate to the game, with a plethora of naff, non-bond-related tunes. Sure the theme tune graces the title-screen, but what a load of smell it is. Bah, I don't like this game at all. Buy Alien 3 instead.

R
E
V
I
E
W



LEVEL 3. THE LAVA CAVERNS

Having made his way to the large suspicious looking volcano at the centre of the island, 007 finds that it is in fact a secret base. Here, Bond must leap across pools of lava, spike-filled death pits and negotiate hazardous lift shafts, all the while fending off the unwelcome attention of more enemy agents, this time clad in their favourite Moonraker rompersuits.

At the end of this level, James must confront May Day, the lethal femme fatal from 'View To A Kill'. Although it was thought that she'd died in a mineshaft explosion in the film, she obviously didn't and now the vicious man-hunter wants to claim the famous womaniser as her trophy. And let's not forget, they're also old lovers.



▲ I SEE YOU FOUND YOUR YELLOW MAC, BUT I'VE STILL GOT YOUR UMBRELLA, NYAAH!

LEVEL 4. THE LAB



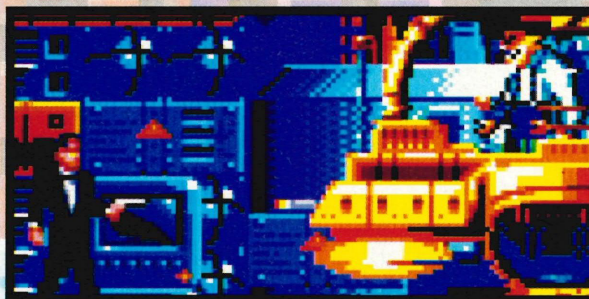
▲ WHAT BANANA SKIN, WHERE? YIKES!

Deep in the bowels of the island lurks the dreaded Lab. Here SPECTRE's top scientists construct their foul weapons of destruction, ready for another world-conquering bid. Thank Britain that James is on hand to save the day. Here he must take on the might of the puny scientists and their handguns, but don't underestimate them, because there's nothing more dangerous than a desperate feeble professor looking to protect his 'baby'.

Enter Odd-Job. Perhaps Bond's most deadly opponent. The silent assassin from 'Goldfinger' almost did away with Britain's finest in the vaults of Fort Knox, but in a titanic battle, James electrocuted him to death. Somehow he has resurrected himself and stopping only to pick up his razor-edged bowler hat, he's back to finish the job and what an odd job it is.

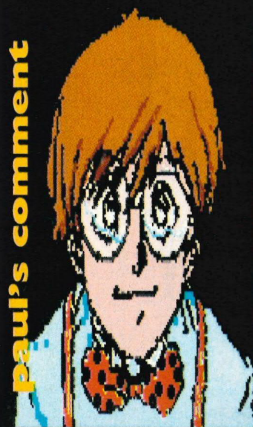
THE FINAL CONFLICT

Bond may have foiled SPECTRE's plot, but waiting at the end of the game is Jaws. Having pulled a miraculous survival act after the cruise ship level (a trick Jaws is renowned for), he has armed himself with a deadly claw vehicle and intends to finish the meddling spy off, once and for all. Blasted fool, doesn't he care that the island will self destruct in minutes? He'll have us all! Only the knowledge that Bond is guaranteed a bit of a snog with a girl at the end will keep him alive here.



▲ QUIT HOGGING THE YELLOW CRANE, JAWS, IT'S MY TURN IN IT.

paul's comment



I liked the look of this when I first sat down to play it, but after dragging myself through the first couple of levels I'd had enough. The basic gameplay is a bit like Rolling Thunder, but it's not half as playable because the odds are stacked so heavily against Mr Bond that frustration is the order of the day. Right from the start there are bad guys rushing on from all sides, and Jim just doesn't respond fast enough to let you gun them all down before he buys the farm. The bits of the Bond films that I always enjoyed were the car/boat/helicopter/submarine chases and the exotic weapons and gadgets but Domark haven't used any of this potential for varied gameplay and the result is a disappointing and not particularly playable game. It's not a game I would buy.

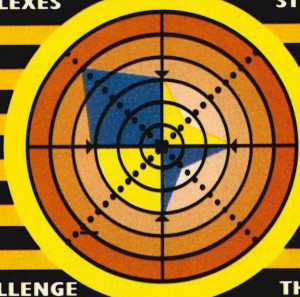
GAME TITLE JAMES BOND

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION



70

A couple of title screens, some options. Oh, and a nice high score name entry system

GRAPHICS



60

Ugly scenery painted in ghastly, over-bright colours. Nice animation on the main sprite though.

SOUND



75

Some nice spot effects, but the tunes are naff and what have they done to the Bond theme?

SHORT TERM PLAY



60

Very frustrating right from the start. You'll have had enough in a couple of hours at the most.

LONG TERM PLAY



50

It'd take armed enemy agents to force you back to this game.

MEGATECH RATING



52

Irritating twaddle which makes for a disappointing licence.

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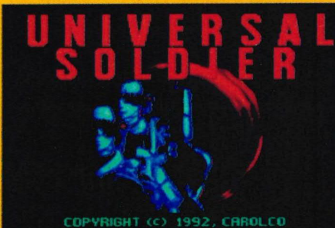
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GAME TYPE: SHOOT 'EM UP

CONTINUES: PASSWORD

SKILL SETTINGS: 2

Death... Eternal blackness, or what? Well, not if you were one of the elite band of deceased infantrymen who were bodybagged out of Vietnam into the US Army's top secret Universal Soldier project. By keeping the bodies chilled then pumping them full of the right serums the UniSol scientists were able to revive the soldiers, make them practically indestructible, stronger, faster and, with the addition of a few subtle brain alterations, completely controllable.

Of course, as always happens with these 'meddling with nature' plots, not everything is going as planned. A UniSol called Luc Devreux who looks like Jean-Claude van Damme (because that's who played him in the Universal Soldier movie on which this is all based) has remembered that the UniSol who looks like Dolph Lundgren (for the same reason as above) was once psychopathic Sergeant Scott back in 'Nam, and being killed then brainwashed has sated his lust for innocent blood not one jot.

Things all get a bit tricky when Devreux deserts, threatening to blow the cover off the whole clandestine, unethical project. Even worse, Scott decides that he should take charge of the situation and heads after Devreux with a sadistic look in his eye and a bloody big gun. Now, read on...

UNIVERSAL DAMME AND BLAST

Universal Soldier, the movie, takes the form of a long trans-America chase during which a lot of people get shot, incinerated or simply blown up. The game, however, is an eleven-level platform shoot 'em up (not unlike Ballistic's previous game, Turricon, actually) in which you take control of a mini Luc Devreux who just wants to escape Crazy Sarge and get back to real life again, as if that were possible.

For some reason he starts the game in a Vietnam-type jungle locale, then moves on to numerous networks of caves, a large underground machine and finally something that looks like the LV421 colony after the aliens hit it.

There are no aliens in this game, though, just lots and lots of little blobby monsters, deadly crabs and bees, miniature bipedal robots, flying eyeballs and the odd rampaging UniSol. Being nearly indestructible, Devreux is barely scratched by these nasty creatures, but the thing is, every contact with danger raises his body temperature slightly and because his revitalised bodily fluids need to be kept chilled, he can only stand so much heat before he expires.

Fending off the bad guys isn't too difficult, though, because Luc always packs a couple of high-powered weapons. Press the A button as fast as you can and he lets rip with either a laser, bouncing bullets or a multi-directional shot-gun. Hold the A button down and watch in awe as our heroic UniSol's weapon emits a powerful ray which can be directed through 360 degrees to wipe out evil at all angles.



▲ WA-HEY! IT'S THE GIANT EXPANDING TRUCK. NOT THAT IT DOES MUCH EXPANDING, MIND. BUT IT FIRES OFF LOADS OF MISSILES AND RELEASES RIOT-SHIELDED UNI-SOLS AT YOU.



▲ AIIIEE! HELICOPTER ATTACK! BEWARE ALSO OF THE KILLER BEES (TOP RIGHT), GIANT UNISOLS (MIDDLE) AND SAD-LOOKING, INDESTRUCTIBLE PARATROOPERS (BOTTOM). REMEMBER ANY OF THESE FROM THE FILM?



UNISOL SOLDIER

THE MAGIC BOX

Being a game of gigaguns, power-ups in UniSol are plentiful and easy to come by, if you know where to look. Some are floating around the atmosphere in gravity-defying steel canisters, but the best source of yummys are the hidden blocks which lurk in suspiciously empty parts of the map and only appear when shot. Once revealed these spew forth all sorts of nice things every time they're shot or (in a curious Super Mario Bros style) head-butted. On the menu we have:



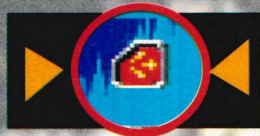
tops up energy (or reduces temperature to normal if you like)



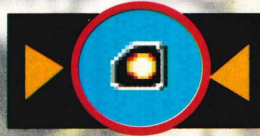
**lengthens your swinging death cannon
detonates a smart bomb**



switch weapon to laser



switch weapon to multiple (3-way or 5-way) shot



switch weapon to bouncing bullets



defensive shield, lasting about ten seconds



▲ IT'S PRIZES GALORE WHEN YOU SHOOT THE FLOATING CANS!



▲ GOODIES SPRING FROM THE HIDDEN BOXES (ABOVE) AND THE OIL DRUMS (BELOW)



Funnily enough, I don't seem to recall the flying robot bats or cute little rockets in the film Universal Soldier or the fact that Jean-Claude Van Damme could turn into a little shuriken. Ah well, continuity gripes aside, I'd better start ripping into the gameplay. It's just so dull and uninspiring that I was fed up with it in a matter of minutes. It's just fortunate then, that this game is so easy you can finish it quickly and have done with. Perhaps the best point about the game is the stunning array of power-ups you can collect, so trust the programmers to bundle all the icons into one handy power-up block, thus removing the enjoyment of building up your weapons gradually. To top it all, bland, Amiga-style graphics and inappropriate music make this an all-round mediocrity. Still, it is only £25 and it is good to see this kind of move to cheaper games, but in this appalling case even a dinner date with Paul Glancey would be better value, if you could stand the mess that is. (See me immediately-PG)





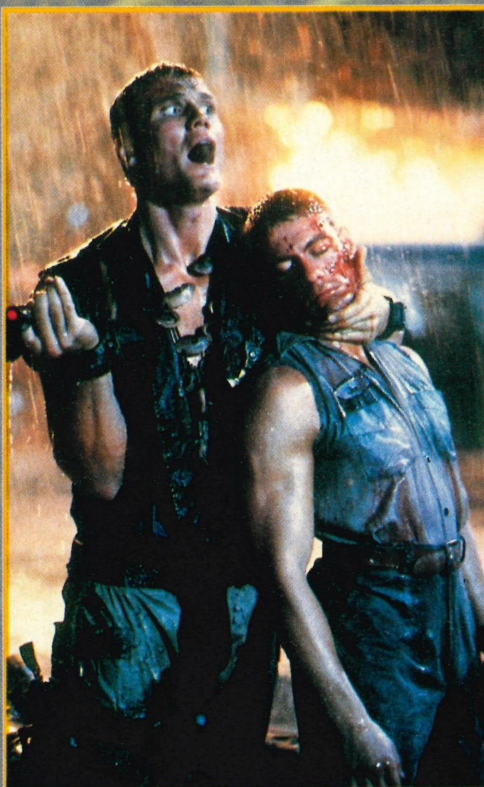
SEE THE FILM, PLAY THE GAME?

Now if you actually went into a cinema during the summer and handed over money to witness the 'spectacle' that is Universal Soldier, you may be somewhat baffled by the fact that the action in the game bears as much resemblance to that in the movie as Thomas Guise bears to a normal member of the human race.

Okay, the hero has a gun, a grey boiler suit and he's wearing his little targeting monacle. But where was the bit in the movie where he was attacked by killer bees? Or giant eyeballs? And where, for that matter, did the little ED-209s come from, and their little flying buddies (complete with flapping wings)? And presumably the last level with the Giger-style biocrete backgrounds was inspired by the bit (seen only in the director's cut of the movie-probably) when Mr Van Damme left his dressing room through the wrong door and wandered into the set of Alien 3?

At least the expanding truck (surely the star of the movie) gets a look-in, posing as one of the bosses which tries to run over the van Damme sprite. The massive punch-up between Jean-Claude and the psychotic UniSol sarge (Dolph Lundgren) at the end of the movie is also gloriously recreated at the climax of the game. However, instead of being set in a farmyard during a rainstorm, the fight is held at the top of what appears to be an Alien-infested spacecraft. The Sarge has obviously taken one steroid too many, as by this point in the game he has grown to the size of a house, and is flying around with what must be a space shuttle on his back. This is not how it happened in the movie. At all.

Of course, there's a good reason for all this. This game was originally going to be released as Turrigan 2, but then Ballistic got the chance of a licence for a major Guns 'n' Action movie (to wit: Universal Soldier) and they ordered a few alterations to Turrigan 2 to make it fit in, vaguely, with the plot of the movie. Some of the features of the original remain, such as the UniSol's ability to curl up into a rolling buzz-saw thing, and the fact that the whole game looks like Turrigan. Still, who ever said a film license needed to be accurate to be playable? And let's face it, when the plot's as thin as Universal Soldier's a few additions and alterations can't hurt, can they?



▲ NOTICE THE DIFFERENCE BETWEEN THE FINAL SCENE OF THE MOVIE AND THAT OF THE GAME.

paul's comment

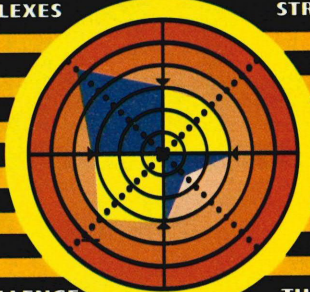


Well, I've never seen a game that looks less like Universal Soldier and more like Turrigan, but does that really matter? Only as a sort of niggle, I suppose, because while you're playing you're constantly thinking, 'How the hell can they try to pass this off as a Universal Soldier game when it's so obviously Turrigan?' In truth, though, it's at least a more playable game than Turrigan, mainly because the slightest touch from a monster doesn't drain all your energy in an instant, so it's much less frustrating. The most impressive thing about the game, though is its size. The levels are huge and there are quite a number of them. Having said that, the game isn't at all difficult to finish-I did it in, oh dear, one day-and I have to tell you, the ludicrous end sequence is very disappointing. The other major disappointment is the quality of the graphics. The backgrounds and the scrolling are okay, but the majority of the sprites are crap and I have a feeling that even I could have come up with something less deformed. I quite enjoyed the music, but probably for the wrong reasons, because most of it didn't fit in with the action, but the effects weren't bad at all. I've been kind of scathing, but then it's not a very good game, and while it's good to have Ballistic back in the Megadrive fold I only hope that they hurry up and release the sequel to Star Control so we can forget this minor hiccup.

GAME TITLE UNIVERSAL SOLDIER

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

% RATING

PRESENTATION



70

A fair selection of options and decent enough in-game presentation.

GRAPHICS



60

Mainly badly-drawn and unimaginative sprites which have nothing to do with the movie.

SOUND



79

Tuneful tunes, which don't always suit the action. Pretty good effects, though.

SHORT TERM PLAY



79

Quite good fun at first, and pretty easy to get into, especially with the handy password feature.

LONG TERM PLAY



59

A few imaginative gameplay features and secret rooms keep you going for a while, but the game's soon completed.

MEGATECH RATING



60

Rather duff 'licence' which might have been better left as Turrigan 2. At least it's cheap.

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What a tasty Technique Zone sandwich we've got for you this month. Neatly spread between the thick white slices of Thunderstorm FX and Super Hang-on, you'll find a tasty filling of Grey Lancer, Wonderboy in Monsterland and Alien 3, topped off with a crisp leaf of John Madden '92 and a generous helping of Shadow Dancer. And a Technique Zone just doesn't taste the same without a dash of European Club Soccer, so there's a bit of that too. Voilà.

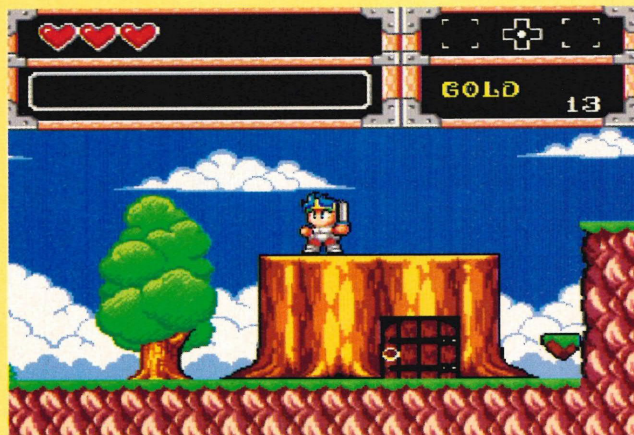
What's more, if you've got some tips or cheats that you think could spice up the sandwich, send them in to us at **TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** The sender of the best tips of the month wins five Megadrive games.

TECHNIQUE ZONE



WONDERBOY IN MONSTERWORLD

TZ 1/
HIDDEN CASH
FROM: WILLIAM DIXON, LOUTH



Here are a couple of tips to add to the solution of Wonderboy, printed a few months ago (and repeated in this month's tips book).

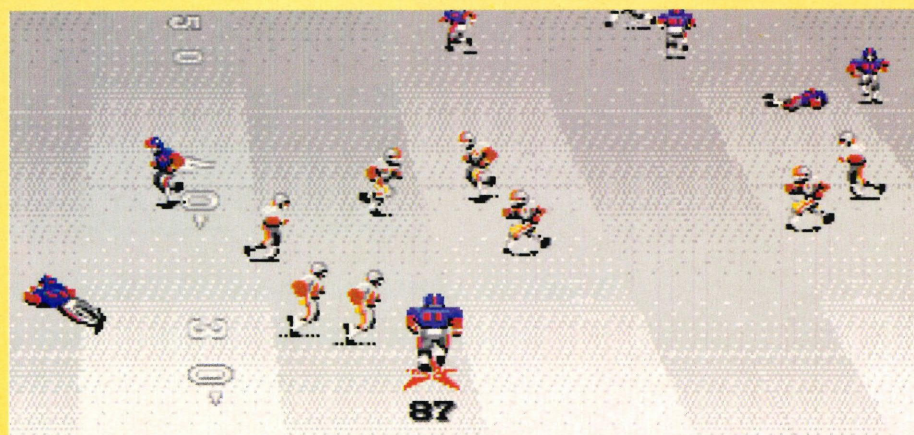
Start the game and visit the first house you come to. Speak to the bloke inside and let him activate the lift. Jump off the lift and onto his roof then about a quarter of the way from the left, jump to reveal some hidden money. It's not much, we agree, but every little helps.

Later in the game, when you've got the trident, find the jellyfish bit, use the trident and dive into the water. Find a U-shaped ditch, stand in it and keep pressing C to reveal a life-up heart and other hidden goodies.



JOHN MADDEN '92

TZ 2/
CODE CHEAT
FROM: JOHN NEWELL, BASILDON



If you don't want to try any of the codes for the finals which we've printed before, you could try this bizarre suggestion from John. Put the game into demo mode on new play-offs then watch the match till it has finished and the screen displays the code for the next game. If you're prepared to watch the computer play all the way through a competition you'll be able to get a code for the final with hardly any effort at all, apart from resisting the temptation to doze off.

**GREY LANCER**

TZ 37
MANIA MODE
FROM: ANDREW SNOWDON, BELFAST



Andrew rather liked this game, but he found it a bit easy to finish until he discovered the hidden Mania difficulty setting. To activate it wait for the GLEY LANCER title screen to appear (on which the words 'PUSH START BUTTON' are displayed), then press UP, DOWN, LEFT, RIGHT, B then A. The title should turn gold and you can now choose the new difficulty setting from the options screen.

**THUNDERSTORM FX**

TZ 47
LEVEL SELECT AND HIDDEN EASY MODE



If you're having trouble seeing the later levels of this smart game try this level select. Get onto the title screen as shown here.

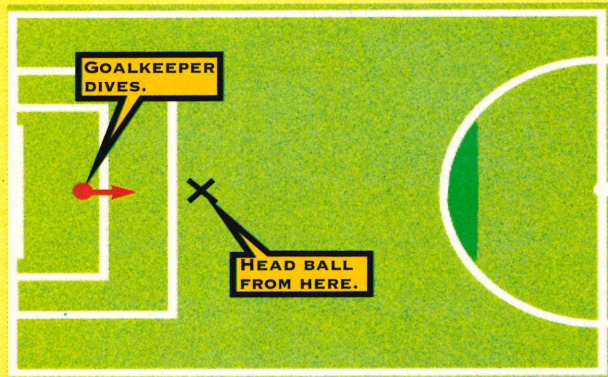
Push left, right, A, B, C. You should hear a sound every time you push the joystick, and an explosion at the end of the sequence.

Start the game and when screen shows STAGE 1, push left and right to select any of the ten stages. And if you get bored of the stage you're on, just press START to go on to the next one.

There's also a hidden EASY mode in the game which is accessed as follows. Go to the title screen and push the D-button right, up, left, down and A. Again you should hear an explosion sound. Go to the configuration screen and as well as a medium and hard level, you should be able to select the new easy mode.

**EUROPEAN CLUB SOCCER**

**TZ 5/
EASY SCORING AND EASY ACCESS TO CUP
FINAL
FROM: LEE SANDERS, LEICESTER AND
GRANT MALCOLM, KIRKCALDY**



Pick a good team and when you kick off, pass back to the midfielder. Run him to the part of the pitch indicated in this diagram. If you chip the ball towards the goal then make the forward head the ball straight, the goalkeeper should attempt to dive forward and the header should go over him and into the net. It's just as easy to slide forward past the goalie and knock the ball in, but whichever way you do it, this method should let you score every time.

If you get to the final then lose, keep pressing C when the two final score screens come up. The game should then switch to the options screen with the View Round, Play Round and Show Password options. You then get to play the final all over again, but with different opponents.

**ALIEN 3**

**TZ 6/
SHORT-CUT
FROM: LEE BYRON,
CHESHAM**



Lee was quite excited about discovering this cheat, and even went as far as to describe it as 'the tip of the century'.

At the start of the fourth level you should find yourself in a room with one prisoner and two first aid kits. Leave this room by going down the ladder to the next room, then go to the wall on the left and jump into it. Now you can't see Ripley as she's in a hidden tunnel. Go left, then down to get more ammo and everything else. Go right and you'll come through the wall at the top of the tall room. Drop down and carry on blasting.

**SUPER HANG-ON**

**TZ 7/
INFINITE CASH
FROM: JONATHAN SHANNON,
ALRESFORD**



If you choose Original mode, keep crashing until you break your frame. You will then have to retire. Your sponsor will give you \$400. You probably won't have enough to buy a new frame but even if you do, don't buy one and just start the race. You should have to retire again, but don't worry about losing the race because you can't be demoted. Your sponsor should cough up another \$400. You can keep doing this until you have enough to buy the best of everything and then buy the best frame.

**SHADOW DANCER**

**TZ 8/
HIDDEN EXTRA LIVES
FROM: RICHARD LAST, MILTON KEYNES**

Seems there are loads of hidden bonuses in Shadow Dancer, and it took Richard Last to locate them.

STAGE 1-1: Kill the first green disc-thrower and the gunman who is just beyond him then stand on the brick between them and shoot to get a 1-UP.

STAGE 1-2: Go past the first earthquake and above the disc-thrower. Kill the baddie who rolls out and attacks, then dodge the falling rocks while staying on the ledge. Now shoot to find another 1-UP.

STAGE 2-1: Near the end of the level, jump down on to the ledge where the two gunmen are standing. Kill them, face right and fire and you should be rewarded with a 2-UP.

STAGE 2-2: At the trailer, jump on the second box, jump up and shoot right to reveal a bonus.oo

STAGE 3-1: Walk to the end of the third platform up and shoot the baddie who rolls out. Keep shooting until the icon appears. Leave it and retrace your steps, then jump up to the level above. Walk right until you're at the end of the ledge above the icon then jump down on it to get a 2-UP.

STAGE 4-2: After disposing of the second green disc-thrower keep going until you come to the bit where bullets are flying out of the dark. Kill the two gunmen and jump over the brick. Turn to face left and shoot the brick to reveal the 1-UP.

STAGE 5-1: In room two, between the tenth and twelfth boxes jump down and shoot left while crouching to get a 1-UP.

In room three there's another 1-UP. Go behind the box where the hostage is hiding, crouch and shoot left to collect it.

The final 1-UP is in room five. Shoot the jewel above the door to get it.

BONUS STAGE: Don't fire a single shuriken and at the end of the stage you'll get a 1-UP every time.

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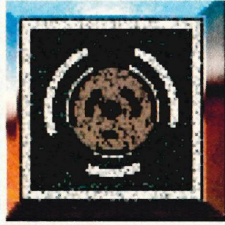
ZONE

STARFLIGHT

DEEP SPACE SURVIVAL GUIDE
BY JONATHAN MURPHY, CROWBOROUGH

The Starflight manual actually gives you a full solution to the game, but it doesn't help much with the actual getting around from place to place, finding items and winning battles. It's lucky then that Jonathan Murphy is here to tell you about all these things in this mighty Starflight guide, for which he wins his choice of five games.

STARFLIGHT



ARTIFACT LOCATION DEVICE

FIND YOUR ARTIFACTS AT
THESE LOCATIONS.

| | |
|---------------------------------|--|
| FLAT DEVICE | Bought at starport |
| WHINING ORB | Bought at starport |
| TESSERACT | 5th planet of system 18,50 at 15N 44W |
| RED CYLINDER | 3rd planet of system 112,200 at 59N 64W |
| RING DEVICE | 4th planet of system 215,86 at 90N 0W |
| SHIMMERING BALL | 1st planet of system 68,66 at 12N 32E |
| ROD DEVICE | 2nd planet of system 180,124 at 60N 22E |
| HYPERCUBE | 3rd planet of system 215,86 at 12N 104W |
| EPPILISOID/FOCUS- SING STONE | 1st planet of system 81, 93 at 44S 137W |
| DODECOHEDRON | 4th planet of system 118, 146 at 16S 20W |
| BLACK EGG | 1st planet of system 143, 115 at 28N 4E |
| BLACK EGG | 2nd planet of system 234, 20 at 35S 99E |
| BLACK EGG | 3rd planet of system 238, 189 at 51N 15E |
| CRYSTAL PEARL | 1st planet of system 56, 144 at 29N 13W |
| CRYSTAL ORB | 1st planet of system 132,165 at 49N 12E |
| CRYSTAL CONE | 1st planet of system 20,198 at 29S 66E |



LIGHT



HOW TO TALK TO ALIENS

Wringing information out of any aliens you meet is vital to your success in the game, but different races respond differently depending on the way you speak to them. And that's where this handy guide comes in.

● SPEMIN

Posture: Friendly or hostile (Spemin become obsequious when you have the Whining Orb)

Comments: The Spemin have very little useful information can be got from the Spemin on any subject other than 'other races'. If you want to know the location of their homeworld don't respond to their hails. Spemin are also good for taking out your frustrations on after a run in with the Uhlek.

● THYNN

Posture: Friendly

Comments: The Thynn will always try to buy your artifacts, but DON'T SELL! If you have a lot of artifacts and refuse all the Thynn's offers they will attack. They will also attack if you have an Elowan on board.

● ELOWAN

Posture: Friendly

Comments: If you have a Thynn on board or have traded with the Thynn, the Elowan will attack. Otherwise they're friendly and will provide a fair bit of information.

● VELOK

Posture: Obsequious

Comments: The Velok will attack if you don't give them back their artifacts, but you need them to finish the game, so question them before taking the artifacts.

● UHLEK

Posture: Shields up, weapons armed and RUN!

Comments: The only weapon of any use against the Uhlek is the buzz bomb. There is no way you will survive a frontal assault. If you want you can blow up the Uhlek Brain World located by questioning the Spemin on other races.

● MECHAN-9

Posture: Friendly

Comments: Give these answers to their questions.

Ship derived from empire technology?—Yes

Support Layton—No

Heaven awaits, are you prepared?—Yes

Are you Noah U?—Yes

Wish to continue code blue?—No

Verify code red?—Yes

Most of their knowledge is history but they do have some useful information.

● MINSTRAL

Posture: Anything you like

Comments: Nothing of great importance can be learned from the Minstrals.

● GARUZZTOID

Posture: Ignore them

Comments: If you can't ignore the Garuzztoids (in the case of an engine malfunction for example) adopt an obsequious posture. They can't be questioned.

● NOMAD

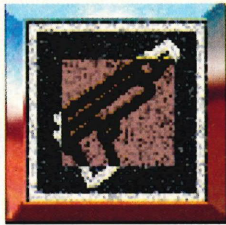
Posture: Any

Comments: They transmit some useful information then leave.

● VELOKI DRONE

Posture: Any

Comments: Always answer yes to numbers which are multiples of six.



WEAPONS CHART

PHASER

Class: Laser

Fuel/shot: 2.0

Direction: Forward

Damage: Powerful (40-45)

Price: 450,000

BUZZ BOMBS

Class: Missile

Fuel/shot: 1.2

Direction: Dropped behind

Damage: Average (20-25)

Price: 50,000

PHOTON TORPEDO

Class: Missile

Fuel/shot: 1.5

Direction: Forward

Damage: Good (35-40)

Price: 250,000

LANCE

Class: Laser

Fuel/shot: 0.6

Direction: Forward

Damage: Below average (15-20)

Price: 8,000

TWIN BEAM

Class: Laser

Fuel/shot: 0.2

Direction: Point in front of ship

Damage: Powerful (40-45)

Price: 100,000

TRI-CANNON

Class: Missile

Fuel/shot: 0.2

Direction: Forward

Damage: Poor (10-15)

Price: 2,500

FUSION BLASTER

Class: Missile

Fuel/shot: 0.3

Direction: Forward

Damage: Poor (10-15)

Price: 100,000

PULSE CANNON

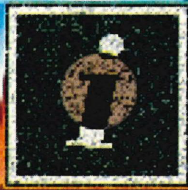
Class: Missile

Fuel/shot: 0.1

Direction: Forward

Damage: Terrible (5-10)

Price: 1,000



HOW TO GET EVERY BIT OF INFORMATION FROM A RACE

Keep questioning, concentrating on one subject until they start repeating their answers. Terminate communications, leave and then return. You should meet up with the race you were questioning again. Concentrate on another subject repeating the procedure until you've gone through all the subjects.



HOW TO AVOID DAMAGE

You may have noticed that all the races fire diagonally so all you have to do is position your ship in front of the enemy and all their shots will miss while you release buzz bombs at them.



CHEAP FUEL AND LOADS OF MONEY

Buy some plutonium (about 115 is best) at starport. Fly into Thynn space (using fluxes) and they will exchange it for loads of fuel. You can either use this fuel or go back to the starport and sell the extra fuel before repeating the process.



YOUR IDEAL CREW

MAKE YOUR CHOICES FROM THESE RACES.

| | ANYWHERE | IN THYNN SPACE | IN ELOWAN SPACE |
|-----------------|----------|----------------|-----------------|
| SCIENCE OFFICER | Human | Human | Human |
| NAVIGATOR | Velok | Velok | Velok |
| ENGINEER | Velok | Velok | Velok |
| COMMUNICATIONS | Elowan | Thynn | Elowan |
| DOCTOR | Elowan | Human | Elowan |



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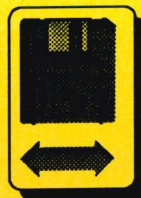
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HYPER TECHNIQUE



ZONE

HYPER TECHNIQUE ZONE

SWORD OF VERMILION

BY: DUNCAN SINCLAIR, ELY

Judging by our Helpline letters, this great Sega RPG is constantly causing problems, so Duncan Sinclair's excellent player's guide, which details how to get through the tougher bits of the game, should come as a godsend. For this feat of map-drawing and tipping, Duncan earns himself the reward of all great tipsters, the five twinkling Megadrive games. Let's know what you want, Duncan!

SV

VERMILION

GENERAL TIPS

- 1 WHENEVER YOU ENTER A TOWN OR VILLAGE BE SURE TO SPEAK TO EVERYONE. SPEAK TO PEOPLE AGAIN WHENEVER YOUR SITUATION CHANGES, THEY MIGHT HAVE SOMETHING NEW TO SAY.
- 2 CHECK THAT YOU HAVE THE BEST SWORD, SHIELD AND ARMOUR AVAILABLE AND THAT YOU ARE EQUIPPED WITH THEM. REMEMBER TO SELL YOUR OLD EQUIPMENT WHEN YOU BUY OR FIND BETTER GEAR.
- 3 WHENEVER YOU LEAVE A TOWN OR VILLAGE, BE SURE YOU HAVE A MAP OF THE AREA (WHERE POSSIBLE) AND A SOURCE OF LIGHT (CANDLES, LANTERN OR LUMINOS SPELL) IF YOU ARE HEADING FOR A CAVE.
- 4 AFTER EVERY BATTLE WAIT TO SEE IF A TREASURE CHEST APPEARS, YOU NEVER KNOW WHAT MAY TURN UP. A CHEST IS MORE LIKELY TO APPEAR WHEN YOU ACHIEVE A FEW 'PERFECT' BATTLES BY KILLING ALL MONSTERS WITHOUT LOSING ANY HIT POINTS OR USING MAGIC.
- 5 SOME TREASURE CHESTS AND TRAVELLERS ONLY APPEAR WHEN YOU FACE A CERTAIN DIRECTION SO IF SOMETHING DOESN'T APPEAR TRY LOOKING IN ANOTHER DIRECTION.
- 6 YOU MAY STUMBLE ACROSS AN EXTRA MONSTER IN THE GAME, THE YELLOW SLIME. THESE ARE TOUGH AND VERY FAST SO WATCH OUT!
- 7 THE CORRECT WAY TO ACCESS THE SOUND TEST, COLOUR TEST AND SOMEWHAT DODGY INPUT TEST IS BY PRESSING A, B, C AND START ON PAD TWO ON THE TITLE SCREEN.

IMMORTALITY (SORT OF)

TO INCREASE YOUR STRENGTH AND/OR ARMOUR CLASS TO A REALLY HIGH LEVEL, EQUIP A CURSED ITEM (DARK SWORD, DEATH SWORD, OLD NICK ARMOUR), REMOVE IT AT A CHURCH OR BY USING RAFAEL'S STICK THEN CHECK YOUR STR (STR FOR STRENGTH, AC FOR ARMOUR CLASS). REPEAT THIS UNTIL EITHER YOUR STR OR AC REACHES JUST BELOW 5250. NOW EQUIP YOUR BEST NON-CURSED GEAR AND YOUR AC/STR WILL BE ABOUT 2500. WITH YOUR STRENGTH THIS HIGH YOU CAN DEFEAT ANY MONSTER WITH JUST ONE HIT AND WITH YOUR ARMOUR CLASS AT ABOUT 2500 YOU ONLY LOSE ONE HP EACH TIME YOU GET HIT.



WORD OF MILLION

HYPER TECHNIQUE ZONE

KEYS

HERE IS A LIST OF KEYS, HOW TO GET THEM AND WHICH GATES THEY OPEN.

| KEY | HOW TO GET IT | WHERE TO USE IT |
|-------------|---|---------------------------|
| DUNGEON KEY | TALK TO BEARWULF IN KELTWICK AFTER PASSING BLAZON'S CAVE. | MALAGA CAVE |
| SECRET KEY | TALK TO A MAN IN HELWIG AFTER PASSING METHUEN'S CAVE. | DEATH CAVE |
| WHITE KEY | TALK TO THE KING OF SWAFFHAM. | IVORY CAVE |
| RED KEY | TALK TO THE KING OF SWAFFHAM AFTER PASSING IVORY CAVE. | RUBY CAVE |
| BLUE KEY | TALK TO THE KING OF SWAFFHAM AFTER PASSING RUBY CAVE. | SAPPHIRE CAVE |
| THULE KEY | TALK TO THE MAN IN THE HOUSE IN CARTAHENA AFTER DEFEATING THE MINISTER. | CAVE OF THULE |
| BRONZE KEY | DEFEAT THE DRAGON (SPY) IN CAVE OF THULE. | CAVE OF THULE (TWO GATES) |
| SILVER KEY | DEFEAT THE DEMON (THAR) IN CAVE OF THULE. | CAVE OF THULE (TWO GATES) |
| GOLD KEY | DEFEAT THE CYCLOPS (LUTHER) IN CAVE OF THULE. | CAVE OF THULE (TWO GATES) |

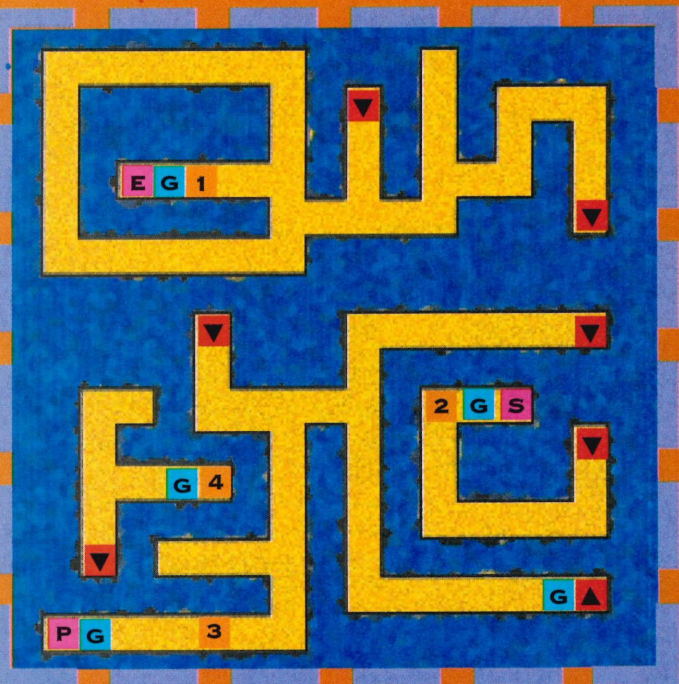
THE MYSTERIOUS TREE

AFTER RESCUING THE MEN OF HELWIG GET THE OLD WOMAN'S SKETCH FROM A LADY IN TOWN THEN VISIT KELTWICK. USE THE OLD WOMAN'S SKETCH WHEN YOU MEET THE OLD MAN THE TALK TO HIM. HE WILL GIVE YOU THE OLD MAN'S SKETCH. BEFORE RETURNING TO HELWIG TO GET THE DRAGON SHIELD SPEAK TO THE OLD MAN AGAIN. HE WILL TELL YOU TO TRAVEL NORTH TO A LONE TREE WHERE A TREASURE CHEST AWAITS. INSIDE IS CRIMSON ARMOUR, A SUPERB SUIT OF ARMOUR THAT RESTORES LOST HP WHEN YOU TRAVEL AROUND THE WILDERNESS AND CAVES.

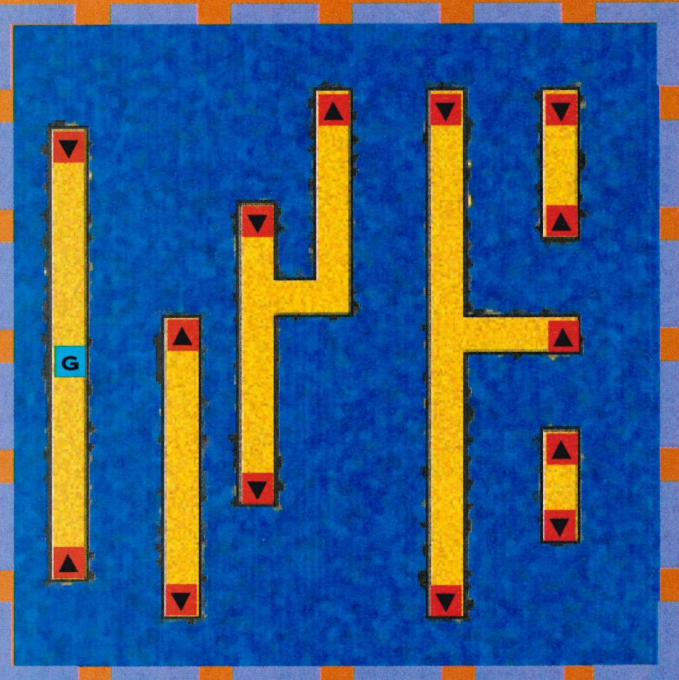
EXTRA KIM

AFTER TALKING TO BEARWULF IN BLAZON'S CAVE AND GETTING THE POISON SHIELD RETURN TO KELTWICK. TALK TO BEARWULF AGAIN (IN THE HOUSE) AND HE WILL GIVE YOU THE DUNGEON KEY. SELL THIS IN THE EQUIPMENT SHOP FOR 1,000 KIM THEN RETURN TO BEARWULF TO GET ANOTHER. REPEAT THIS AS MANY TIMES AS YOU LIKE!

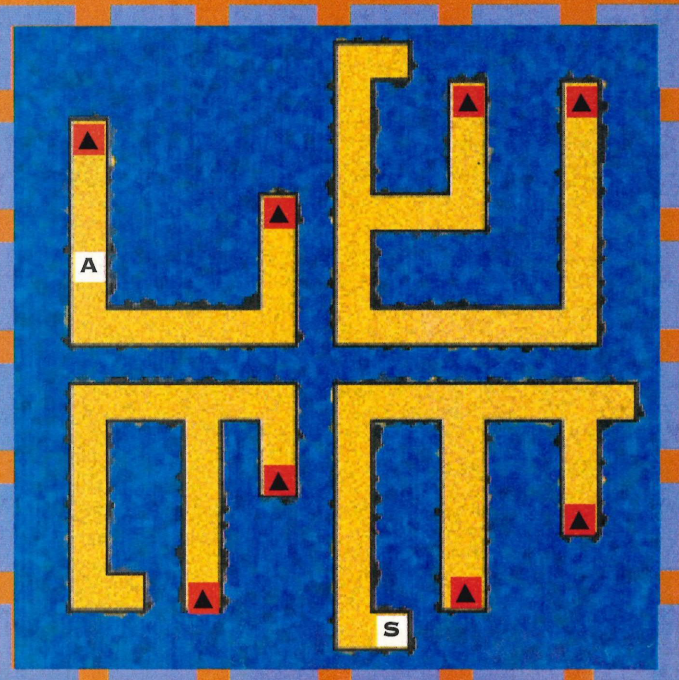
MORE OVERLEAF...



LEVEL ONE



LEVEL TWO

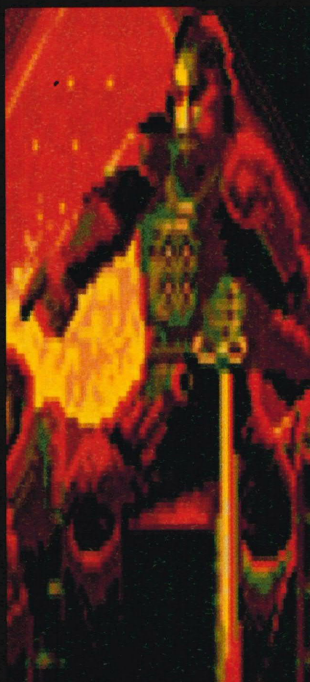


LEVEL THREE

CAVE OF THULE

THE FINAL CAVE IN THE GAME, AND IT'S FULL OF ARCHMONSTERS! WHEN YOU DEFEAT AN ARCHMONSTER A TREASURE CHEST CONTAINING A KEY APPEARS. USE THE KEY TO OPEN THE NEARBY GATE AND GET THE RING. KEEP ALL KEYS YOU FIND AND THE THULE KEY TO OPEN OTHER GATES IN THE CAVE. USE THE MIRROR OF ATLAS (ON LEVEL THREE) TO LET YOU SEE A MAP ALL THE TIME. WHEN YOU MEET TSARKON REFUSE HIS OFFER TO LET YOU JOIN HIM THEN DEFEAT THE NECROMANCER AND TSARKON. TALK TO TSARKON THEN RETURN TO CARTAHENA ON A MONSTER-FREE TRIP. STAND AT THE THRONE IN THE CASTLE AND USE THE SIXTEEN RINGS TO COMPLETE THE GAME.

ARCHMONSTERS



DRAGON (PARMA, CARTAHENA, CAVE OF THULE)

THIS MONSTER ATTACKS BY HITTING PEOPLE WITH ITS HEAD. THE SAFEST TIME TO ATTACK IT IS WHEN ITS HEAD IS ABOUT LEVEL WITH YOURS. MOVE IN, ATTACK IT THEN MOVE AWAY BEFORE IT FIGHTS BACK.



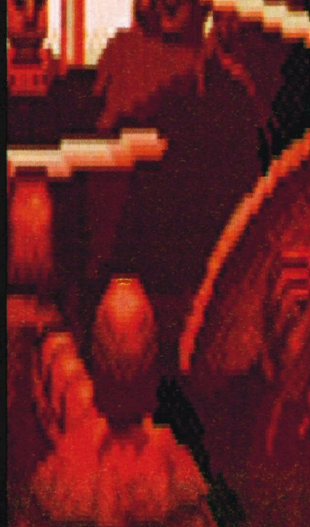
CYCLOPS (VERLIN'S CAVE, CAVE OF THULE)

THIS ONE-EYED GIANT IS EASY TO BEAT. MOVE IN CLOSE TO HIM AND HACK AWAY AT HIS CHEST. WHENEVER HE LIFTS A HAND UP TO FIRE LIGHTNING OR HE MOVES FORWARD, QUICKLY MOVE BACK A LITTLE UNTIL HE STOPS.



FIRE DEMON (SANGUIOS CAVE, ASTI'S CAVE, CAVE OF THULE)

THIS MONSTER DOESN'T MOVE ANYWHERE BUT THROWS FIREBALLS AT YOU. MOVE TOWARDS IT, DUCKING THE HIGH FIREBALLS AND HACKING THE LOW ONES THEN KEEP HITTING ITS ARM UNTIL IT STOPS GLOWING. MOVE IN CLOSER TO FINISH IT OFF.



NECROMANCER (DARMON'S CAVE, CAVE OF THULE)

HE'S VERY EASILY BEATEN. JUST KEEP WALKING RIGHT, HACKING THE SKELETONS UNTIL YOU ARE CLOSE ENOUGH TO KILL HIM.

FLYING DEMON (IVORY CAVE, RUBY CAVE, SAPPHIRE CAVE, CAVE OF THULE)

AS LONG AS YOU ARE AT A HIGH LEVEL AND WELL-EQUIPPED THESE CAUSE NO REAL PROBLEMS. STAY AT THE FAR LEFT OF THE SCREEN AND LET THE DEMON FLY TOWARDS YOU. WHEN IT'S ABOVE YOU HIT IT CONTINUOUSLY UNTIL IT'S DEAD.

TSARKON (CAVE OF THULE)

BEFORE MEETING THIS GUY YOU MUST FIRST BEAT A NECROMANCER. SEVERAL HEADS WILL COME OUT OF THE FLOOR ON THE RIGHT AND MOVE AROUND THE CENTRE OF THE SCREEN. WHEN YOU MOVE IN TO ATTACK ONE OF THE HEADS MAY STOP MOVING AND FIRE DOWN AT A DIAGONAL. TIMING AND PATIENCE ARE MOST IMPORTANT HERE. TRY AND MOVE IN, ATTACK THEN RETREAT BEFORE TSARKON FIRES. IF A HEAD MOVES UP HIGH TO ATTACK IT'S BEST TO RETREAT OR YOU'RE LIKELY TO GET HIT, SO ONLY ATTACK WHEN THE HEAD IS NEAR THE GROUND. REPEAT THIS TECHNIQUE UNTIL VICTORY IS YOURS.



MAP ANNOTATIONS

CAVE OF THULE

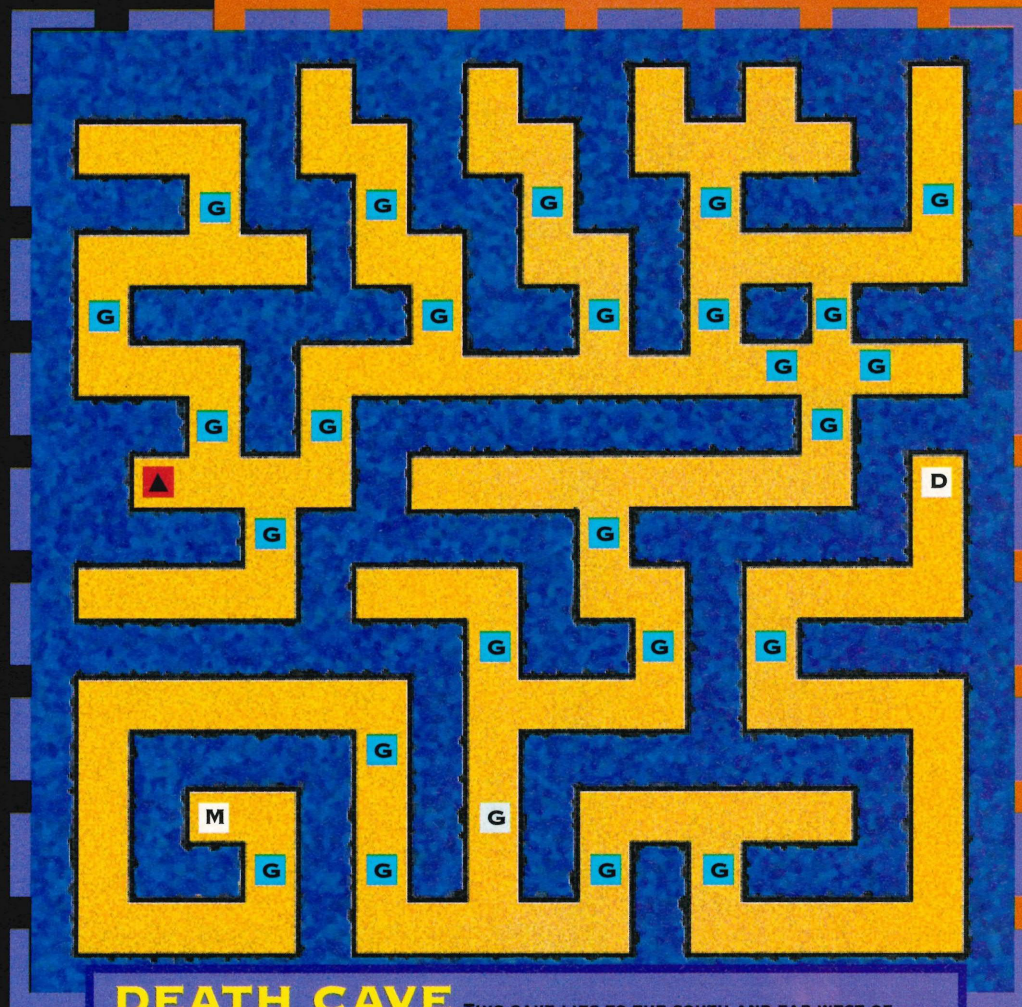
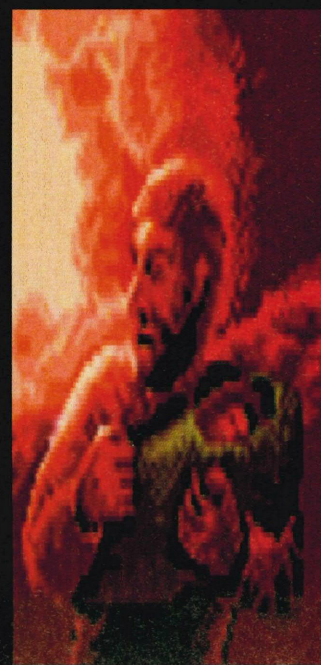
- LADDER LEADING UP
- LADDER LEADING DOWN
- OPEN WITH THULE KEY
- OPEN WITH BRONZE KEY
- OPEN WITH SILVER KEY
- OPEN WITH GOLD KEY
- MIRROR OF ATLAS
- SECRET ARMOUR
- SPY, THE DRAGON WHO HOLDS THE BRONZE KEY
- THAR, THE DEMON WHO HOLDS THE SILVER KEY
- LUTHER, THE CYCLOPS WHO HOLDS THE GOLD KEY
- TSARKON AND THE NECROMANCER
- RING OF EARTH
- RING OF SUN
- RING OF POWER

DEATH CAVE

- GATE
- LOCKED GATE. OPEN WITH THE SECRET KEY
- LADDER LEADING UP
- MAP
- DEATH SWORD (CURSED)

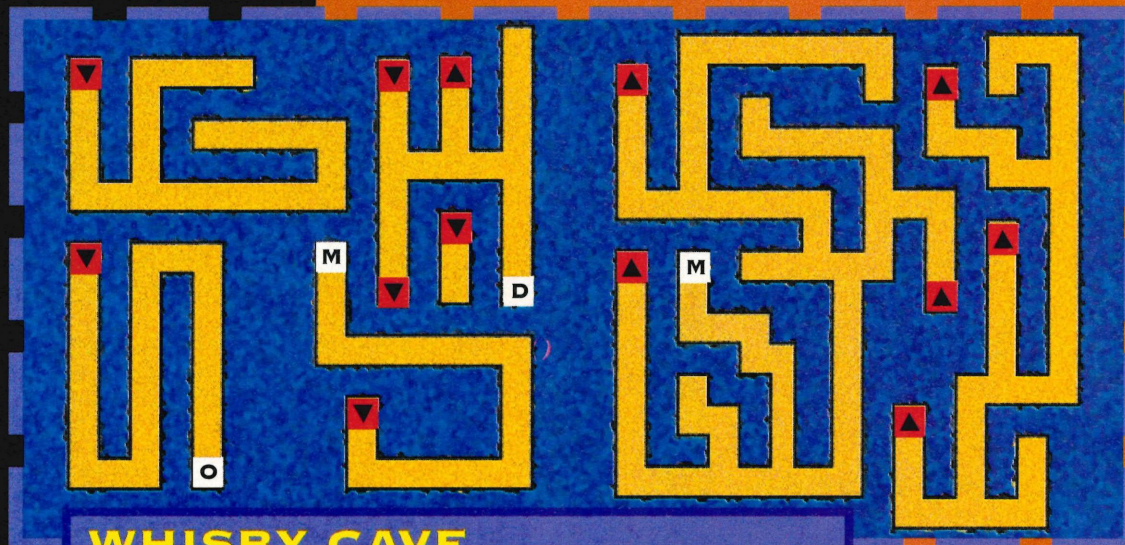
WHISBY CAVE

- LADDER LEADING UP
- LADDER LEADING DOWN
- MAP
- OLD NICK ARMOUR (CURSED)
- DIGOT PLANT



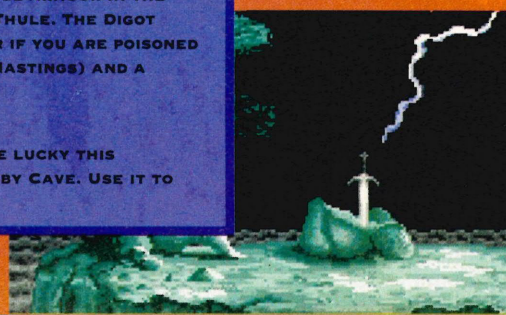
DEATH CAVE—THIS CAVE LIES TO THE SOUTH AND FAR WEST OF EXCALABRIA. INSIDE IS THE DEATH SWORD, A CURSED WEAPON.

KASAN'S CHISEL—WHILE IN DEATH CAVE A TREASURE CHEST MAY APPEAR AFTER A BATTLE CONTAINING KASAN'S CHISEL. USE THIS TO INCREASE YOUR DEXTERITY (DEX—CHECK YOUR STR) BY 10 AND MAKE YOU FASTER IN BATTLE.



WHISBY CAVE—TRAVEL EAST OF HASTINGS TO REACH HERE. YOU WILL FIND OLD NICK ARMOUR, THE MOST POWERFUL ARMOUR IN THE GAME. WEAR IT WHEN YOU MEET TSARKON IN THE CAVE OF THULE. THE DIGOT PLANT CAN ALSO BE FOUND HERE, BUT IT WILL ONLY APPEAR IF YOU ARE POISONED BY THE SPY FROM CARTAHENA (IN THE TOP-LEFT HOUSE IN HASTINGS) AND A VILLAGER IN HASTINGS TELLS YOU ABOUT THE PLANT.

THE KULM VASE—IF YOU'RE LUCKY THIS MYSTERIOUS ITEM MAY APPEAR AFTER A BATTLE NEAR WHISBY CAVE. USE IT TO INCREASE YOUR AC (ARMOUR CLASS) BY 10.





HELPLINE!

HELPLINE!

Problems, problems, problems—everybody's got 'em, but Helpline's here to solve 'em. If you're at the end of your tether 'cos you've been stuck in your favourite game for the last two weeks, drop us a line and we'll throw it into the Helpline Thinktank, open the tap at the bottom and pour out a solution. So send your gamesnags to: Helpline, MegaTech, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, stating exactly what the problem is and whether you've got an Action Replay cart (we might have a helpful code, see).



moonwalker

moonwalker



I have got to the last level of Moonwalker, where you have to shoot Mr Big's ship down, but I cannot seem to shoot him down. Can you please help me?

A NONYMOUS,
SOMEWHEREVILLE

At first, Mr Big sends waves of spaceships (which look like anchors) at you. Avoid these and concentrate on shooting Mr Big

himself when he flits onto the screen. When he gets bored of bombarding you with his anchor-ships, he'll attack you in person—ramming you and shooting you. When he rams you, there's not a lot you can do. You can can dodge his lasers by keeping a eagle eye on his ship—when it starts to blink, dodge quickly. You need a very steady hand and a good trigger-finger to beat Mr Big, but it can be done.



warriors of the eternal sun

warriors of the eternal sun



Please help me! On playing Warriors Of The Eternal Sun, when I get to the Elven Caves, a voice keeps saying: "These passages have been sealed by the ancients." I've been to the Azcan and Dragon's Caves. Please tell me what I've been doing wrong!

DANIEL SHEARS, SHEPERTON

I'm stuck on Warriors Of The Eternal Sun. How do you get any farther into the Elven Caves where the voice booms out. Do you need to be at a certain minimum level to be able to use the regeneration ring, as I can't even get anyone to wear it.

EDWARD HILLER, BRISTOL

The cavern is made up of three different parts. The first part is orange and purple, the second part is blue and the third part is green. In the first part, search the walls for hidden doors. You might just find a short-cut to the exit (near the Elf Warriors). The second level is HUGE—search for the exit towards the middle of the level and watch out for the Elven Mages and Spellcasters. The third level is tough—try to avoid fighting while making your way to the bottom part of the maze (you enter towards the top). Get this far and you're nearly there!

In the beginning
there was Void



sword of vermillion

sword of vermillion



I bought Sword Of Vermilion without an instruction/hint book. I've applied to Sega for a replacement, but they say it will take three weeks to get to me. Until then, I'm stuck in Parma—I've given the "Treasure Of Troy" to the king, but he won't give me the ring and I'm stuck in the village. What do I do? Please help!

BOB MARTIN, LONDON

Try talking to the townspeople of Parma—they might shed a little light on the situation. When you go back to see the king, he will reveal himself in his true colours—he turns into an Ice Dragon. This will be your first encounter with an Archmonster, so don't despair if you die a few times. Crouch down or back off when he's about to strike, then lunge forward and get a few good smacks in. When you have defeated the Ice Dragon, a forbidden room will be opened—this is where the real king was imprisoned. So now you can get the Ring Of Heaven from the man himself.



strider

strider



I can get to the last boss on Strider, but I can't beat him. I've tried everything, but nothing works. Please, please, please help.

JONATHAN SHANON, ALRESFORD

Leap up the ledges until you're standing on the second ledge from the top, then slash rapidly at the boss (he's called Meio, by the way). Turn to face him as he moves back and forth. He'll do you damage, but not enough to prevent you from destroying him and winning the game!



faery tale adventure

faery tale adventure

In Faery Tale Adventure, I am desperately stuck trying to find the dream night because the book is wrong. Please can you help me?

C O'DONNELL, KENT

Try inserting this code at any point in the game:

7R2KVL
6RSZXS
K6NHGS
DCB720
663R12
H0785P



This should put you outside a dark zone in the astral world. Go inside and you should find that your controls are reversed. Go to the top of the orange area and keep going. The controls should be back to normal, and you should come across the final baddie.

In the astral world the green squares are safe, the blue ones are very slippery and the orange ones will let you move at double speed.



taz-mania



I know exactly how to get the cheat for this game, but I never get the 'pick up and eat' sound on the title screen (and never get the cheat). Could you help me?

JAMES WISBY, BALDOCK

All we can say, James, is that your manual dexterity must be about as good as that of an arthritic three-toed sloth. Just keep at it—it's a question of co-ordination, because the cheat (pressing A, B, C and START on both controllers when the title screen appears, then START and C when the game starts) works just fine.

then there was

GAMESMASTER



road rash

road rash



As for level codes, well, here's a pretty nifty way of getting as far into the game as you want. If you've finished some races above fourth position, you can enter a code which will change the results of your previous rides. The first block of your code contains your results. Add the numbers up (eg $1+2+3+2+4 = 12$) now you can change those positions around to anything, as long as the total doesn't exceed the original (eg $2+3+4+2+1 = 12$). Therefore, if you complete one race in fifth position you get the code 50000, which can be turned into 11111, so technically you've won each race.

In Road Rash, is there any way of knocking the policemen off their bikes? I've tried kicking and clubbing them, but with no success. Also, are there any plans for a Road Rash 2?

ANDREW MARTIN, LEEDS

I received Road Rash as a gift several months ago and have been having difficulty completing it. I wondered if you knew of any cheats or level skips which could be of assistance to me. I really enjoy MegaTech every month and think it is the best Megadrive magazine on the market.

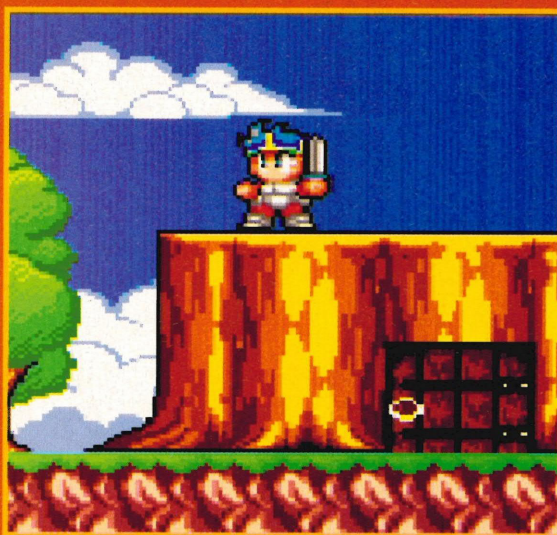
DAVID MILLAR, GLASGOW

Unfortunately, there is no way you're going to knock the copper off his bike in the original version, but you can in Road Rash 2 (which, by an incredible coincidence, is reviewed on page 54 of this very issue).



wonderboy in monsterworld

wonderboy in monsterworld



Must congratulate you on a great mag, but I have a problem for your Helpline. I've bought Wonderboy In Monsterworld, and it's a great game except for the fact that I can't get past the cannibals after "Lilypad" to rescue the boy. Your Helpline in issue seven said "kill all the cannibals" but I kill three, then two run away, and then the boy leaves and I can't get out—I can't jump high enough. I hope you can help.

BRYAN PEARS, NORTH SHIELDS

Yeah, yeah. You can only kill three of the cannibals and when the boy escapes you should just follow him back to the village. You can get out of the pit, you just need a bit of a run-up before you jump. Wearing the Marine Boots might also help, as they give Shion that extra turn of speed.

HELPLINE
HEROES

Although we don't have the time or space to print replies to all your gamesnags, there is an ever-growing army of Helpline Heroes who are prepared to help you out. These Guardian Angels of the games world should be able to get you out of that sticky spot, and all for the price of a stamped addressed envelope. All you have to do is write to a Hero who specialises in the game you're stuck in, detailing exactly what your problem is, not forgetting the aforesaid SAE. This month's new recruit is Dai Stephens.

DAI STEPHENS, LYNWOOD, COLLEGE ROAD, CARMARTHEN, DYFED, SOUTH WALES SA31 3EF.

Alisia Dragoon, Budokan, Castle Of Illusion, Desert Strike, F-22 Interceptor, The Immortal, Robocod, Moonwalker, Pit-Fighter, Quackshot, Rolling Thunder 2, Splatterhouse 2, Sonic The Hedgehog, Spiderman, Strider, Toe Jam And Earl, Wonderboy 5.

and now....





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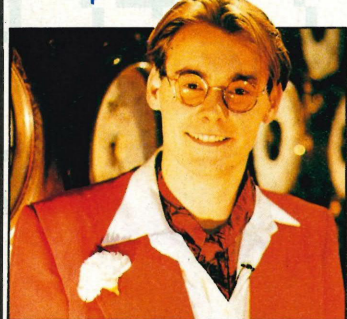
THE WORLD

The worlds of Mario, Sonic, CD technology and Virtual Reality

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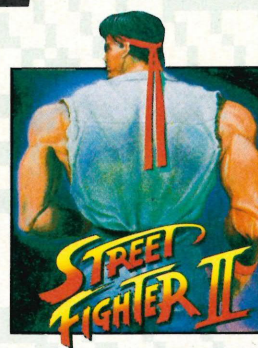
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CHANNEL FOUR TELEVISION

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Un-used Game Gear, Mains Adaptor + 6 games (Sonic, D Duck, M Mouse, Factory Panic, Monaco GP + Columns) All £200 Monaco GP + Columns doubles £10 each. 081 747 4663 after 6pm. Alistair.

Atari Lynx 2 for sale, plus Blue Lightning, California Games A/C Adaptor included. £80.00 ono. Tel.: 0242 251266

EA Hockey £30, JMF92 £25, Castle of Illusion £25, Eswat £25. Tel.: 091 370 1693 might swap thanks.

Issues 1-8 Megatech + issue 1 Game Zone. V.G.C. All Gifts included. £50. Includes 1st class recorded delivery. No separate item sales. Ring: 0322 556801

MD Games for sale, Gynoug, Road Rash, Arnold Palmer's Golf, Decap attack, £25, JM Football, Eswat, Wardner, £20, Wonderboy III, Altered Beast, £15, All Games boxed with instructions. All in mint condition. For details phone 0946 861668 after 4pm (Cumbria Area).

Megadrive for sale, Sonic, Madden 92, EA Hockey, Dick Tracy, Sword of Vermillion, Two Joypads, 3 months guarantee. For £200 ono. Tel: (0865) 67935 after 6pm.

UK Megadrive games, Desert Strike, Maddens 92, PGA Tour, Ghouls N Ghosts, £20 each.

Super Hang On, Monaco GP, £15, EA Hockey, £10. Call Mark in Herts on 0923 771847.

For sale, issues 1 to 8 of Megatech, Tel: 0742 331497 after 4pm. Ask for Daniel will separate.

World Cup Italia '90, £20. Golden Axe £20 or will consider swap for any other games. Phone Ian 051 485 6488.

JM '92 £30, Altered Beast £12. both for £40. Write to: S.A. Jones 4 Thornlea, Hepscott, Northumberland, NE61 6NY. Quick sale wanted.

For sale U.K. Megadrive plus 9 top games. E.g. Tazmania, Robocod, Bulls V Lakers etc. £275. Phone: 041 032 5587.

Winter Challenge, Centurion, NHL Hockey, EA Hockey. All for sale at £20.00 each. Buy any two for £35. Phone: 0904 706176.

Master System with two joypads + American Pro Football and Transbot. All for £50.00. Phone Dan at York (0904) 706176.

Nintendo with the four convertor, seven Games four Joypads, one Joypad called Max and one called Advantage. The games are Mario 3 and Simpsons and much much more. It is worth £430, but sell for £200. Ring 0793 828648.

Streets of Rage £25, Castle of Illusion £24, Golden Axe £22, Truxton £20. Phone Andrew 0275 393397 after 6pm. Might swap.

● SWAP

Megadrive games to swap. Large collection of new and old. For a list please send SAE's to: Michael Herron 10 Glebe Gardens, Newtown Abbey, Co Antrim, N. Ireland BT36 6ED. or phone (0232) 844473. I also have a couple that I may sell.

I have Immortal and Strider, swap for Populous, Mickey Mouse or any good games or RPGs. Phone Lee 0270 873935 Gareth.

Swap my mint condition Megatech issues 1-10 for cash or Game (s), anything considered. (Populous, Corporation, B Rogers, P Star III). Phone Lee (0494) 786459.

Swap Gynoug for Decap Attack or anything decently decent, or sell for £28. Ask for Marie on (0934) 876344 after 5pm.

Swap or sell Fantasia, Quackshot £20 each. Altered Beast, Sonic £15 each (All for Megadrive). Tel.: Jay (0602) 636614.

Swap! Gynoug, F22, Rev of Shinobi. Wanted: Chuck Rock, Thunderforce III, Alisia Dragoon, Wonderboy 5, other games considered! Phone Paul: 0373 827091 evenings.

Terminator for Tazmania, Crude Buster for Chuck Rock, Mario Lemieux Hockey and Tecmo World Cup for Speedball Two. (0942) 57386.

● WANTED

Wanted good collection of Sega Megadrive games large collection preferred will also buy console if with good games 0527 32230.

Wanted 688 Attack Sub, Buck Rogers, Corporation, Desert Strike, M1 - Abrams, Road Rash, Streets of Rage must be in mint condition. Will pay more than trade in. Write to R Harrison 84 Essendyke, Bretton, Peterborough. PE3 8JB.

Wanted on Megadrive, 688 Attack Sub and Mickey Mouse. Will pay £20 each. Must have instructions and be in decent condition. Please write to: Michael Coyne, 127 Hockley Road, Rayleigh, Essex. SS6 8BQ.



If you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN 3
12,120,090 (Normal)
Steven Marsh, Essex

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALISA DRAGOON
Elven Mage (Level 7, Normal)
Anthony Dowd, Telford

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BLOCK OUT
77,661 (levels 0-10, Pit dimension 3*3*10)
Jamie Wilson, Milton Keynes

BONANZA BROTHERS
9,762,777
Paul Whiting, Kidlington

CALIFORNIA GAMES
Footbag: 747,960 (earth)
Yuen Aw, Birmingham
Double Footbag: 379400
Jonathan Phillips, Cardiff
Surfing: 10.0 (Turbo setting)
Yuen Aw, Birmingham
Skating: 10,640
Jonathan Phillips, Cardiff
Half-Pipe: 44,400
Dan Towes, Gillingham
Double Half-Pipe: 64,600
Chris Gilliland & James Roberts, Bristol
BMX: 132,850
James Roberts, Bristol

COLUMNS
72,994,617
Philip Butler, Cramlington

DARIUS 2
6,530,390
Mark Hogg, Burton-on-Trent

DECAPATTACK
Completed with 99 lives left
Daniel Creser, Northampton

DESERT STRIKE
4,653,102
Liam Cullen, Welwyn Garden City

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DICK TRACY
339,900
David Rowntree, Devon

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280
Bob Payne, West Bromwich

EA ICE HOCKEY
204-0 USSR vs LUXEMBURG
Gerald Powell, Pontypridd

EARNEST EVANS
1,480,050
David Wheeler, Caerphilly

ELEMENTAL MASTERS
356,530 (completed on Normal)
James Terry, St. Albans

ESWAT
345,900
Warren Noble, Eastbourne

F-22 INTERCEPTOR
USA: 35,577
Dean Lloyd, Rugeley
USSR: 35,577
Dean Lloyd, Rugeley
IRAQ: 36,477
Dean Lloyd, Rugeley
KOREA: 36,477
Dean Lloyd, Rugeley

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow

HYPERPLAYERS





HYPERPLAYERS

FATAL REWIND
3,658,180
Jody McLarty, Aylesbury

FIRE SHARK
7,122,130 (Completed)
Sharon Mitchell, Fraserburgh

FLICKY
3,334,800
Stephen Gallimore, Bournemouth

FORGOTTEN WORLDS
1,991,800
Daniel Gallop, Essex

GAIARES
1,608,352
Asif Akhtar, Wimbledon

GHOSTBUSTERS
17,758,000
Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS
999,980 (Professional)
Mick + Barry Gosling, Coventry

GOLDEN AXE
984.0 (Hard level)
Ben Tucker, Catford
247.0 (Duel)
Kevin Shirley, Cheshire

GOLDEN AXE II
983.0
Nathan Preston, Mid-Calder

GRANADA X
23,563,545
Carl Bown, Bournemouth

GREENDOG
211,300
Neil Brockhouse, Bolton

GYNOUG
2,345,760
Wesley Thomson, Fifef

HARD DRIVIN'
634,483 (Normal)
Nicola Whittaker, Eastbourne

HELLFIRE
16,598,070
Neil Lemon, Middlesex.

JAMES 'BUSTER' DOUGLAS
BOXING
18,031,120
Daniel Creser, Earls Barton

JAMES POND
1,829,560
Wayne Turner, Chelmsford

JOE MONTANA 2
Green Bay-245 Los Angeles-7 (Normal, 1 hour)
Scott Hazell, Trunch

JOHN MADDEN '92
Philadelphia 335-Cleveland 0 (1503 passing yards, one hour game)
Torquill Dorning, Poole

KID CHAMELEON
1,248,790 (Normal)
Wayne Turner, Chelmsford

KLAX
8,064,580 (import version)
The One And Only Sharon Mitchell, Fraserburgh
6,376,775 (official version)
The Other One And Only Sharon Mitchell, Fraserburgh

KRUSTY'S SUPER FUN HOUSE
999,990
Michael Steward, Milton Keynes

M1 ABRAMS BATTLE TANK
702 (First Lieutenant, 100 kills)
Stewart Parker

MAGICAL FLYING HAT
135,170
Richard Rogers, Royston

MARBLE MADNESS
205,360
Darren Neale, Helston

MARIO LEMIEUX HOCKEY
Chicago 57 Minnesota 9
Paul Fallowfield, Birmingham

MERCS
Arcade Mode: 1,407,500

Original Mode: 5,107,950
Stu Gornier, Gorsley

MICKEY MOUSE
1,924,600
Nathan Preston, Mid-Calder

MIDNIGHT RESISTANCE
2,104,100
Dan Towes, Gillingham

MOONWALKER
949,400
Philip Butler

MUSHA ALESTE
133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OLYMPIC GOLD
Archery: 162
Meredydd Wilson, Swansea
Diving: 473.50
Meredydd Wilson, Swansea
Hammer Throw: 93.45m
A Bridge of Dee resident, Scotland
110m Hurdles: 12.73 sec
A Bridge of Dee resident, Scotland
Pole Vault: 6.35m
D Brunt, Birmingham
100m Sprint: 9.45 secs
A Bridge of Dee resident, Scotland
200m Swimming: 1.45.0
Gary Meakin, Bradford

OUTRUN
37,004,160 (Hyper level)
Justine Miller, Sutton Coldfield

PACMANIA
1,000,111 (Hard level)
Lee Tooze, Brixham

PGA TOUR GOLF
Avenel: 235 strokes (best 72)
Dean Lloyd, Rugeley
Avenel: 51 strokes (best 18)
Stewart Bonner, Hemel Hempstead
Sawgrass: 207 strokes (best 72)
Stewart Bonner, Hemel Hempstead
Sawgrass: 49 strokes (best 18)
Gavin Stevenson, Stirling
West Stadium: 218 strokes (best 72)
Stewart Bonner, Hemel Hempstead
West Stadium: 51 strokes (best 18)
Dean Lloyd, Rugeley
Sterling Shores: 222 strokes (best 72)
Jody Osman, Warwickshire
Sterling Shores: 51 strokes (best 18)
Simon Shone, Heywood, Lancs

PITFIGHTER
2,449,350
Stephen Gallimore, Bournemouth

POPULOUS
515,090 (Genesis level)
Philip Best, St Austell

PREDATOR 2
12,355,340 (Easy)
Nathan Preston, Mid-Calder

QUACKSHOT
4,337,000
Nathan Preston, Mid-Calder

RAIDEN TRAD
2,072,650 (Easy level)
Neil Morgan, Reading

RAMBO III
999,999,995 (Hard level)
Tim Burton, March

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROAD RASH
\$41,947,820
Nathan Preston, Mid Calder

ROBOCOD
11,764,300
D Brunt, Birmingham

ROLLING THUNDER 2
352,460
Gary Witney, High Wycombe

SHADOW DANCER
2,650,965
Astf Akhtar, Wimbledon

SONIC THE HEDGEHOG
31,670,080
Kai Campbell, Didcot

SPACE HARRIER 2
27,283,600
Lee Royle, Reading

SPIDERMAN
23:03:42 remaining (Nightmare level)
Scott Hazell, Norfolk

SPLATTERHOUSE 2
878,910 (Hard)
Wayne Turner, Chelmsford

STREETS OF RAGE
9,999,000
Nathan Preston, Mid-Calder

STRIDER
236,800
Mick & Barry Gosling, Coventry

SUPER HANG-ON
90,892,640 (Expert level)
Stuart Morgan, Kegworth

SUPER MONACO GP
6,002 Driver's points
Neil Boswell, Pembroke Dyfed

SUPER MONACO GP II
160 Driver's points
Wayne Pearce, Haddlesley

SUPER OFF ROAD
199,000 (no continues, 48 races won)
Mike houghton, Stockport

TASK FORCE HARRIER
765,000
Neil Brockhouse, Bolton

TAZMANIA
1,130,160 (Hard)
Wayne Turner, Chelmsford

TERMINATOR
1,141,920 (Easy level)
Gavin Pinkett, Abertillery

TEST DRIVE 2
366,917 (Desert level in Porsche)
Khalid Kudolus, Loughborough

THUNDERFORCE II
2,689,719 (Hard level)
Steven Cooper, Fife

THUNDERFORCE III
11,528,100
Hywel Llewellyn, Pentyrch, S. Wales

TOE JAM & EARL
1,697 (Toe Jam)
Adam Welbourn, New Romney

TOKI
334,200 (Hard)
Sven Chesters, W.Sussex

TROUBLE SHOOTER
669,780 (Normal level)
Ben Randell, Hastings

TRUXTON
30,300,503
Lawrence Simpson, Hackney

TWO CRUDE DUDES
999,999 (Hard level)
Astf Akhtar, Wimbledon

WARDNER
1,290,900 (Normal level)
Richard Lunt, Bagillt, Clwyd

WINTER CHALLENGE
Speed Skating: 20.02 seconds
Tom Cull, Petersfield
Cross Country: 3 mins 26.8 seconds
A J Walsh, Romiley
Downhill: 1 min 42.93 seconds
Richard Pursey, Ilford
Ski Jump: 115.8m
Nitin Shah, Edgeware
Biathlon: 4 mins 7.3 seconds
A J Walsh, Romiley

WONDERBOY IN MONSTERWORLD
596651 (Gold)
Stuart Tolcher

WORLD CUP ITALIA 90
45-0 (Brazil vs France)
Adrian Faulkner, Northwich

ZANY GOLF
18 strokes (completed)
Yuen Aw, Birmingham

ZERO WING
2,584,700 (Easy level)
Craig Wilkins, Delapre

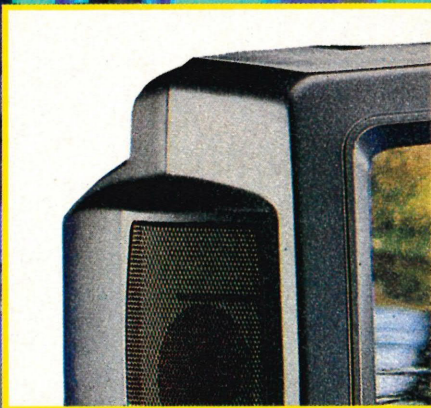
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| LEVEL..... |
| SCORE..... |



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2 That'z Entertainment's advertising also features the name and address of another games company in West London. What is it called?

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- B Ealing Chess Board Manufacturers Inc.
- C Computer Games.

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The Editor's decision is futile, er... final.

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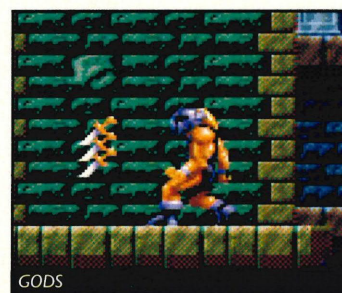
| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|-----------------------------------|-----------------|--------|--------------|----------|-------|-----|-----|---------------|--|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M'TECH RATING | |
| 688 ATTACK SUB | ELECTRONIC ARTS | £39.99 | 80 | 80 | 89 | 85 | 86 | 87 | An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"). |
| AEROBLASTERS | KEMCO | IMPORT | 78 | 84 | 81 | 85 | 71 | 78 | A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices. |
| AFTERBURNER II | SEGA | £34.99 | 86 | 80 | 88 | 85 | 78 | 79 | A good conversion of the 3D jet fighter coin-op, with speedy graphics and thumpy soundtracks. All the gameplay of the original is in there, but alas that never amounted to much, and it can become a little dull after a while. |
| ALIEN STORM | SEGA | £34.99 | 84 | 84 | 80 | 89 | 69 | 70 | This would be an outstanding conversion of the coin-op were it not for the fact that it's a piece of cake to complete. Great graphics and highly enjoyable one or two-player action, but it's all over too quickly. |
| ALISIA DRAGON | SEGA | £39.99 | 83 | 94 | 80 | 84 | 89 | 88 | Alisia Dragon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format. |
| AQUATIC GAMES | EA | £34.99 | 76 | 89 | 82 | 70 | 50 | 59 | James Pond's third game, an attempt at a humorous sports simulation is disappointing. The graphics are excellent, but the series of seven mediocre are boring. For little kids only. |
| ARNOLD PALMER'S GOLF | SEGA | £39.99 | 85 | 79 | 69 | 86 | 80 | 85 | This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike. |
| ATOMIC ROBO KID | UPL | IMPORT | 70 | 79 | 78 | 84 | 76 | 82 | There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction. |
| ATOMIC RUNNER | DATA-EAST | IMPORT | 83 | 88 | 89 | 78 | 82 | 0 | Join Chelnov, the Atomic Runner, as he runs through scrolling platform levels zapping aliens. Great graphics (though Chelnov himself is a bit weedy) and challenging gameplay. |
| AYRTON SENNA'S SUPER MONACO GP 2 | SEGA | £49.99 | 91 | 90 | 77 | 94 | 92 | 93 | Ayrton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get. |
| BATMAN | SEGA | £34.99 | 79 | 79 | 75 | 71 | 65 | 70 | Quite a smart-looking game of the first Batmovie, but not only is the gameplay very basic (walk around, punch some blokes, jump on a platform) it's very easy to complete. |
| BATTLE SQUADRON | ELECTRONIC ARTS | £39.99 | 78 | 83 | 79 | 82 | 81 | 80 | A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics. |
| BIOHAZARD BATTLE | SEGA | £39.99 | 73 | 93 | 86 | 87 | 86 | 88 | Spectacularly gross graphics and enjoyable, challenging gameplay set this apart from the bulk of Megadrive shoot 'em ups. Well worth buying, and watch out for it under its Japanese title, Crying. |
| BLOCK OUT | ELECTRONIC ARTS | £34.99 | 78 | 70 | 30 | 90 | 91 | 91 | This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection. |
| BONANZA BROS | SEGA | £34.99 | 82 | 88 | 84 | 79 | 55 | 69 | Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver. |
| BUCK ROGERS-COUNTDOWN TO DOOMSDAY | ELECTRONIC ARTS | £49.99 | 88 | 76 | 58 | 89 | 90 | 90 | As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans. |
| BUDOKAN | ELECTRONIC ARTS | £39.99 | 87 | 83 | 79 | 87 | 86 | 88 | Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight. |
| BULLS VS LAKERS | ELECTRONIC ARTS | £39.99 | 95 | 85 | 83 | 75 | 83 | 80 | Probably the best of EA's basketball simulations, featuring all the big name American teams, fast and realistic on-court action and the named players have all their real-life special moves. Good stuff. |
| CALIFORNIA GAMES | SEGA | £39.99 | 80 | 88 | 70 | 83 | 79 | 80 | Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun. |
| COLUMNS | SEGA | £39.99 | 76 | 69 | 93 | 88 | 87 | 88 | Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal. |



| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|----------------------------|-----------------|--------|--------------|----------|-------|-----|-----|---------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M-TECH RATING | |
| CORPORATION | VIRGIN | £39.99 | 80 | 76 | 84 | 76 | 91 | 87 | Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game. |
| CURSE | MICRONET | IMPORT | 66 | 62 | 64 | 71 | 62 | 65 | While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this. |
| CYBERBALL | SEGA | £34.99 | 79 | 79 | 82 | 81 | 72 | 76 | A decent conversion of the multi-player coin-op American football game which features robots instead of humans. Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others. |
| DARIUS II | TAITO | IMPORT | 83 | 85 | 82 | 84 | 80 | 82 | A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans. |
| DAVE ROBINSON'S BASKETBALL | SEGA | £39.99 | 81 | 86 | 77 | 85 | 80 | 83 | This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still an excellent game. |
| DECAPATTACK | SEGA | £34.99 | 74 | 80 | 70 | 83 | 81 | 82 | A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out. |
| DESERT STRIKE | ELECTRONIC ARTS | £34.99 | 92 | 91 | 85 | 95 | 93 | 93 | Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential. |
| DEVIL CRASH | TECHNOSOFT | IMPORT | 86 | 91 | 84 | 93 | 88 | 90 | A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans. |
| DICK TRACY | SEGA | £34.99 | 83 | 85 | 78 | 88 | 85 | 85 | A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamers alike. |
| DJ BOY | SAMMY | £34.99 | 78 | 75 | 70 | 60 | 59 | 59 | A beat 'em up on roller skates which looks quite novel to start with but soon grows tedious. It's very easy to complete as well so you'd best give it a miss. |
| DOUBLE DRAGON | ACCOLADE | £29.99 | 65 | 75 | 67 | 50 | 30 | 53 | Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it. |
| DYNAMITE DUKE | SEGA | £34.99 | 83 | 82 | 74 | 84 | 61 | 73 | One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply. |
| EA HOCKEY 2 | ELECTRONIC ARTS | £39.99 | 88 | 85 | 86 | 89 | 88 | 87 | EA's original ice hockey simulation is still pretty hot stuff, but of course, now that they've released the tougher and slightly spruced up sequel, NHLPA Hockey, you're best off going for that instead. |
| ELEMENTAL MASTER | TECHNOSOFT | IMPORT | 72 | 87 | 86 | 85 | 73 | 78 | A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat. |
| EL VIENTO | RENOVATION | IMPORT | 68 | 60 | 72 | 85 | 84 | 79 | A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages. |
| ESWAT | SEGA | £34.99 | 86 | 87 | 82 | 87 | 82 | 85 | A smart conversion of the Sega coin-op (without the two player mode, unfortunately) which casts the player as a cyber-suited cop of tomorrow roaming a city full of high tech bad guys. |
| F1 CIRCUS | NICHIBUTSU | IMPORT | 90 | 68 | 69 | 76 | 82 | 80 | Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out. |
| F22 INTERCEPTOR | ELECTRONIC ARTS | £39.99 | 94 | 80 | 76 | 89 | 90 | 90 | EA's first flight sim is impressive with fast 3D graphics, and stacks of combat missions to fly. Sometimes seems a little unrealistic, but if you fancy a change from mindless shoot 'em ups, check this out. |
| FANTASIA | SEGA | £39.99 | 72 | 93 | 44 | 52 | 47 | 49 | This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans. |
| FASTEST ONE | HUMAN | IMPORT | 41 | 35 | 25 | 31 | 28 | 29 | This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear. |



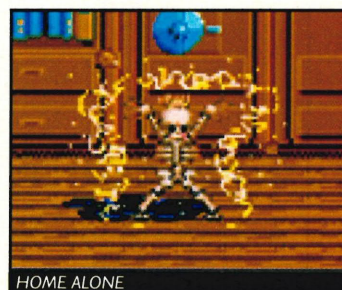
BIO HAZARD BATTLE



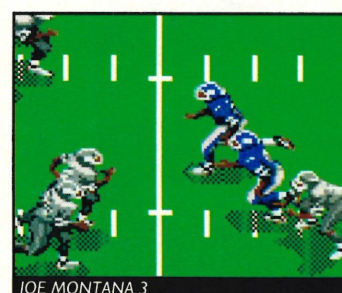
GODS



GREY LANCER



HOME ALONE



JOE MONTANA 3

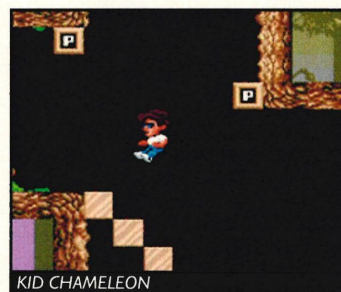


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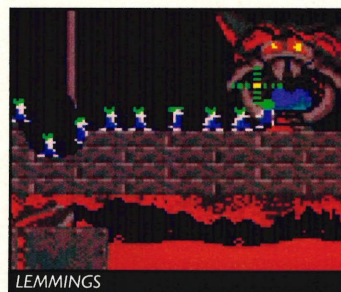
| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|--------------------------|-----------------|--------|--------------|----------|-------|-----|-----|---------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M TECH RATING | |
| FATAL REWIND | ELECTRONIC ARTS | £34.99 | 72 | 84 | 81 | 84 | 82 | 80 | Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be. |
| FIGHTING MASTERS | TRECO | IMPORT | 79 | 85 | 79 | 88 | 78 | 84 | As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety moves unique to the individual characters. The best on-on-one Megadrive beat 'em up. |
| FORGOTTEN WORLDS | SEGA | £39.99 | 82 | 79 | 86 | 79 | 80 | 82 | Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction. |
| GAIARES | RENOVATION | £39.99 | 81 | 88 | 75 | 80 | 85 | 84 | An excellent-looking game, Gaiares is one of the toughest shoot 'em ups available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge. |
| GHOSTBUSTERS | SEGA | £39.99 | 84 | 85 | 83 | 84 | 81 | 82 | Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out. |
| GHOULS 'N' GHOSTS | SEGA | £39.99 | 88 | 92 | 93 | 93 | 92 | 93 | Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library. |
| GODS | MINDSCAPE | IMPORT | 80 | 91 | 88 | 89 | 88 | 89 | Solve puzzles and beat off mythical monsters in this great platform shoot 'em up. Sega Europe didn't like it enough to release it officially, but it's worth chasing an import copy. |
| GOLDEN AXE II | SEGA | £34.99 | 79 | 80 | 67 | 72 | 67 | 67 | Sega couldn't improve on the original with their sequel, in fact they produced a game which wasn't a patch on the first. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this. |
| GREEN DOG | SEGA | £39.99 | 77 | 84 | 86 | 62 | 52 | 56 | Trek across six Caribbean islands in the hunt for a wasted surfer's surfing powers. A rather action-unpacked platform game which looks great but is dull to play. |
| GREY LANCER | MASAYA | IMPORT | 89 | 80 | 70 | 80 | 60 | 72 | A slick-looking space shoot 'em up from the creators of Gynoug. Though it's well programmed, Grey Lancer's content is unoriginal and it borrows from just about every other shoot 'em up in the cosmos. |
| GYNOUG | SEGA | £39.99 | 89 | 96 | 86 | 89 | 94 | 92 | Gynoug stands head and shoulders above most Megadrive shoot 'em ups. It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without. |
| HARD DRIVIN' | TENGEN | £34.99 | 84 | 88 | 89 | 76 | 70 | 75 | Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey. |
| HELLFIRE | SEGA | £34.99 | 60 | 85 | 81 | 93 | 89 | 93 | Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out. |
| HERZOG ZWEI | SEGA | £29.99 | 76 | 71 | 75 | 76 | 74 | 76 | A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the tacticians, rather than arcade players. |
| HOME ALONE | SEGA | £39.99 | 70 | 71 | 64 | 73 | 59 | 70 | Guide the Macaulay Culkin sprite around the neighbourhood, foiling the plans of a pair of burglars by setting traps and attacking them with home-made weapons. Fun for a while, but too easy to appeal to any but a young player. |
| INSECTOR X | HOT B | IMPORT | 76 | 80 | 78 | 81 | 67 | 74 | Though it's nothing like the arcade game this is fun at first. It's a shame that none of the extra weapons are particularly exciting, and the action has very little in the way of original features. |
| ISHIDO | ACCOLADE | £35.99 | 76 | 65 | 76 | 74 | 81 | 80 | Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult. |
| JAMES POND | ELECTRONIC ARTS | £39.99 | 44 | 80 | 66 | 77 | 72 | 78 | A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels. |
| JOE MONTANA 3 | SEGA | £39.99 | 88 | 86 | 93 | 82 | 72 | 78 | Sega combined all the best features of the first two Joe Montana games to produce an American Football game which still isn't quite as playable as John Madden '92. The spoken commentary is as spectacular as ever, though. |
| JOHN MADDEN FOOTBALL '92 | ELECTRONIC ARTS | £39.99 | 90 | 95 | 93 | 89 | 96 | 95 | This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this. |



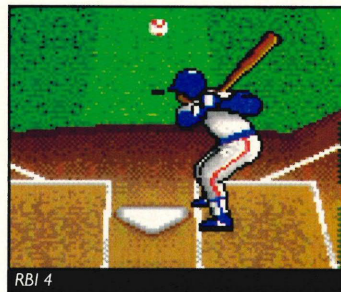
| GAME NAME | BY --- | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|--|-----------------|--------|--------------|----------|-------|-----|-----|---------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | M TECH RATING | |
| KID CHAMELEON | SEGA | £34.99 | 60 | 65 | 78 | 77 | 60 | 64 | Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level. |
| KLAX | TENGEN | £34.99 | 90 | 74 | 85 | 84 | 82 | 85 | Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out. |
| LEMMINGS | SEGA | £39.99 | 91 | 89 | 85 | 89 | 93 | 92 | All the features of every other version of this classic puzzle game have been included in the Megadrive game, including the music, all the levels and the two player mode. Hours of fun for all the family! |
| M1 ABRAMS TANK | SEGA | £39.99 | 85 | 80 | 82 | 83 | 79 | 81 | A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander. |
| MARBLE MADNESS | ELECTRONIC ARTS | £29.99 | 73 | 80 | 78 | 86 | 55 | 73 | An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying. |
| MARVEL LAND | NAMCOT | £34.99 | 76 | 81 | 80 | 85 | 79 | 81 | A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. |
| MERCs | SEGA | £39.99 | 89 | 85 | 84 | 91 | 80 | 90 | This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans. |
| MICKEY MOUSE IN THE CASTLE OF ILLUSION | SEGA | £39.99 | 88 | 90 | 79 | 90 | 76 | 87 | Although the first Mickey game has been superseded by World of Illusion it's still an excellent platform game with great graphics which is perfect for younger players. |
| MIDNIGHT RESISTANCE | SEGA | £39.99 | 80 | 85 | 90 | 88 | 78 | 85 | A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time! |
| MIGHT AND MAGIC 2 | ELECTRONIC ARTS | £39.99 | 85 | 77 | 50 | 79 | 85 | 79 | An decent menu/text-driven RPG which should keep purists scratching their craniums for months. Non-RPG fans will find the lengthy combat system heavy going, though. |
| MIKE DITKA'S POWER FOOTBALL | ACCOLADE | £39.99 | 69 | 74 | 80 | 76 | 69 | 70 | A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different. |
| MOONWALKER | SEGA | £34.99 | 84 | 91 | 88 | 80 | 71 | 80 | With its excellent graphics, thumping soundtrack (which includes such hits as Beat It, Billie Jean and Bad) and sampled speech this is a simple, but enjoyable collect 'em up. |
| MYSTIC DEFENDER | SEGA | £39.99 | 81 | 78 | 71 | 67 | 55 | 63 | Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more. |
| NEW ZEALAND STORY | SEGA | £34.99 | 85 | 84 | 83 | 88 | 85 | 85 | New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended. |
| NHLPA HOCKEY | EA | £39.99 | 88 | 85 | 86 | 90 | 88 | 89 | This update of EA Hockey is nearly identical to the original. The subtle extras do add more realism but only real ice hockey fans will notice them. Worth buying only if you don't have EA Hockey. |
| PACMANIA | TENGEN | £34.99 | 82 | 82 | 73 | 80 | 60 | 70 | This is a perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means. |
| PGA TOUR GOLF | ELECTRONIC ARTS | £39.99 | 90 | 85 | 87 | 94 | 94 | 93 | Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss. |
| PHANTASY STAR III | SEGA | £49.99 | 89 | 84 | 77 | 85 | 92 | 89 | Another enormous role-playing game, but this one has far more depth and variety than its predecessor. The combat-by-rounds might be a bit off-putting for beginners but experienced players should enjoy it. |
| PITFIGHTER | TENGEN | £39.99 | 90 | 78 | 70 | 76 | 80 | 80 | Though the digitised graphics in this conversion occasionally look a bit rosey, and the animation sometimes has strange effects, Pit Fighter is a surprisingly enjoyable beat 'em up, especially in two player mode. |
| PREDATOR 2 | ARENA | IMPORT | 80 | 65 | 79 | 85 | 54 | 62 | A game with lots of potential for violent shoot 'em up action, but which is marred by naff graphics and a lack of challenge. Even beginners should be able to finish this in less than a day. |



KID CHAMELEON



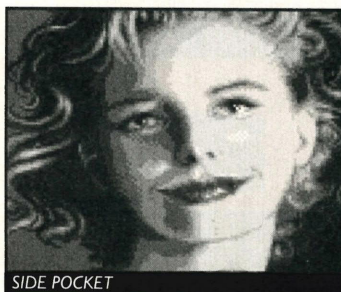
LEMMINGS



RBI 4



ROAD RASH



SIDE POCKET

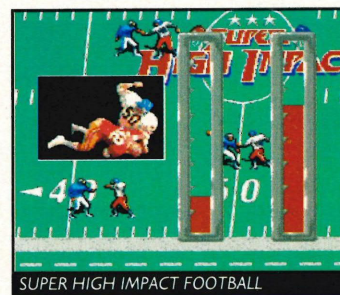


MEGA

| GAME NAME | BY --- | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|----------------------------|-----------------|--------|--------------|----------|-------|-----|-----|--------------|--|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | MTECH RATING | |
| PRINCE OF PERSIA | VICTOR CORP | IMPORT | 85 | 89 | 90 | 80 | 90 | 90 | This doesn't make much use of the Mega-CD's facilities, but it's still one of the best Mega-CD titles. Great music and graphics, fiendish platform puzzles and a twelve level of swash-buckling make this compulsive playing. |
| QUACKSHOT | SEGA | £39.99 | 80 | 92 | 89 | 83 | 80 | 82 | Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete. |
| RBI 4 | TENGEN | IMPORT | 70 | 79 | 61 | 79 | 72 | 74 | An action-packed baseball game with decent graphics and plenty of features, but really, unless you're well into baseball already you probably won't get a ton of fun out of this. |
| REVENGE OF SHINOBI | SEGA | £34.99 | 85 | 92 | 93 | 95 | 91 | 94 | This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase. |
| ROAD BLASTERS | TENGEN | IMPORT | 79 | 82 | 80 | 77 | 70 | 72 | This is a conversion of a old coin-op that puts you in the driving seat of an armoured assault-car, traversing a post-holocaust landscape putting paid to bad guys with machine guns, electro-shields and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for. |
| ROAD RASH | ELECTRONIC ARTS | £39.99 | 89 | 92 | 92 | 94 | 88 | 92 | Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive! |
| ROLLING THUNDER II | NAMCOT | IMPORT | 91 | 89 | 88 | 86 | 92 | 90 | A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must be if you own the appropriate machine. |
| SIDE POCKET | DATA EAST | IMPORT | 82 | 85 | 70 | 85 | 83 | 83 | A video game translation of American Pool which features single and two player modes, a nine ball game, a pocket game and a trick shot game. Good fun. |
| SOL FEACE | WOLF-TEAM | IMPORT | 85 | 75 | 76 | 84 | 74 | 80 | Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out. |
| SONIC THE HEDGEHOG | SEGA | £39.99 | 85 | 93 | 81 | 93 | 93 | 83 | Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days. |
| SONIC THE HEDGEHOG 2 | SEGA | £39.99 | 94 | 98 | 85 | 94 | 90 | 95 | Sonic returns, accompanied by a two-tailed fox cub, in one of the best Megadrive games yet! Loads of levels, superb graphics, an excellent two player mode and challenging gameplay put this game head and shoulders over the first game. |
| SMASH TV | ACCLAIM | £39.99 | 74 | 80 | 81 | 78 | 72 | 70 | Fair conversion of the destruction-packed Williams coin-op. Graphics and sound are okay, and the gameplay would be fine, were it not for the rather annoying control method which leads to many an unfair death. |
| SPIDERMAN | SEGA | £39.99 | 88 | 84 | 86 | 92 | 90 | 91 | Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game. |
| STAR CONTROL | ACCOLADE | £39.99 | 86 | 68 | 90 | 93 | 90 | 90 | Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it. |
| STREETS OF RAGE | SEGA | £34.99 | 90 | 90 | 94 | 94 | 89 | 92 | Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy. |
| STRIDER | SEGA | £34.99 | 84 | 94 | 88 | 94 | 87 | 91 | This conversion's graphics and sound are right on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly. |
| SUPER HIGH IMPACT FOOTBALL | ARENA | IMPORT | 93 | 87 | 89 | 85 | 45 | 62 | A conversion of a rather zany American Football coin-op, in which the emphasis is on the game's violent aspects rather than on the strategies and tactics. This results in a game which is fun for a while, but is ultimately rather shallow and tedious. |
| SUPER OFF-ROAD | BALLISTIC | £24.99 | 82 | 79 | 84 | 88 | 78 | 83 | This is a great conversion of an old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on custom parts. The two-player game is a good laugh, but it dials slightly in one player mode. |
| SUPER REAL BASKETBALL | SEGA | £39.99 | 80 | 79 | 77 | 81 | 80 | 81 | The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options. |
| SUPER THUNDERBLADE | SEGA | £34.99 | 60 | 78 | 67 | 72 | 55 | 69 | This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring. |



| GAME NAME | BY... | PRICE | RATINGS % | | | | | | GENERAL COMMENTS |
|----------------------|-------------------|--------|--------------|----------|-------|-----|-----|--------------|---|
| | | | PRESENTATION | GRAPHICS | SOUND | STP | LTP | MTECH RATING | |
| SUPER VOLLEYBALL | VIDEO SYSTEMS CO. | IMPORT | 77 | 80 | 55 | 69 | 50 | 61 | Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this. |
| SWORD OF SODAN | ELECTRONIC ARTS | £34.99 | 69 | 70 | 60 | 61 | 51 | 55 | Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w. |
| SWORD OF VERMILION | SEGA | £49.99 | 85 | 79 | 94 | 85 | 90 | 87 | A sizeable RPG with a gripping plot and excellent graphics. Even better (for non-RPG veterans) the combat is played in an arcade style which is much easier to get to grips with than the combat by rounds used in the Phantasy Star games. |
| TAZ MANIA | SEGA | £39.99 | 70 | 90 | 89 | 89 | 75 | 82 | Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being a little too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else. |
| THE TERMINATOR | VIRGIN | £39.99 | 84 | 85 | 90 | 73 | 50 | 60 | The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence. |
| THUNDERFORCE 3 | SEGA | £39.99 | 82 | 88 | 86 | 91 | 86 | 89 | The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended. |
| THUNDERFORCE IV | TECNOSOFT | IMPORT | 90 | 96 | 91 | 94 | 94 | 94 | Probably the most spectacular scrolling shoot 'em up on the Megadrive with a vast number of levels, loads of extra weapons and hours of challenging gameplay. Currently it's only available for Japanese SCART Megadrives, but an official version is coming. |
| THUNDERSTORM FX | WOLF TEAM | IMPORT | 93 | 94 | 97 | 91 | 85 | 87 | A conversion of an old Data East laser disc game, this is one of the most impressive Mega-CD titles yet. Pilot your helicopter through ten cartoon levels, shooting down enemies and dodging buildings and missiles. Amazing sound and graphics. |
| TOE JAM AND EARL | SEGA | £39.99 | 87 | 80 | 89 | 85 | 90 | 82 | A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out. |
| TONGUE OF THE FATMAN | ELECTRONIC ARTS | £39.99 | 85 | 87 | 75 | 80 | 62 | 71 | This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy. |
| TRUKTON | TOAPLAN | IMPORT | 76 | 81 | 79 | 83 | 78 | | Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement. |
| TURRICAN | ACCOLADE | £39.99 | 65 | 71 | 72 | 77 | 72 | 73 | A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go! |
| TWINKLE TALE | WAS | IMPORT | 83 | 91 | 90 | 89 | 86 | 88 | Great graphics and enjoyable blasting gameplay make this an appealing and unusual blast. Guide a mini-witch past all sorts of supernatural terrors with only a few magic spells at her disposal. |
| TWO CRUDE DUDES | SEGA | £34.99 | 88 | 94 | 76 | 88 | 85 | 87 | This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's two easy to complete though, so this will appeal to fans more than anyone else. |
| VAPOR TRAIL | RENOVATION | IMPORT | 84 | 80 | 85 | 81 | 59 | 70 | Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at. |
| VERYTEX | ASMIK | IMPORT | 72 | 78 | 79 | 77 | 69 | 73 | Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly. |
| WANI WANI WORLD | KANEKO | IMPORT | 65 | 77 | 80 | 87 | 70 | 80 | With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback. |
| WARDNER | VISCO | IMPORT | 81 | 71 | 80 | 81 | 71 | 75 | Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive zbosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete. |
| WARSONG | TRECO | IMPORT | 84 | 64 | 75 | 77 | 88 | 85 | Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this. |
| ZANY GOLF | ELECTRONIC ARTS | £39.99 | 79 | 85 | 80 | 85 | 65 | 72 | A very smart looking attempt at a crazy golf game, with nine levels of wonderfully bizarre obstacles. Alas, nine levels don't last an awfully long time, so the fun wanes all too quickly. |





NEXT MONTH!

Stand by for a fat 'n' festive 100 page MegaTech, stuffed to the giblets with news, reviews, previews, tips, mince pies and those crappy little gifts you get in Christmas crackers*.

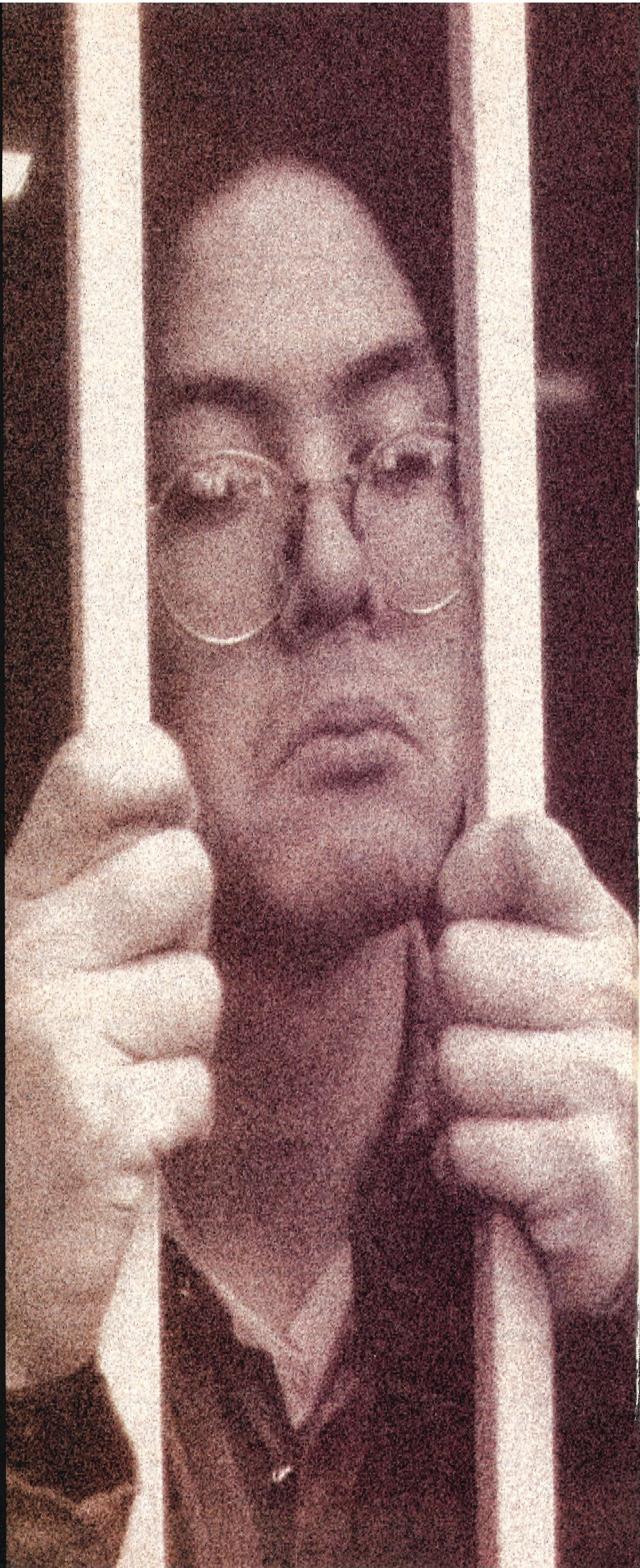
Here are just some of the games lining up, ready to be reviewed at the MegaTech Christmas table: Super Shinobi 2, Streets Of Rage 2, Afterburner 3 and The Little Mermaid... and there's more for seconds!

HELP TO REHABILITATE YOUNG OFFENDERS AT CHRISTMAS

See this pathetic specimen incarcerated behind bars? This was how we originally found our Staff Writer, Tom 'You'll Never Take Me Alive, Copper' Guise. He was banged up in Wormwood Scrubs after taking the rap for The Deptford Cheese Blag... but we took pity on him and gave him a job and a reason for living within the law of the land. He is now almost fully trained. But Tom's future hangs by a slender thread – we can only continue to provide him with gainful employment as long as MegaTech maintains (or increases) its current level of sales. If our sales fall, Tom could be back on the streets, at the mercy of hard-bitten gangsters and Cheese Barons. So for Tom's sake, buy the next issue of MegaTech – the Megadrive mag with a heart.

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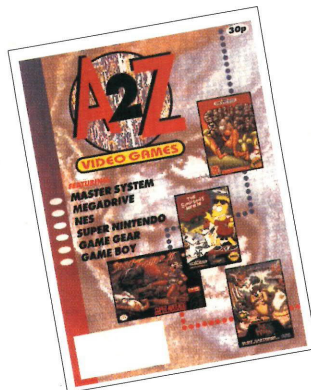
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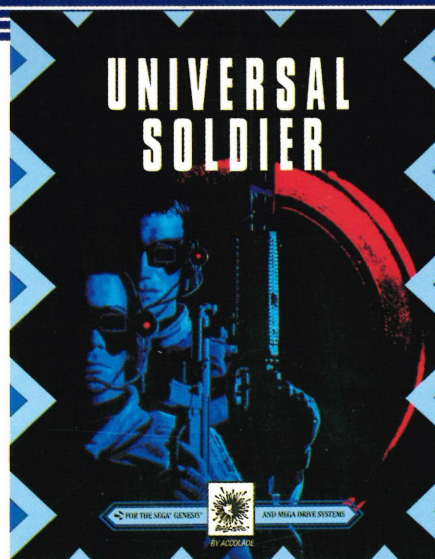
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