

MEGADRIVE, MEGA-CD, 32X AND SATURN GAMING FROM AROUND THE WORLD

# MEGA

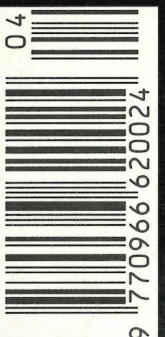
ISSUE 31

APRIL 1995 £2.50

## *Eternal Champions CD*

*An in-depth look at the goriest game ever!*

*Final part of our  
superb Doom guide*





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# MEGA REVIEWS

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Prepare to be amazed at the incredible visuals and sound of yet another Saturn game. But wait a minute, what about the playability?

## ETERNAL CHAMPIONS CD 4

Gore, Gore and more gore as Eternal Champions returns to our screens once more

## SKULLKEEP .....14

Remember Dungeon Master? When it came out it was one of the best games ever, and this is the long awaited follow up. Is it as good as we remember? Has it translated well to joypad control? Read on and you'll find out

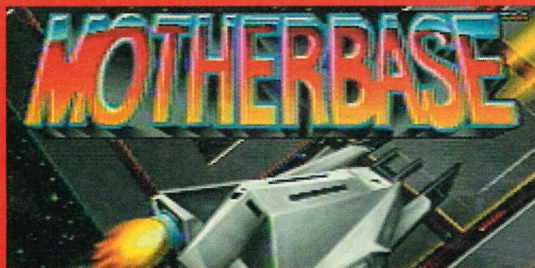
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## SPEEDY GONZALES .....10

Another up and coming cartoon licence come platform game courtesy of Sega. He's fast, he's small, and he's a Mexican mouse. Bizarre

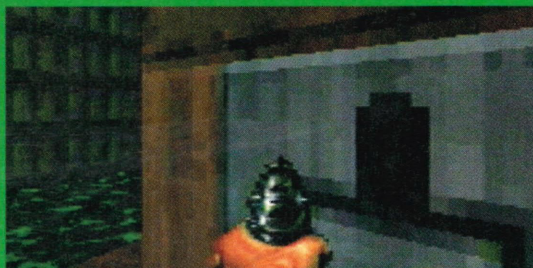
## MOTHER BASE 32X .....12

Zaxxon revisited. The 32X has been a bit disappointing after the initial glut of decent games, and this product looks like it could set the record straight.



# DOOM GUIDE

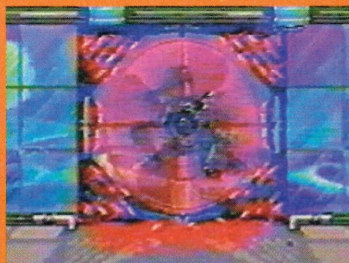
This is it, the final installment to the complete guide of the best 32X game ever. Can you make it all the way through? You can now.



# ETERNAL CHAMPIONS CD

Eternal champions may not have been an outstanding success on cartridge but now the CD version is here and it is different - much

different. Silicon Graphics, thirteen more characters and more gore than ever before. Prepare to be amazed



# MEGA

EDITOR:

Lee "Karoake Champion of the World" Brown

DEPUTY EDITOR:

Rich "Dullard Jacky" Lloyd

STAFF WRITER TYPE PERSONAGE:

Miriam Lovitt

PUBLISHER:

Hugh Gollner

ADVERTISING MANAGER:

Carolyn Wood

Tel: (01865) 202777

ADVERTISING EXECUTIVE/

ADVERTISING PRODUCTION:

Claire "Very Annoying" Goddard

Tel: (01865) 202777

GRAPHICS ANALYST:

J. Catterall, Fido

Contact address, subscriptions, editorial and advertising:

Maverick Magazines

16-17 Hollybush Row,

Oxford OX1 1JH

FAX:

(01865) 202771

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so if you make it worth our while

then who knows?

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Johnny Carroll and the dancing girls!



MEGA FOCUS

MEGA

# ETERNAL CHAMPIONS

Think Mortal Kombat was gory? Then you ain't seen nothing yet!



CHALLENGE FROM  
THE DARK SIDE



**D**eep Water is the name of a new Sega label, intended to handle their more 'mature' games, and their first release is Eternal Champions CD. Touted as the goriest game ever, Deep Water couldn't have picked a better game as their premiere title to head up their new range.

Owners of the cartridge version of Eternal Champions may wonder why the game has been given this accolade because their version is so tame. Normally CD versions of cartridge based games are exactly the same with occasional FMV bits and decent music but Eternal Champions CD (ECCD) has been completely redesigned for the new format!

Upon booting the CD the player will be presented with a rather smart looking FMV sequence showing two characters in a boat. A shark comes up and mauls them both, and the camera fades to black as a disembodied arm

slowly sinks to the bottom of the sea. This has nothing to do with the game whatsoever as it is just the opening scene for the Deep Water logo!

#### DEATH BECOMES HER

Then the proper intro starts, telling the tale of the Eternal Champion and the struggle between good and evil throughout

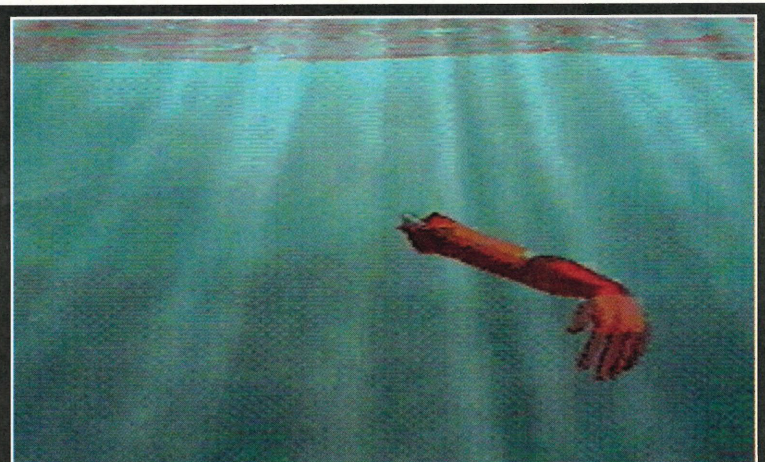
**"The intro is one of the best ever seen on the Mega CD"**

the universe. Here it is revealed that there is a fine balance between good and evil in the universe, and that many people who could have made the world a better place were struck down by evil forces before they could actually fulfil their proper destiny. A sort of reverse Karma

supposedly. After scouring the annals of time the Eternal Champion found some aspiring heroes who met untimely deaths and saved them before they died by whisking them away to his combat chamber. Here the heroes would all fight each other until one champion emerged victorious. The winner would then go on to fight for mankind against

the Dark Champion. If they defeat the Dark Champ then goodness will prevail and the Earth will be a happy place once more. If not, the world will sink into permanent darkness and Noel Edmonds will be on T.V. every day. This intro is one of the best ever seen on the Mega CD with Silicon Graphics sequences detailing how each character was meant to die, and how they were plucked away right at the last minute.

With the scene set the game begins, bearing a striking resemblance to the cartridge



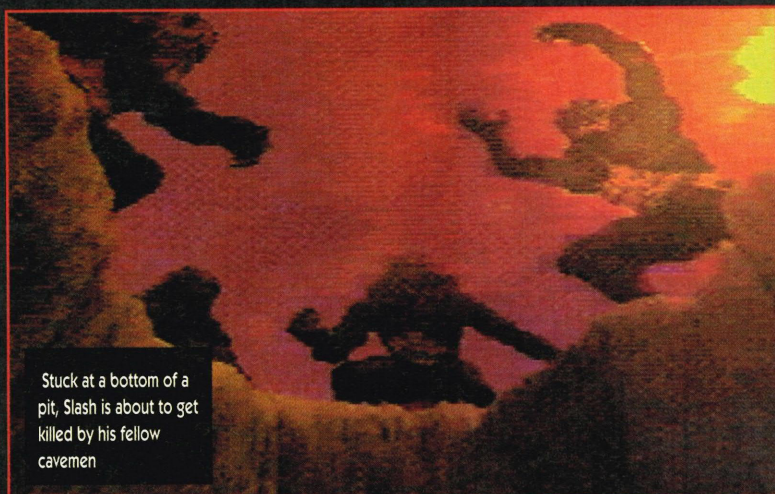
This part bears no actual relevance to the game, but sets the scene for the gory sequences yet to come. Two people in a boat who bear a striking resemblance to Kage Maru from Virtua Fighter and Cammy from Super Street Fighter sail blissfully along when suddenly they get torn to pieces by sharks and the lady's arm sinks to the bottom of the ocean. How nice





# ONE FOOT IN THE GRAVE

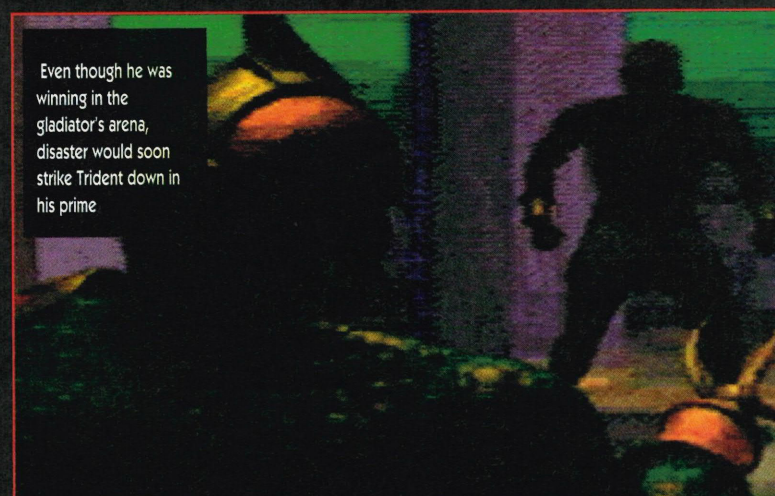
Each character in the game is plucked from their time just before coming a cropper in one way or another. The lengthy intro sequence shows how each character was about to die



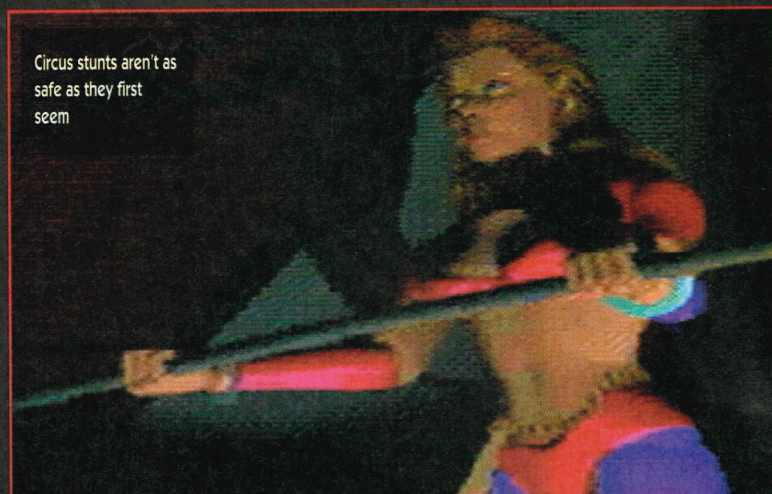
Stuck at a bottom of a pit, Slash is about to get killed by his fellow cavemen



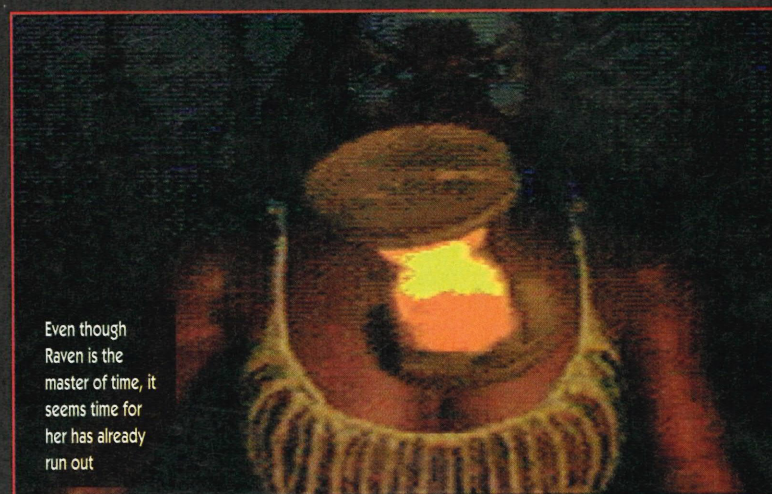
Ramses was cogitating one day when an assassin cruelly shoved him off a cliff



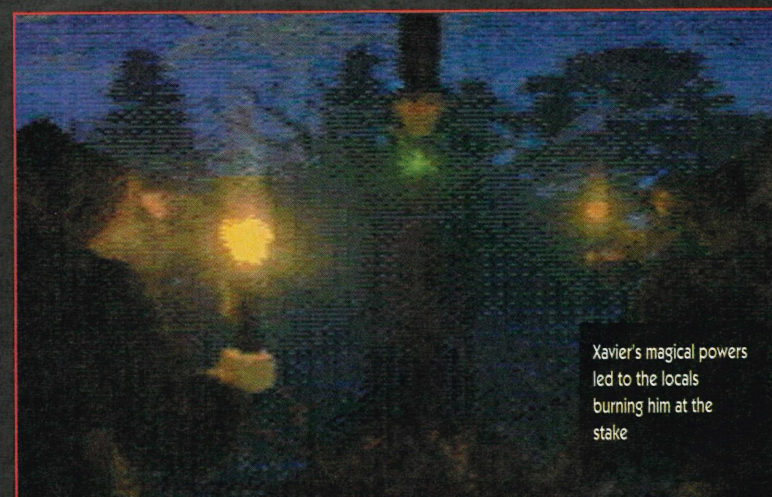
Even though he was winning in the gladiator's arena, disaster would soon strike Trident down in his prime



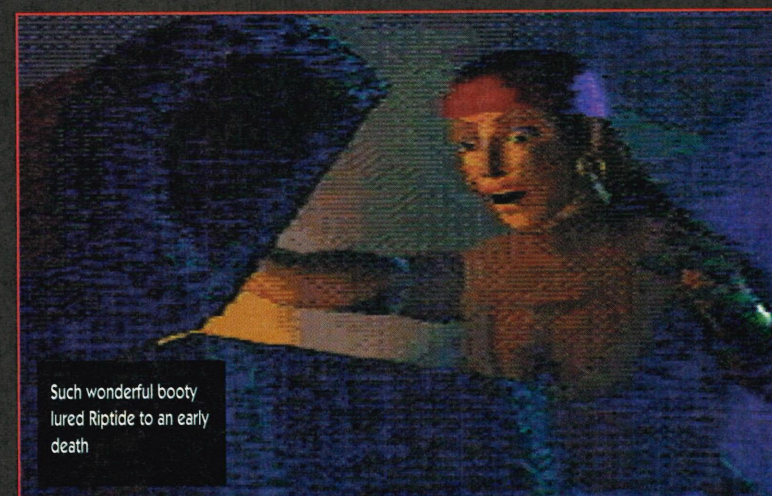
Circus stunts aren't as safe as they first seem



Even though Raven is the master of time, it seems time for her has already run out



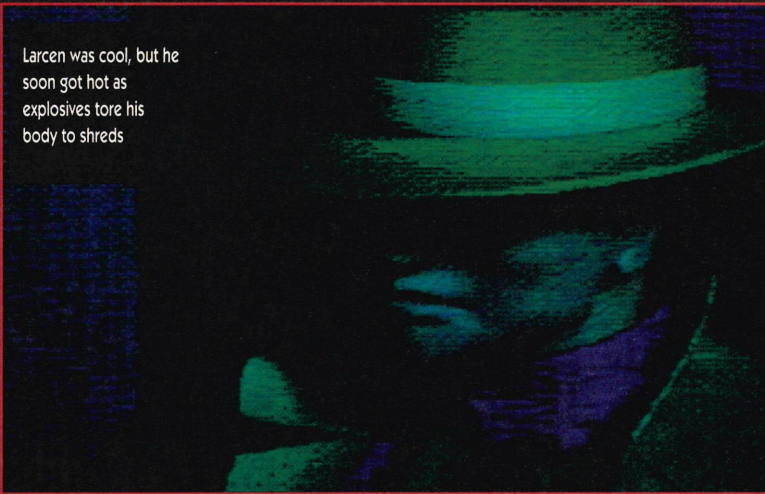
Xavier's magical powers led to the locals burning him at the stake



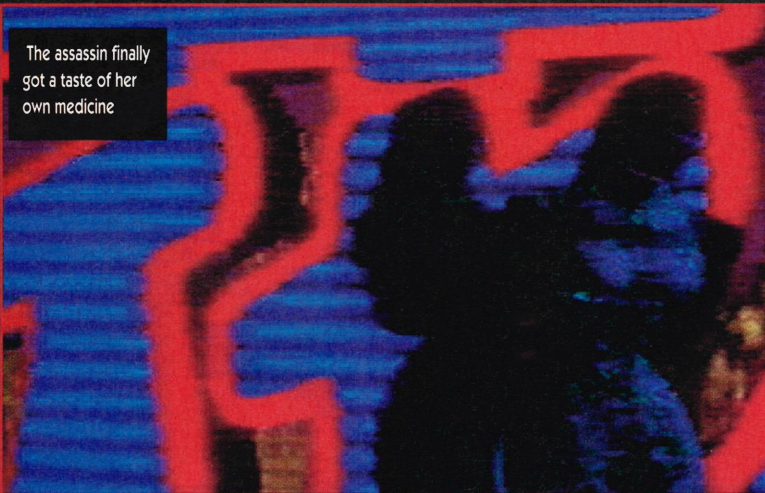
Such wonderful booty lured Riptide to an early death



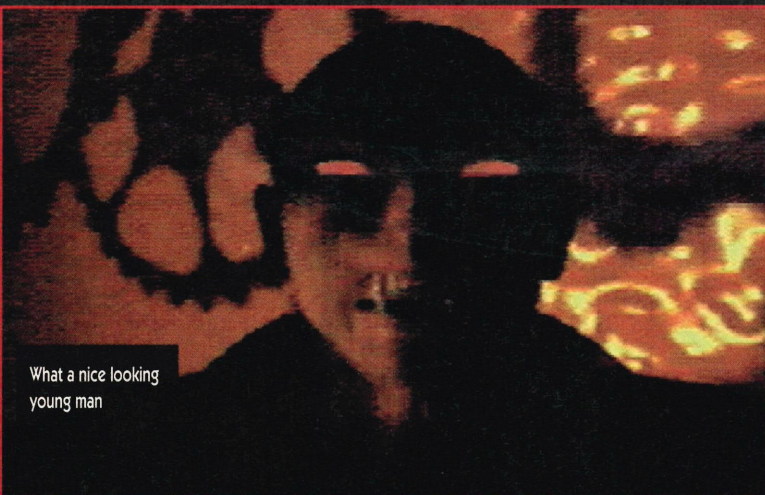
Larcen was cool, but he soon got hot as explosives tore his body to shreds



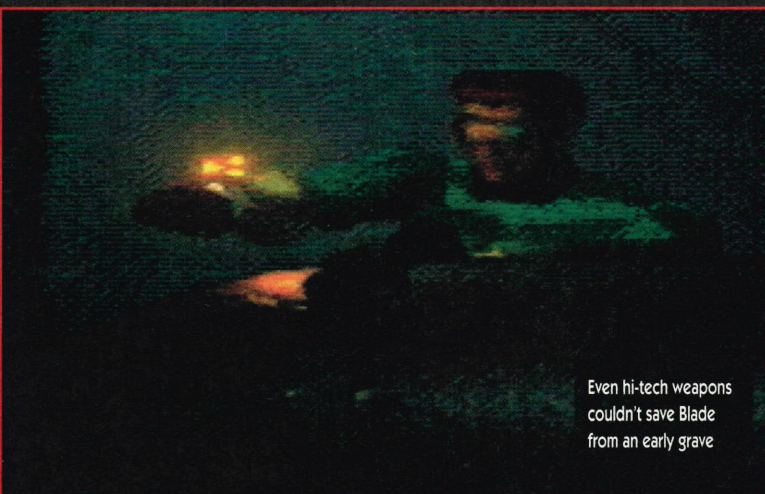
The assassin finally got a taste of her own medicine



What a nice looking young man



Even hi-tech weapons couldn't save Blade from an early grave



version. The first difference to the main game is obvious - there are now thirteen characters instead of nine. What isn't obvious is that there are no less than eleven secret characters hidden away making a grand total of twenty four characters to play with. The hidden characters are accessed by performing certain special moves at specific points whilst actually fighting in the main game. Once a secret character is found they can be accessed as normal from the selection screen from then on. Needless to say this isn't exactly the easiest of tasks and finding them all will be nigh on impossible. As soon as we find out how to get them all we'll run a player's guide special. The four new characters that are instantly accessible are Ramses, an Egyptian bloke, Dawson who is a Scottish vigilante come cowboy, a voodoo priestess called Raven and Riptide, an infamous Italian pirate. The eleven secret characters include a Bruce Lee lookalike, a hooded executioner, a senator who uses vetos as offensive weapons, a dog and a chicken!

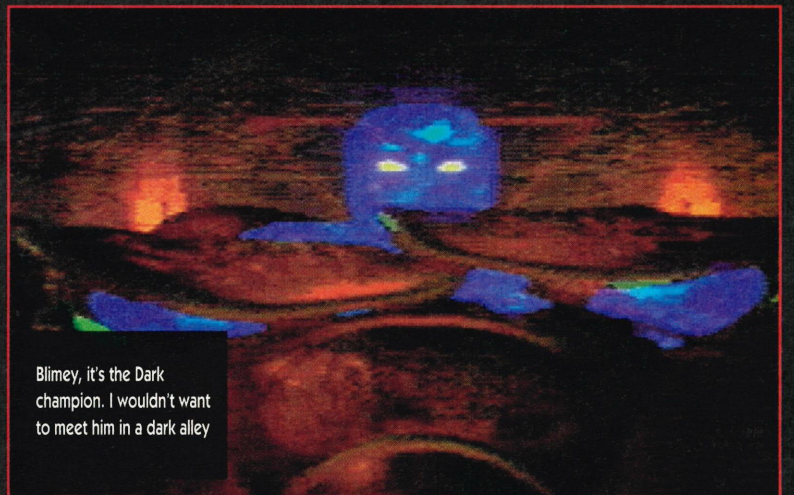
As well as having new characters the game has many more moves, most of which are hidden. The number of special

moves can usually make or break a game, but each character here has a whole handful of them. Raven can use voodoo dolls against opponents or even suck them into other dimensions. Ramses can hurl lightning and turn into a statue (!) and Dawson uses his weapons in very brutal ways.

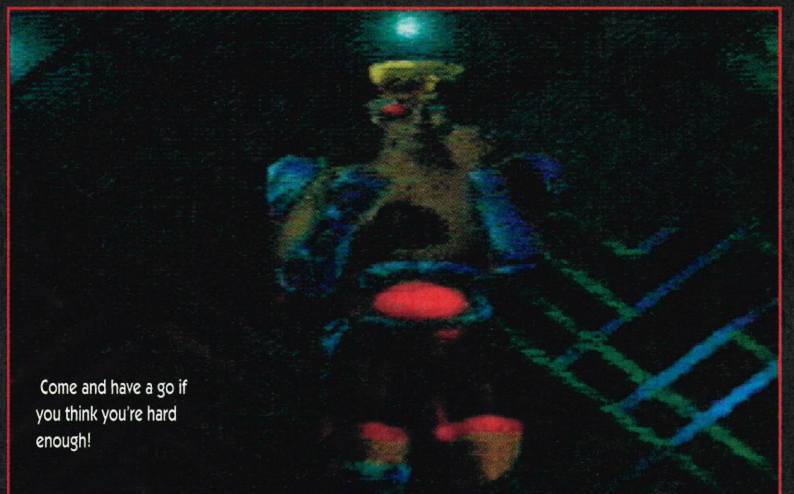
### BRAIN DEAD

You may still be wondering why people hail this as the goriest game ever. Well, ECCD has so many secrets it would be impossible to list them all. Just like the Fatalities in Mortal Kombat there are secret ways of finishing off opponents in style, by throwing them into fans, blowing their brains out with shotguns, getting them Napalmed by helicopters or by throwing them into shark infested waters. These Overkills as they are referred to are done by finishing the final round in a certain way. However there are many other ways of destroying your opponent once and for all. Each character has a Vendetta move which causes extreme damage and is very disgusting, but has the side effect of strengthening the Dark Champion. Cinekills occur when the Dark Champion decides that he wants to finish a

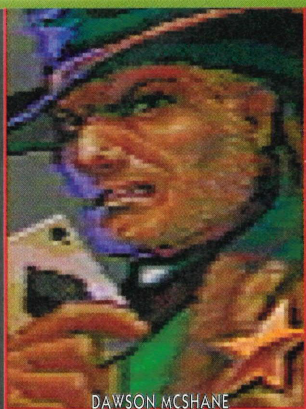
Blimey, it's the Dark champion. I wouldn't want to meet him in a dark alley



Come and have a go if you think you're hard enough!







DAWSON MCSHANE

After leaving Scotland at the age of 15 Dawson made his money through gambling. Infamous in Europe he headed off to the Gold Fever stricken wild west. After spotting an arsonist set fire to the Sheriff's office he bravely rescued the Sheriff, was deputised and swore revenge on the evil pyromaniac, a landowner called Jenkins. After catching him he was lynched by Jenkins' men



LARCEN TYLER

Larcen has been a criminal all his life and made his name as a cat burglar. He often framed people by planting evidence in their possession but refused to kill people. Anyone that ever got in his way were simply knocked down with his Praying Mantis Kung Fu. One day his boss made him plant a package in a hospital room, which he discovered was a bomb. He tried to throw it out the window but was too late



MITCHELL MIDDLETON KNIGHT

Mitchell Middleton Knight was once the world's best bio chemist and he was forced by the CIA to produce chemical weapons. Whilst trying to escape he fell into a vat of toxic chemicals and transformed into the diseased Midnight. He could drain people's life force to sustain himself but he too could never bring himself to take a life



RAMSES III

Pharaohs never knew who to trust, as Ramses found out when it turned out that his best friend was in fact an assassin who had infiltrated his palace many months before. If he had survived his descendants would have stopped Alexander the Great and changed the face of the Earth as we know it



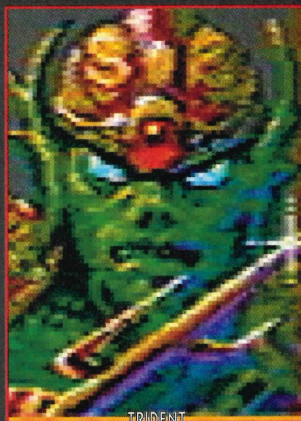
RAVEN GINDAR

The Arawak were a tribe of Healers and Raven was their high priestess. With her hourglass she could control time for a short while, but this drained the life force of the person it was used against. Villagers loved her and Ranook, the high priest, scorned her. One day he lured her to his hut and turned the hour glass against her, instantly draining her life energy away.



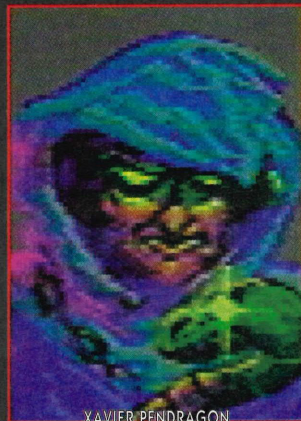
R.A.X. COSWELL

When the public no longer wanted to see kickboxing R.A.X underwent surgery to become a cyborg so he could enter the popular cyberfighting tournaments. Sabotage resulted in R.A.X. contracting a virus which shut his brain down during a match



TRIDENT

Before Atlantis sank to the bottom of the sea there was fierce competition between the Atlanteans and the Romans. The Atlanteans developed a way of living on land or below water and wanted to live in harmony but the Romans wanted to fight. They created Trident as their master weapon but the sneaky Roman chappies cheated and crushed him under a pillar



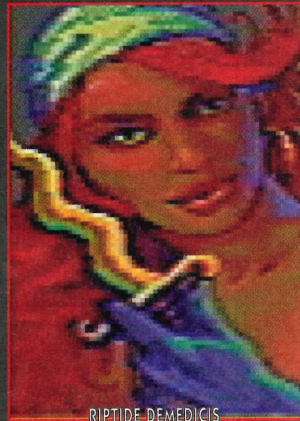
XAVIER PENDRAGON

After failing as a blacksmith Xavier needed a new job. He decided to try his luck at Alchemy but instead of turning lead into gold he created an unlimited energy source giving him tremendous power. Unfortunately he was mistaken for a witch and burned at the stake



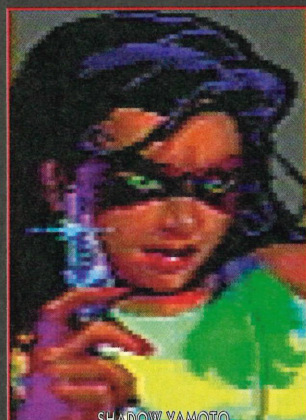
SLASH

What can be said about Slash? He's a caveman with a big club. He hunted a bit, ate food, slept, and did adult things occasionally too. He was dead hard though and jealous cavefolk did the poor guy over



RIPTIDE DEMEDICI

Riptide's ancestors played a great part in the Italian Renaissance, or rather they would have done if she hadn't been smacked around the head with a big shovel, killing her instantly



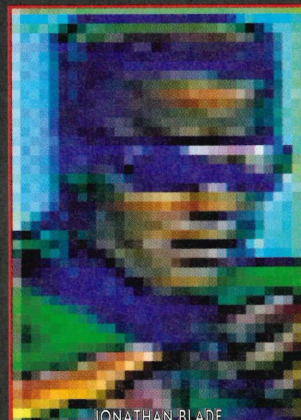
SHADOW YAMOTO

As the best assassin in the Black Orchid Corporation Shadow knew all their secrets. When she found out that if ever she failed a mission another assassin would be sent after her she questioned her mortality and decided to come clean. Unfortunately she was too late and was pushed off the 101st floor of a building



JETTA MAXX

Jetta is an expert at Savate and is also a world class high wire walker. She was a pacifist and was about to stop fighting throughout the world but before she could do so someone sabotaged her wire and safety net as she performed, and she subsequently died



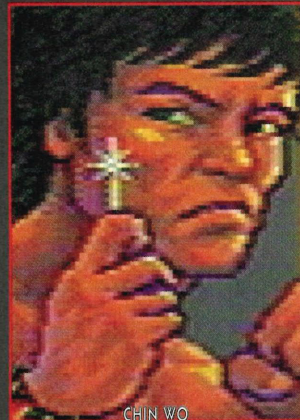
JONATHAN BLADE

As a bounty hunter one mission sent him after a scientist who was about to release a dangerous virus, and he accepted on the condition that the government didn't try to take it and use it themselves. As he made his move the government stormed in and many people were left dying, including Blade



CHICKEN

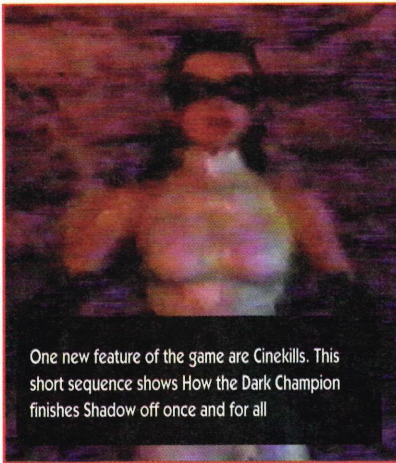
Using the lesser known art of Egg Fu, Chicken is probably the most infamous chicken ever. Marvel as he flaps around and beware of his deadly headless chicken technique



CHIN WO

Monkey Kung Fu is one of the strangest and most spectacular fighting styles. Chin Wo is another hidden character in the game, but can you find him? We couldn't





One new feature of the game are Cinekills. This short sequence shows how the Dark Champion finishes Shadow off once and for all



particularly poor opponent off personally. Cue more stunning silicon graphics sequences as Darky throws shurikens into people's faces, crushes them to a bloody pulp and generally does some quite nasty things. Is this enough? Like hell it is. Just like real life fate can play a helping hand. You may be being beaten severely but a punch in the right place might cause a horrible accident of some sort like an opponent falling into a boiling hot cauldron or being mauled by a passing animal, killing them instantly. These are the Sudden Death moves, and they can happen at any time.

### BAD TASTE

As if superb graphics wasn't enough, the sound is equally as good. Not only are all the tunes played straight off the CD, they also use QSound to generate a three dimensional effect.

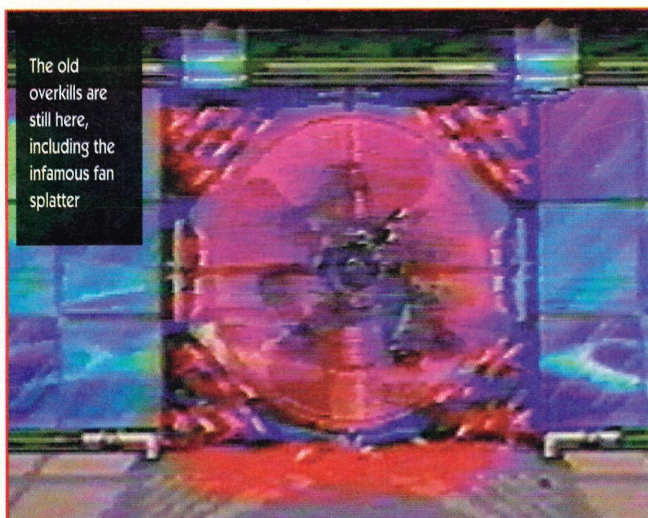
As far as presentation goes, this is stunning. Everything about the game is completely over the top. The amount of hidden features are unbelievable, and there are even fifteen different types of tournament modes. ECCD is more playable than Mortal Kombat II, has more gore, more secrets, more characters, and offers more value for money.

There is one slight problem though, and that is that the game isn't as instantly playable as other similar games, like Street Fighter. With practice it is possible to learn some of the characters well and then have some epic fights but at first the playability seems to be a little bit ropery. It's not often that CD owners get a well presented game that plays well too, but if ever there was one then this is it. It is completely over the top and offensive in every way (How many games do you know where you can call someone a bastard?) and it's great. Some may frown on the level of extreme gratuitous violence, but this is 18 rated so it is strictly for adults only.



Into that pot you go missus!

What a tasteful game this is!



The old overkills are still here, including the infamous fan splatter

# 92

## PERCENT

GRAPHICS

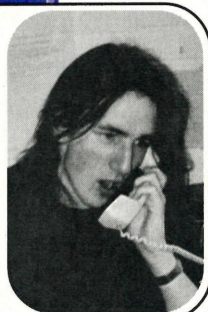
● ● ● ● ● ● ● ● ● ●

SOUND

● ● ● ● ● ● ● ● ● ●

**"The most offensive game ever. Great stuff."**

*Richie Ullrich*



GAMEPLAY

● ● ● ● ● ● ● ● ● ●

GAME SIZE

● ● ● ● ● ● ● ● ● ●



# SPEEDY GONZALES

## CHEESE CAT-ASTROPHE

**What's Speedy and smells of cheese? Lee on a good day? Well, yes actually, but I was referring to Speedy Gonzales thank you very much**

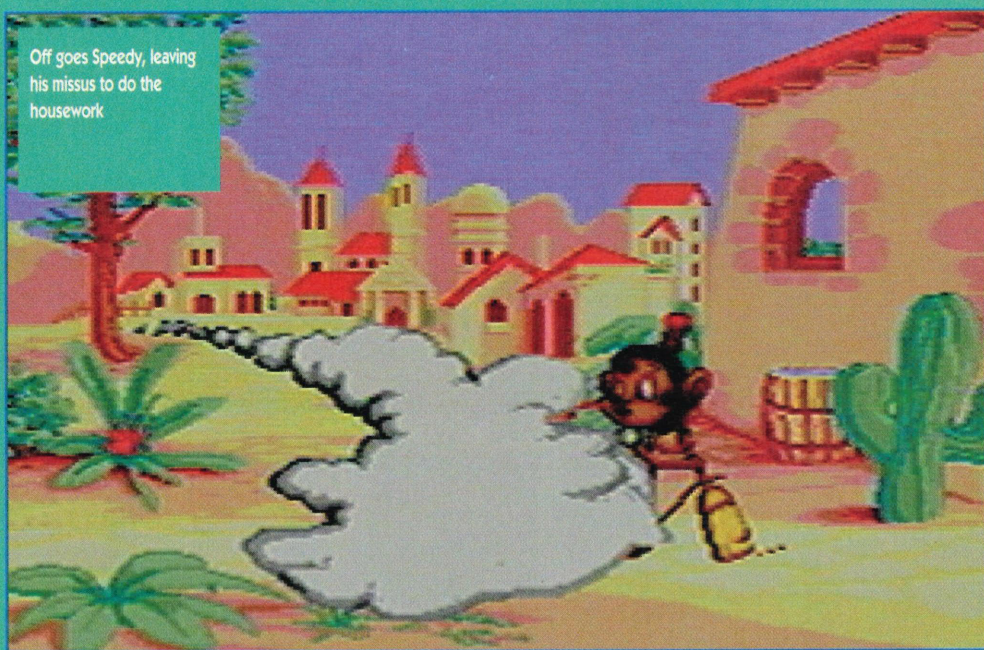
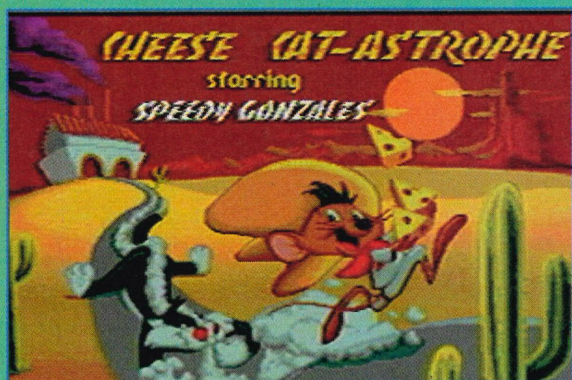
Is it my imagination or are cartoon licences all the rage at the moment or what? Virtually every cartoon character ever imaginable has been licensed and programmed into a game. We've seen Tom and Jerry, Road Runner, Mickey Mouse, Donald Duck, Goofy, Daffy, Sylvester and Tweety, etc. etc. Now it is the turn of Speedy Gonzales, the fastest mouse in the world. Quite where character designers get their ideas from is beyond me, but some things they think of are truly stupendous. Take Speedy Gonzales for example. He's a humble mouse that lives in a mouse hole in a poor Mexican town with his friends. The place is very poor and they all live on cheese and crumbs that the human folk drop. Life is hard for the rodent population but for some reason Speedy is capable of running at incredible speed and he is always too quick for anyone that tries to outwit him.

His speed is matched only by his wit as he pours scorn and sarcasm over anyone that dares challenge him. Even though the basic story is very weak, i.e. a mouse that can run very fast, Speedy's adventures are quite endearing and Speedy is still quite a popular character today.

### CHEDDAR

It is now his turn to undergo the consolidation process as Sega are just about to release Speedy Gonzales the computer game. The basic storyline is simple. Speedy had arranged a hot date and was about to meet his girlie one evening but Sylvester the cat had other plans. Dastardly old Sly whisked her away just before their romantic rendezvous and Speedy was left standing by himself. Is he the sort of

mouse to give up on the girl and go home and read about Catherine Zeta Jones in Loaded whilst eating Worcester sauce crisps, drinking Budvar and shouting "Good work fella!"? No, he isn't, for Speedy is the James Bond of the vermin world and his sole mission is to rescue his betrothed before she gets turned into a feline snack of some sorts. Now I'm not exactly an expert on the Subject but since when did Sylvester ever have a grudge against Speedy Gonzales? Now Yosemite Sam, yes, but Sylvester? And without Tweety? Oh well.



(Left) Well hello little girl!

(Right) Yariiba, yariiba! ACME to the rescue once again



(Right) What could that mysterious spring be for I wonder?





# GREEN

After having a gander at the various colourful screenshots around these two pages it won't take a genius to work out that Speedy Gonzales is in fact a platform game.

There are many different levels to play through, each with their own graphical themes. Speedy must leg his way through them all killing any nasties that happen to get in his way, avoiding Sylvester and his cute son Junior. This isn't typical platform fare however as Speedy has to work out how to traverse some particularly hazardous terrain by planning out precise routes making sure

that he doesn't come a cropper when dealing with the numerous bad guys.

# KNOB

Cartoon fans will no doubt be overjoyed and cream their collective cheeses at the prospect of becoming the fastest mouse in the world as he zips around at top speed trying to defeat Sylvester. The game is still a fair way from completion at the moment so it will still be a few months before it gets reviewed. Keep your eyes peeled and your whiskers whiskery and we'll bring you the full low down soon. No, honestly, we will.

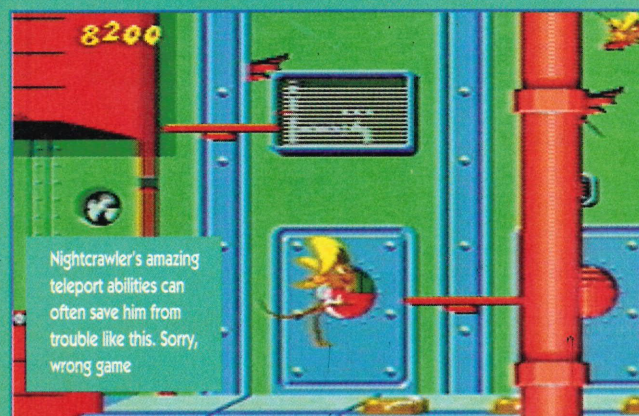
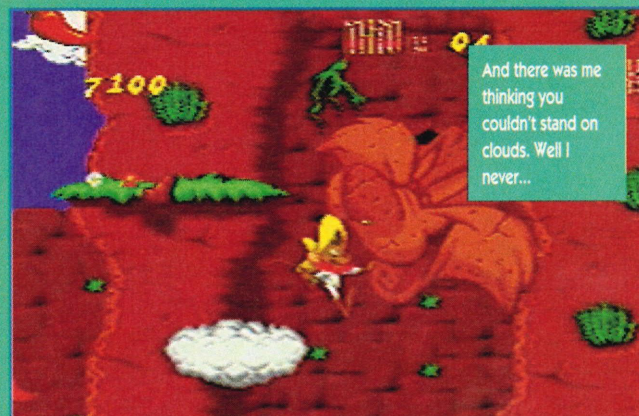


(Above) I don't know who this is but it looks very tough to me

(Right) You'd have thought a mouse could swim. Well actually they can. Probably

(Below) More platform shenanigans courtesy of our Mexican rodent chum

(Right) Daffy puts in a special guest appearance





# MOTHERBASE

**If there's one thing the 32X is lacking, it's a rock hard shoot'em-up. Until now that is....**

**T**here was a time when scrolling isometrical were all the rage in the computer games world.

Owners of the legendary Spectrum or Commodore 64 will no doubt have fond memories of classics like Zaxxon, Raid Over Moscow, Highway Patrol, and many many more. These games are simplistic in design but they are very compelling and highly addictive. Strangely enough there are no games of this sort on the Mega Drive, apart from Viewpoint which isn't available in this country anyway.

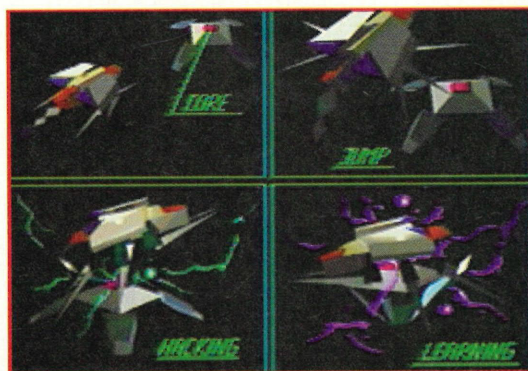
The first real game of this sort to appear also happens to be the next 32X title, and it looks very special indeed. The action is viewed using a forced perspective and the aim of the game is to guide a small spaceship through many hazardous levels trashing any robots that may get in the way. There is

probably a good storyline behind it about terrorists or aliens invading the world and only one person can save civilisation etc. etc. You know the sort of thing by now as all action games have the same fundamental plot. The most important part is the action, and this is going to have loads of it.

## POLYGONTASTIC

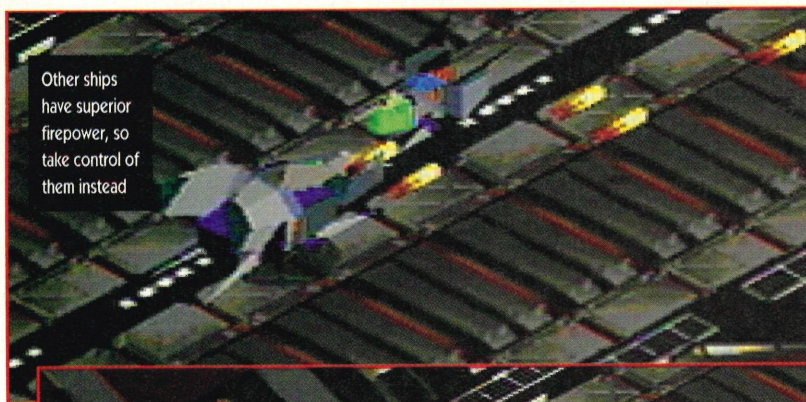
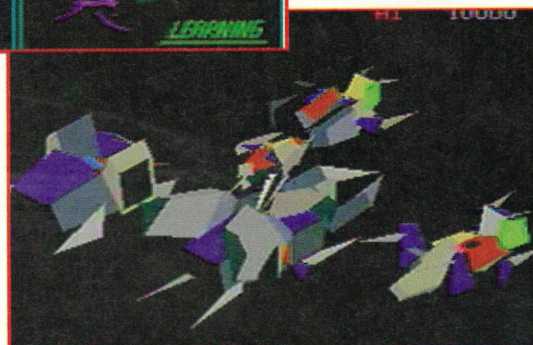
Instead of being sprite based as you would first imagine Motherbase utilises the 32X's polygon capabilities to great effect. Most of the ships and robots are quite small but some of them are so big they don't even fit on the screen!

The basic spaceship is very small and for some reason has a flowing tail. It has one gun which is a bit pathetic and has the ability to jump upwards out of the way of oncoming bullets. Being able to jump also means that the ship can jump onto other ships and take them over!



(Left)  
This intro shows  
how the ship  
controls other  
crafts

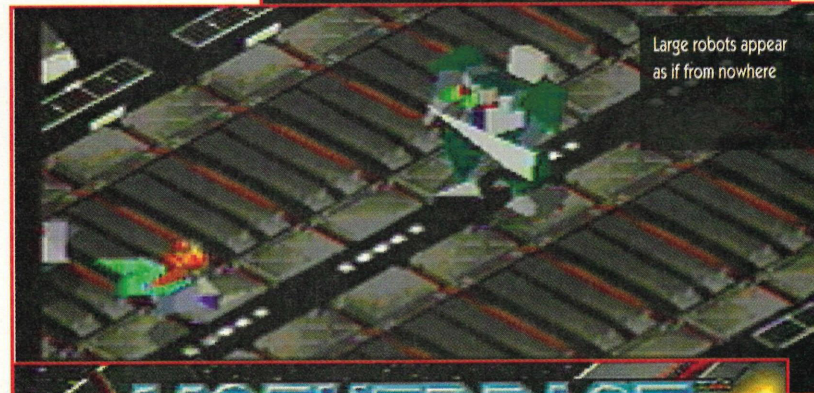
(Right) The force sets off  
strong but soon gets cut  
down to size



Other ships  
have superior  
firepower, so  
take control of  
them instead



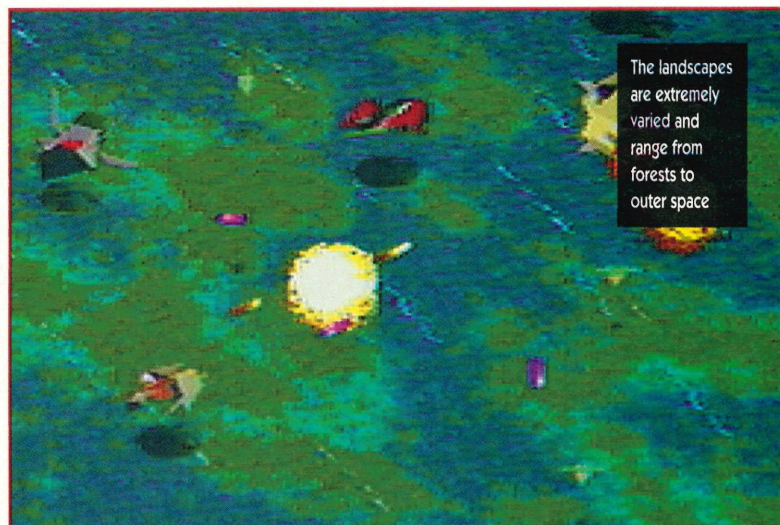
Constantly under fire,  
the little ship makes a  
daring escape



Large robots appear  
as if from nowhere







(Right) As you can see, this game is very strange indeed

(Below) Defend space stations against the evil alien hordes

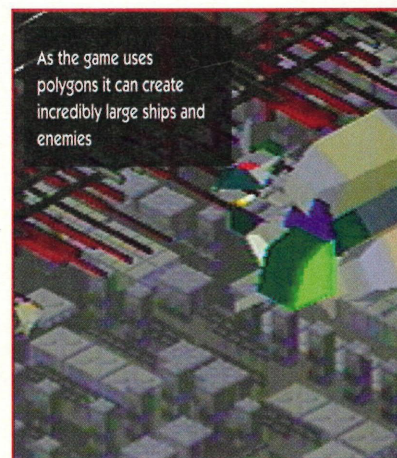


The craft will then be completely under your control and all the weapon systems should be fully functional. Some ships have laser beams, others have giant blasters and others can even fire powerful missiles. Only certain ships can be commandeered in this way and as well as giving a firepower advantage it also means that after taking a hit your ship doesn't actually get damaged. When the host ship starts to look a bit rough just jump out and carry on in the bog standard craft once more.

It has been ages since we've had a rock hard blaster and this looks like it is going to be the business. The first boss for example is the biggest mutha you'll ever see in your life, and takes absolutely ages to die. Other bosses are just as hard, and the game will just get tougher and tougher.

Due to the fact that polygons are used for the ships instead of sprites they enemies are now more versatile than ever. They will be superbly smooth, just like the robots in Metal Head, and have the ability to transform into other crafts if necessary. Some enemies start off as flat shapes that spin onto the screen and they they transform into large robots with

giant guns. Zaxxon fans will no doubt be waiting eagerly in anticipation for this forthcoming release as it looks like it could very well be the toughest blaster since Thunderforce with some great visuals and music too. The game is still under development and won't be released for the next couple of months but when it is finally completed we will give it the full in depth reviewing treatment.





# Dungeon Master II

## SKULLKEEP

**Ageing gamers rejoice - Dungeon Master is back!**

**O**ut of all the dungeons and dragons games ever devised there was one that stood head and shoulders above the rest - Dungeon Master on the good old Atari ST. TO look at it didn't seem like anything special but many people spent month's wandering around the 3D dungeons trying to find the firestaff and defeat Lord Chaos. When it was first released Dungeon

Master shocked many people due to the fact that it was totally engrossing, and the gameplay was deeper and more complex than any other computer game ever! The story was simple. Chaos was a bit of a nasty bloke with plans for world domination and he was making plans from the very bottom of his dungeon. Four characters were chosen to defeat him and they had to fight through the

many levels defeating festering mummies, skeletons that bore a remarkable resemblance to those in the Sinbad films, giant Dragons, and many many more freaky foes. Players were overwhelmed with statistics about the characters in the party as it was vital to maintain their health, stamina, food and water levels at all times. As if this wasn't enough there were many skills to learn. Ninja skills

made the character more accurate at throwing whereas Wizard skills improved their arcane abilities. Priests were better at healing than others and Warriors were better at putting the boot in. By making sure the characters were used evenly when performing tasks such as fighting and magic their skill levels could soon be built up until they were highly skilled at all the various arts. The game was also full of ingenious





Ooer missus, I think your carrots have gone a bit funny



The only way to advance levels is to practice the various skills



As you can see, this game can get a bit hectic at times



Death is not always the end. Collect a fallen friend's bones, sling them on the altar and watch them rise from the grave

From: JVC/Virgin  
Release: OUT NOW  
Price: £29.99  
Levels: Very many  
Players: 1

ideas, like the way it was possible to kill certain animals and then eat them afterwards, but by far the most devious feature were the many intricate puzzles. It could not be won by sheer force as a good memory and an eye for puzzles was required.

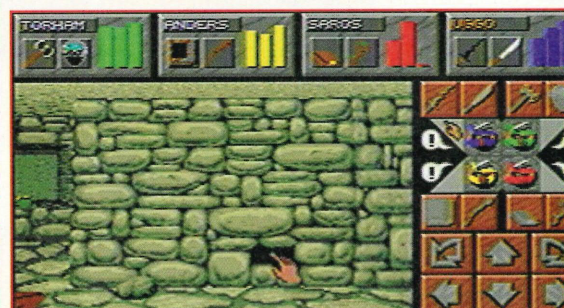
Naturally the game was a storming success and was inevitably followed by a sequel - Chaos Strikes Back. This too was a classic but as the original was so good it was very hard to improve upon and most people felt a bit disappointed that it wasn't sufficiently different from the first one.

Last year SNES owners had the pleasure of being able to buy a horrendously slow version of DM but now it has finally arrived on the Mega CD and is as good as it ever was. Whereas CSB was more of an expansion for the original, Skullkeep is a direct sequel. The game starts off in an underground cavern full of suspended animation units. There are many characters hidden in these units but only four of them can be selected to play. Choose the right team to play and it's off upstairs into a familiar looking dungeon. Purists will be happy to be in familiar surroundings once more after such a long time, but after taking a few steps the party will find themselves ... wait for it ... outside. The first parts of the game actually takes place out in a forest where many monsters prowl and where the terrain is hazardous. The Skullkeep





(Above) This is what happens when you get hit by a very powerful fireball



(Above) Investigate any slight differences in wall patterns like this one. Here there is a switch hidden away that reveals lots of goodies



The key to success is to keep plentiful stocks of food and water, as not shown here

is in fact a giant castle that houses the Zo machine that can open a portal to other worlds, and it is securely locked. To open it a Clan Key is needed but, wouldn't you know it, it has been split into four pieces and strewn around the land. So, first things first, the key pieces need to be found and slotted together to get into the Skullkeep. This sounds easy but there are wolves, giant worms and axe throwing ogres all over the place. The weapons you start with are fairly simple and don't do much damage, and so it is a good job that there are shops where food, armour and weapons can be purchased. After finding all the Clan Keys it is time to enter the actual Skullkeep itself, repair the Zo machine, travel into the Void and defeat Dragoth. No problem. The Skullkeep is divided up into many different floors, each of which has its

## Skullkeep is fantastic, with great atmosphere and a tough challenge

own array of puzzles and monsters, and boy is it tough. From here on in your reactions will be tested to the max, requiring you to think quickly, fight strategically, and ensure that your party is properly equipped at all times. Fans of the original game will be very happy with this version as it is just as atmospheric and has a lot of new monsters and ideas implemented too, as well as all the old favourites. Much rejoicing occurred when we found the legendary Vorpall Blade! Apart from fighting and puzzle solving though there is the ingenious magic element. Casting magic in Dungeon Master is by far the best way of doing it ever implemented in any computer game. Each character starts off knowing all the runes available, but they are completely ignorant when it comes to spell casting. Novices will



A word of warning - when in the shop don't fight the shopkeeper!



Having just started out this unfriendly fellow appears and promptly kills you. How nice





(Above) Will you be my friend?

(Below) The keys are found on large lumps of stone out into the forest



have to pick up the spells along the way and work out the correct combination of runes to perform fireballs, look through walls, make potions and so on. Expert players will know the spells already and so they will be able to jump straight into the heart of the game without having to wade through the introductory sections at the start.

It has to be said that Skullkeep is a fantastic game with an immense amount of atmosphere and a supreme challenge, but unfortunately it is a bit on the slow side. Sometimes the controls can be very sluggish which isn't good when getting attacked on all sides by skeletons and fire monsters. Also, parts of the levels are loaded from the CD during play which can be slightly off putting. Apart from this Skullkeep is an excellent adventure which will keep many people awake late into the night as they try to find the correct way to repair the Zo machine. It's not a classic like its predecessor, but it is highly challenging and enjoyable nevertheless.

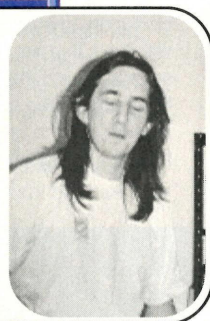


It's that dog again, and he's more than a match for my feeble team

87  
PERCENT

**"Full of atmosphere and enormously challenging, A must for CD owners"**

*Paul Clark*



GRAPHICS

7



SOUND

7



GAMEPLAY

8



GAME SIZE

8





From: Sega

Release: OUT NOW

Price: £ 59.99

Levels: 4 Rooms

Players: 1

We got our import copy of Clockwork Knight from those lovely people at Dream Machines 2. If you fancy a copy, try them on (0429) 869 459

# CLOCKWORK KNIGHT

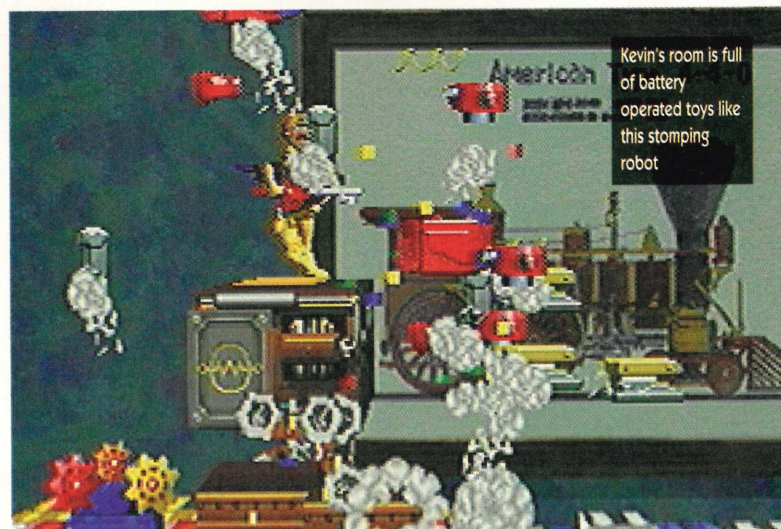
**This is easily the best looking platform game ever, but is it actually any good? Rich Lloyd is the man in the know**

**J**ust before Christmas Nintendo hyped Donkey Kong Country as one of the best looking games ever, with rendered sprites and brilliant animation. This was true to a degree but the playability was a bit duff. Clockwork Knight is very similar, in that the graphics are gorgeous but the gameplay isn't up to much. The graphics in this game are nothing short of stunning, even if the many rendered FMV sequences seem a little bit blocky. The intro for example is a wonderful little animation where a doll called Chelsea sings a lovely little song and then all the toys come bursting out of various cupboards and boxes. After dancing around the three Clockwork Knights including our hero, Tongara de Pepperouchau (!), try to show her how much they love her. Aaah. Suddenly an electrical storm approaches and the lights go out. A flash of lightning illuminates the room, and Chelsea has gone! What can they do? Being valiant clockwork toys armed with keys that act as swords the knights head off into the house in search of the fair maiden. Riding off on

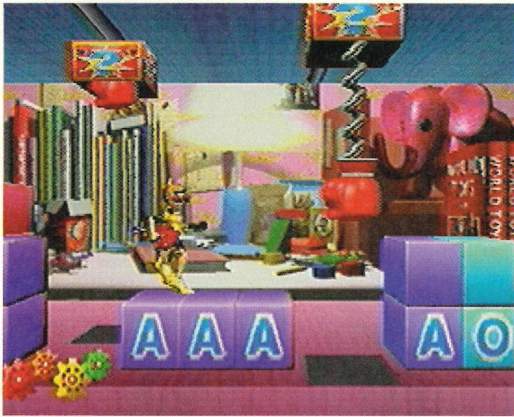
horses made from bottles and brooms the Knights leave their friends who are then subsequently brainwashed and become the main baddies in the game. It looks great and is the sort of thing to impress your mates when they ask how much your Saturn actually cost.

## LET'S BE HAPPY

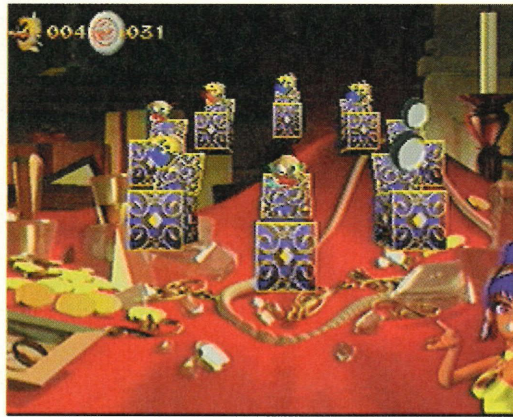
Then the game starts, and it is very disappointing. The actual game is set in a house which is divided up into four rooms. Each room has it's own theme,







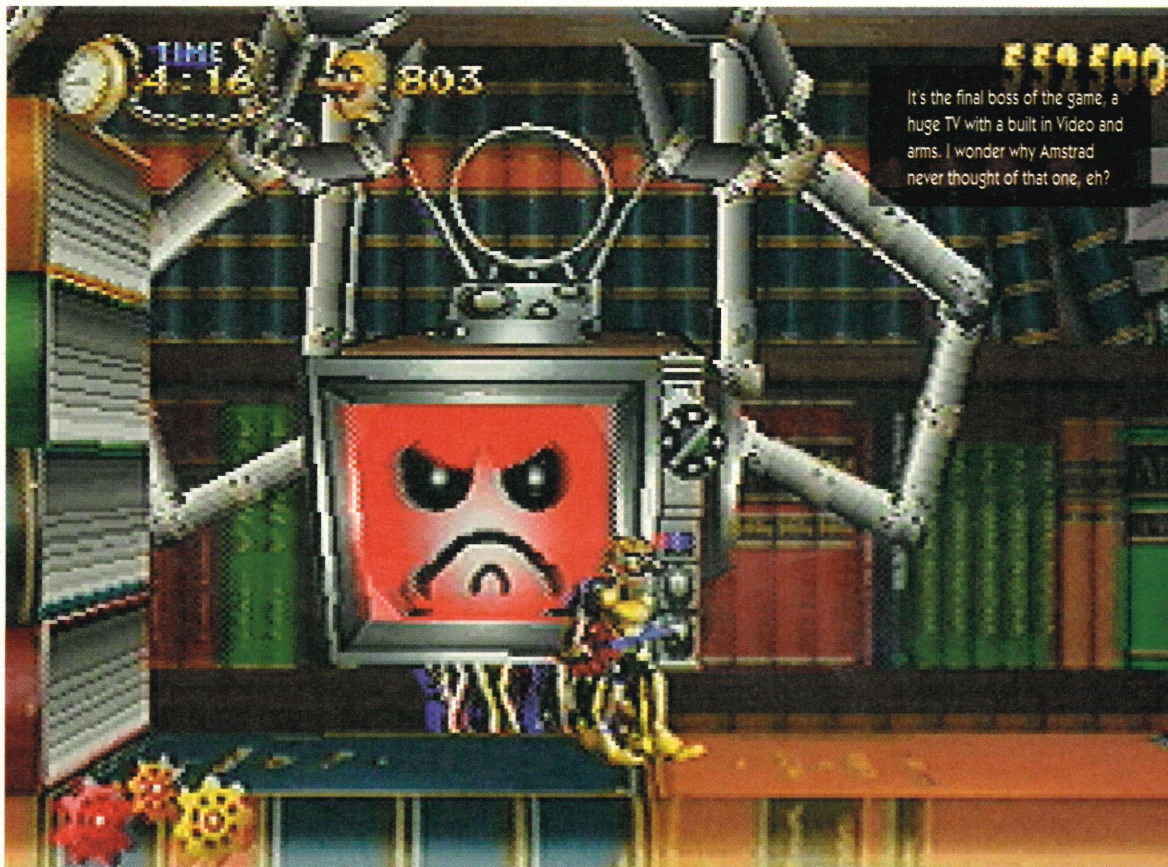
It looks brilliant, but does it play as well? No, not really



In Soltian Roulette you can win hundreds of extra lives



Some of the toys can protect themselves with metal shields



It's the final boss of the game, a huge TV with a built in Video and arms. I wonder why Amstrad never thought of that one, eh?

than a bog standard Mega Drive title. Tongara's only form of defence is a giant key that he brandishes. A lot of the enemies fall to pieces when hit with it but sometimes they become temporarily stunned. When this happens Tongara can either wind them up until they explode or he can pick them up. They can now be thrown at other enemies, or even used to kill them by simply running into them. This is an easy way to stroll through lots of bad guys but the dazed character being carried has a tendency to wake up quite quickly.

## CLAP YOUR HANDS

The second level is set in Kevin's room, and obviously Kevin likes playing with Lego, electrical cranes and trains. During these stages there are batteries that can be pushed into different appliances, be they trains, cranes, bowling machines or stomping robots. When powered up a switch starts to glow. Jump on this to activate the device and carry on. This could have been used to create some complex puzzles but as far as I could see there was only one point where the battery wasn't right next to the device it had to go in. It would have been better if it was necessary to hunt down the battery before it was possible to continue, but I guess someone else thought different. At the end of each level the Knight has to take part in a bizarre long jump competition where he has to jump and land on a certain letter, winning an extra life.

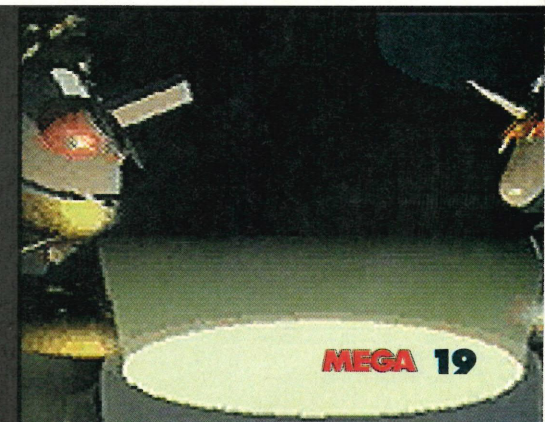
After a few levels it comes as no surprise that there is a giant boss to

i.e. the kitchen has lots of sinks, cookers etc. and the bedroom has lots of toys and Lego everywhere. The rooms are split into sub levels and the screen that shows Pepperouchou move between levels is absolutely appalling by Saturn standards. When the action starts properly things look much better with

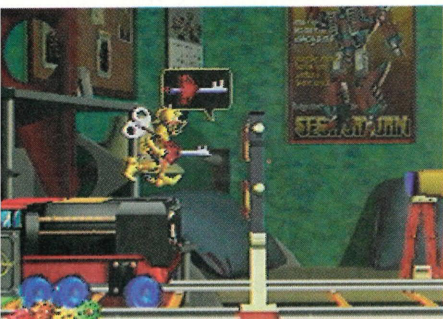
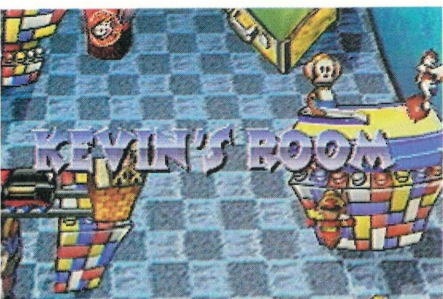
some fantastic three dimensional backgrounds that pan along as the Knight walks past, but underneath the swish presentation this is nothing more than tatted up platform game which is quite short and too easy by far. We have been assured that when it is released in England later on that more levels will

have been programmed in, but only time will tell.

The first level is set in Betsy's room. This place is a typically untidy bedroom full of building blocks, toys and doll's houses that fall over in a truly spectacular style. It is all very impressive but the gameplay is no better







defeat. These bosses here are some of the most imaginative you'll ever see, but they are still very easy to defeat. The second boss is a Transformer (remember them?) that zooms into the play area as a plane before morphing into a giant robot and then flying off again. This just has to be seen to be believed. After defeating the boss it is time to play Soltia's roulette game. The bottle tops collected during the main game are used here to gamble for extra lives. Win a life and you can play double or quits. At first the roulette seems difficult but with a bit of skill and a dash of luck the lives will soon mount up. In fact, at

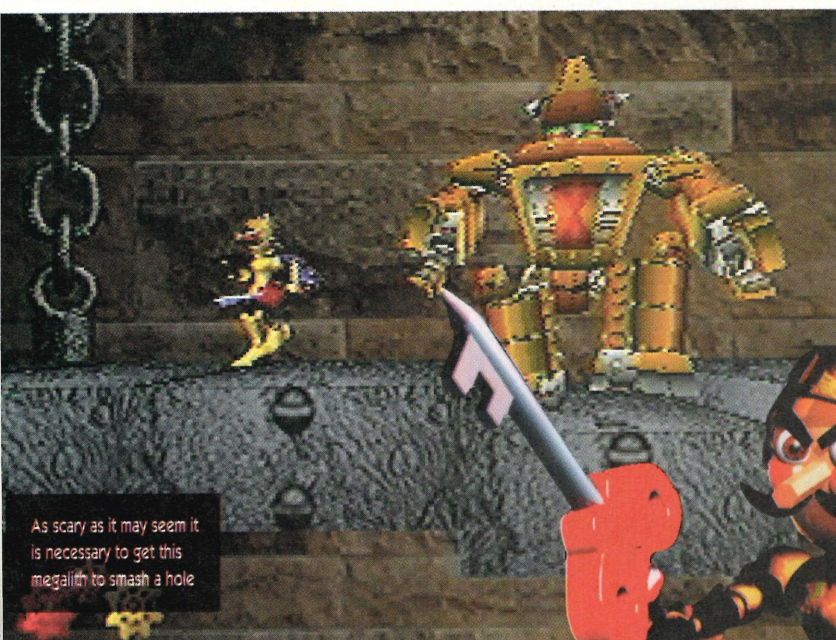
one stage I managed to get over eight hundred extra lives!

## READ MY LIPS

**impress your mates if they ask how much your Saturn cost.**

The problem with Clockwork Knight is that it doesn't deliver what it initially promises. The presentation is better than that of any game that I have ever seen before but the gameplay is no better than the average Sonic or Mario title.

That the average player will be able to complete the entire game on their first or second go due to the low difficulty level and small size of the overall game. Under no circumstances should you play this on the easy difficulty level!



As scary as it may seem it is necessary to get this megalith to smash a hole



This makes sense. Avoid the flames by sailing across the cooker on a bar of soap. It wouldn't melt or anything, really

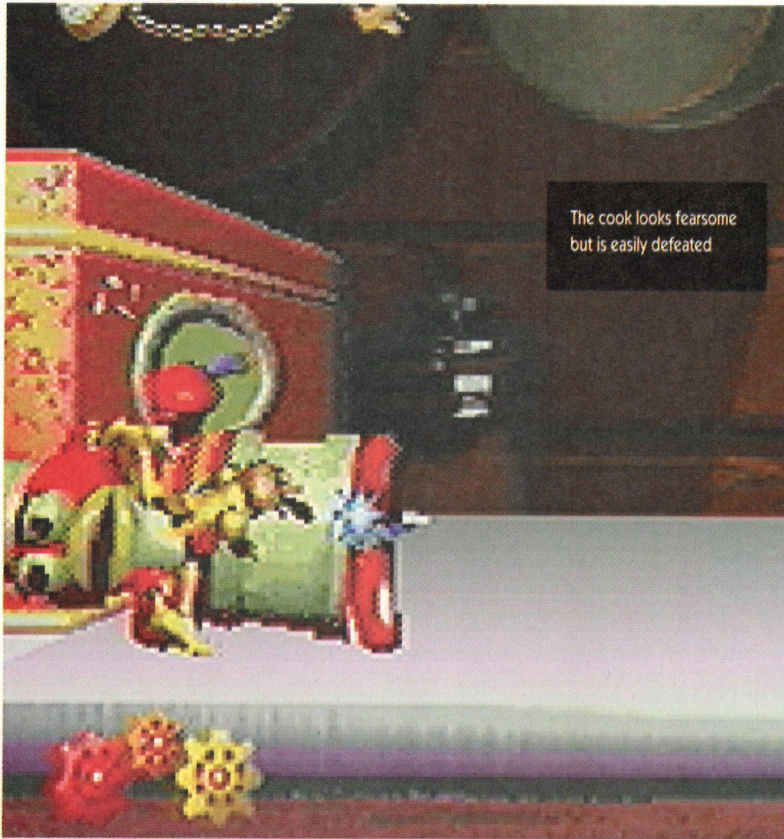


Remember Transformers? The Sega Saturn man starts off as a plane and ends up as a giant robot

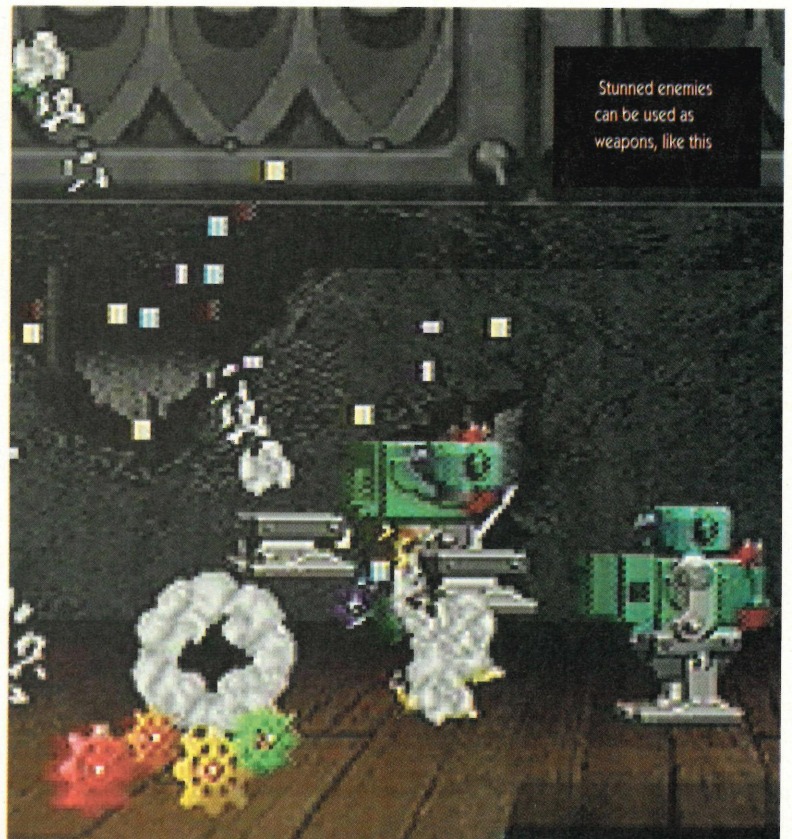


The first train disappears off into the background as Knighty gets ready to board the next one

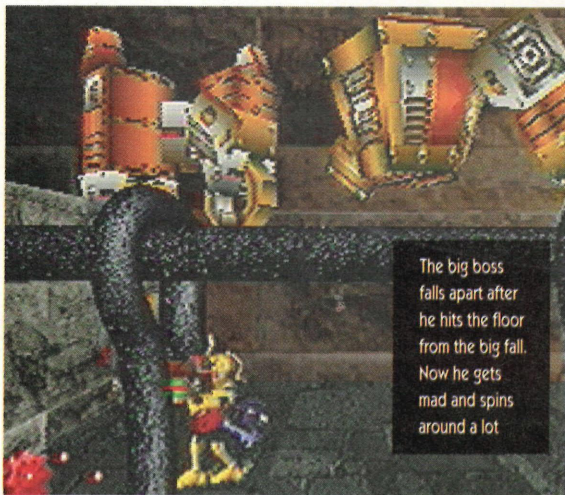




The cook looks fearsome but is easily defeated



Stunned enemies can be used as weapons, like this

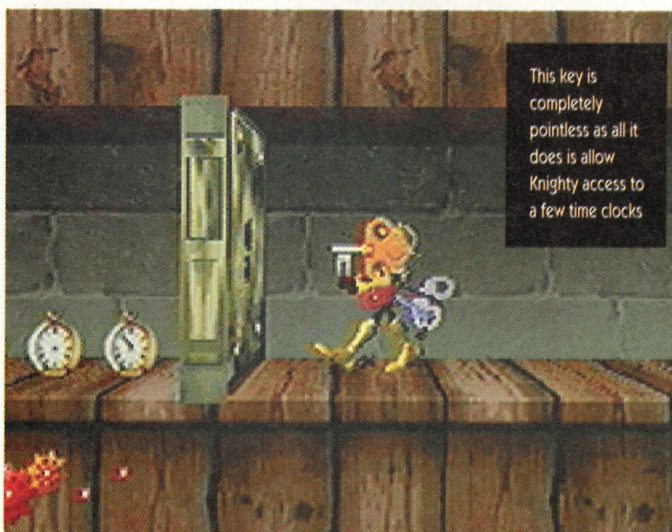


The big boss falls apart after he hits the floor from the big fall. Now he gets mad and spins around a lot



Videotape attack! Watch out Clocky

Apart from finishing the game in a very short time you'll also not see the best FMV sequence and the boss that follows. This guy is a giant television with arms attached to the aerial. In between trying to grab you with his arms he'll occasionally pull a tape out of the video recorder built into his head and he'll then slam it around the screen. Again, this looks very impressive but he can be defeated quite quickly. To look at this is one of the best looking products ever but as a game it is very disappointing. If the English version is different then we will let you know as this would be an excellent game if it was more challenging

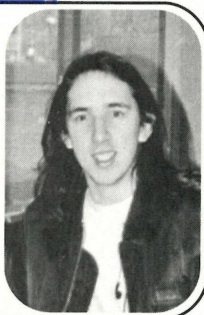


This key is completely pointless as all it does is allow Knighty access to a few time clocks

# 65 PERCENT

**"Nice legs, shame about the face"**

*Paul 2000*



GRAPHICS

9

SOUND

9

GAMEPLAY

6

GAME SIZE

5





Welcome to the third and final installment to the complete guide to Doom. Here we will uncover all of the secrets of the last levels, including the two elusive secret stages.

# LEVEL THIRTEEN

10: Green armour

11: Walk up the stairs and down again. you will see a new room has opened containing a fire demon, a pink beast, health, and a rad suit

7: A backpack, beserk, shotgun ammo, cacodemon and a pink beast are all in this little room

2: Walk up to the wall here and lots of imps will come out. The only point of doing this is to score 100% at the end

1: Start here, open the door and get ready to rumble. Try and shoot the pink monsters through the window high up in the opposite wall

8: These two pillars lower as you approach, and two Baron's from Hell jump out! Kill them and they'll leave behind a map and a chain gun

5: Here you should find many dead bodies, shotgun pellets and some health

6: Green armour

3: Another secret wall, more imps, and some shotgun pellets

4: Run up the stairs shouting "Have some of this!" killing the pink monsters on the way

15: Time to go home.

13: It's fight all the way through the next section

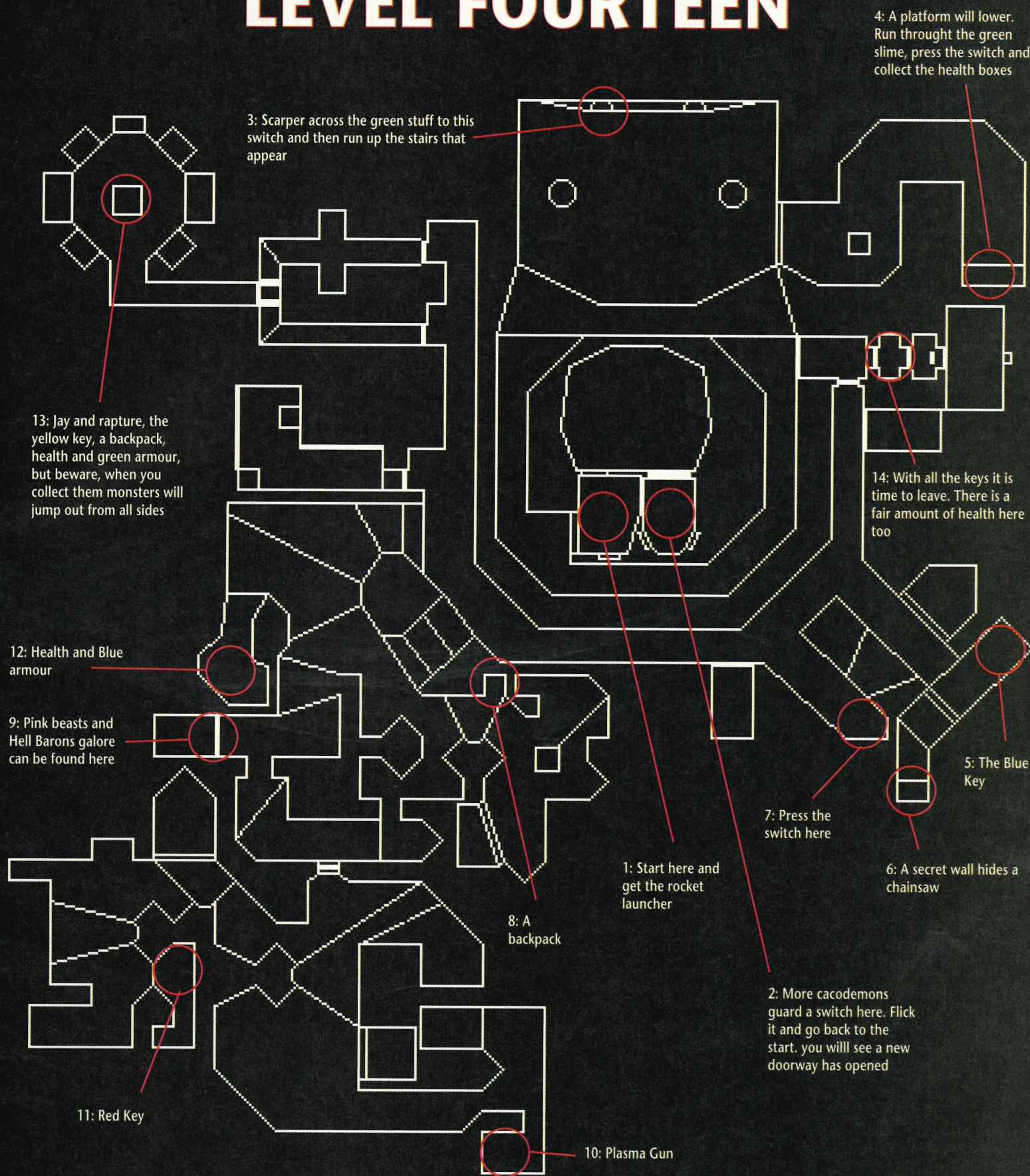
12: DIE! Through this door to the left are hundreds of soldiers

9: Plough through all the bad guys here to the secret wall that hides a chainsaw

14: Blimey, this is a bit hard. Walk across the courtyard to the blue armour and hundreds of those damn pink things come running out. Get the plasma gun ready and waste the lot of 'em. Wahay!

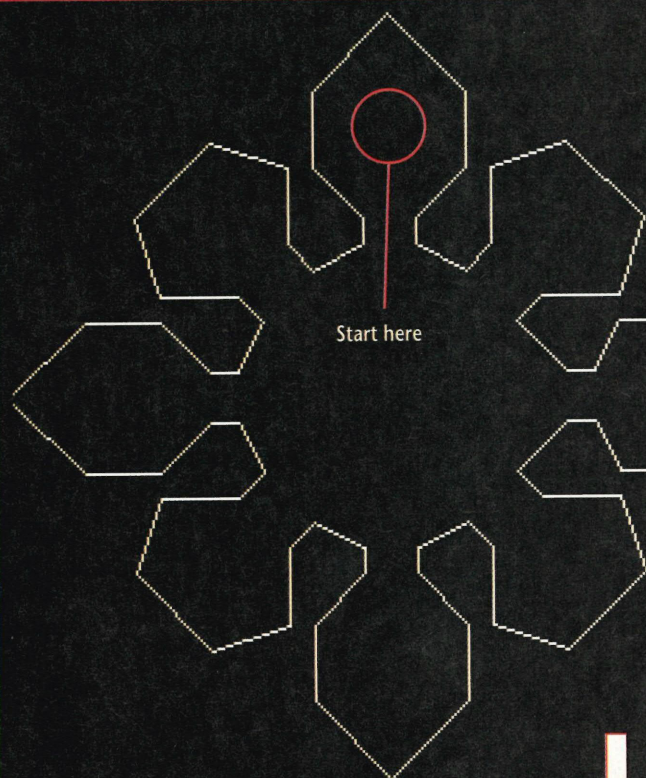
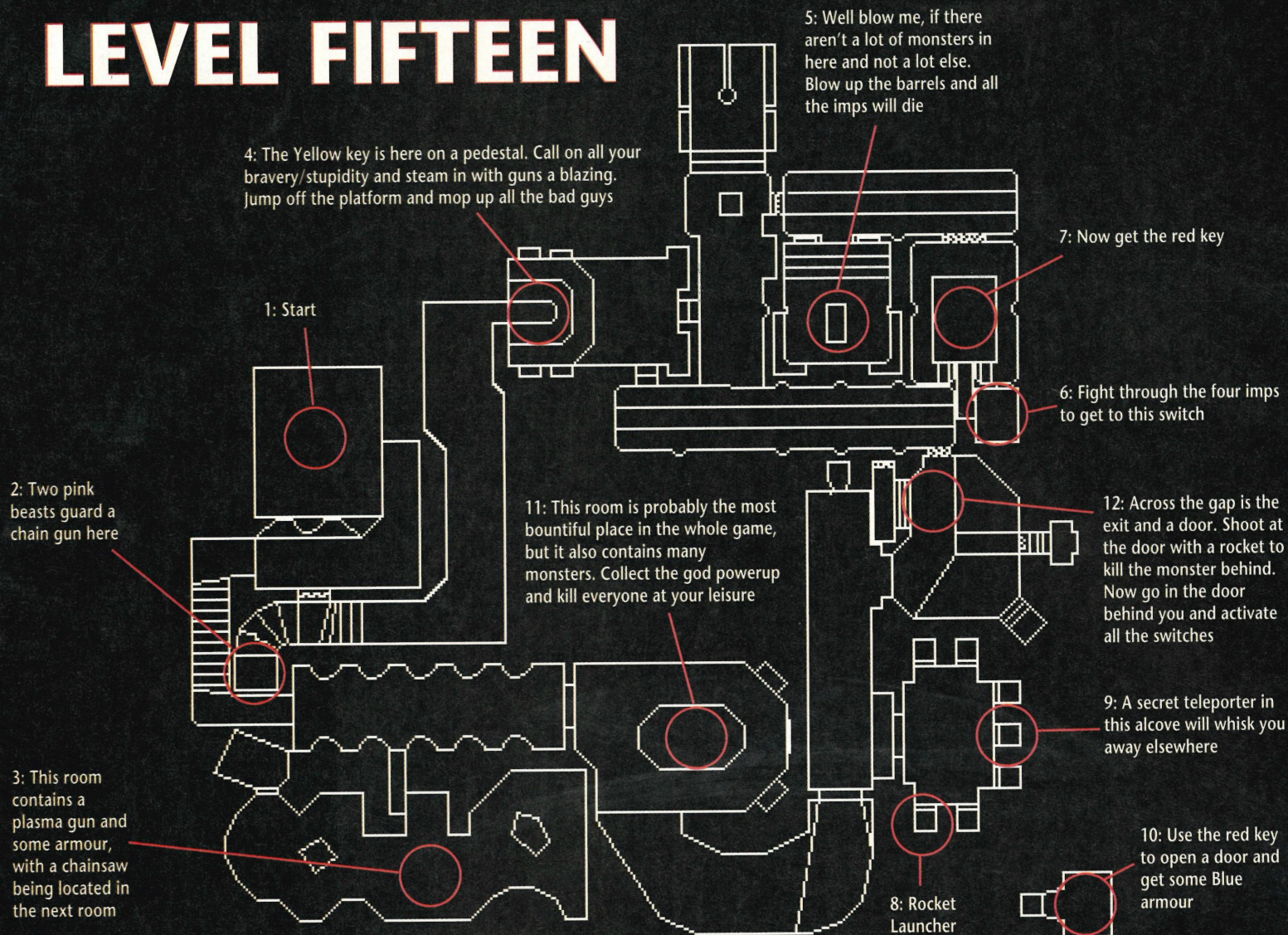


# LEVEL FOURTEEN





# LEVEL FIFTEEN



Now you've finished the game! If you have done all the levels in sequence without cheating then it's off to level sixteen for the ultimate fight

So, having completed the first fifteen levels without cheating you are thrust straight into level sixteen. To be perfectly honest there are few tips we can give you for the level. Looking at the map (left) you should notice that the level is quite small, and in actual fact the only thing you have to do is kill everybody!

Easier said than done though, because you start in a room with four Barons of Hell! Each

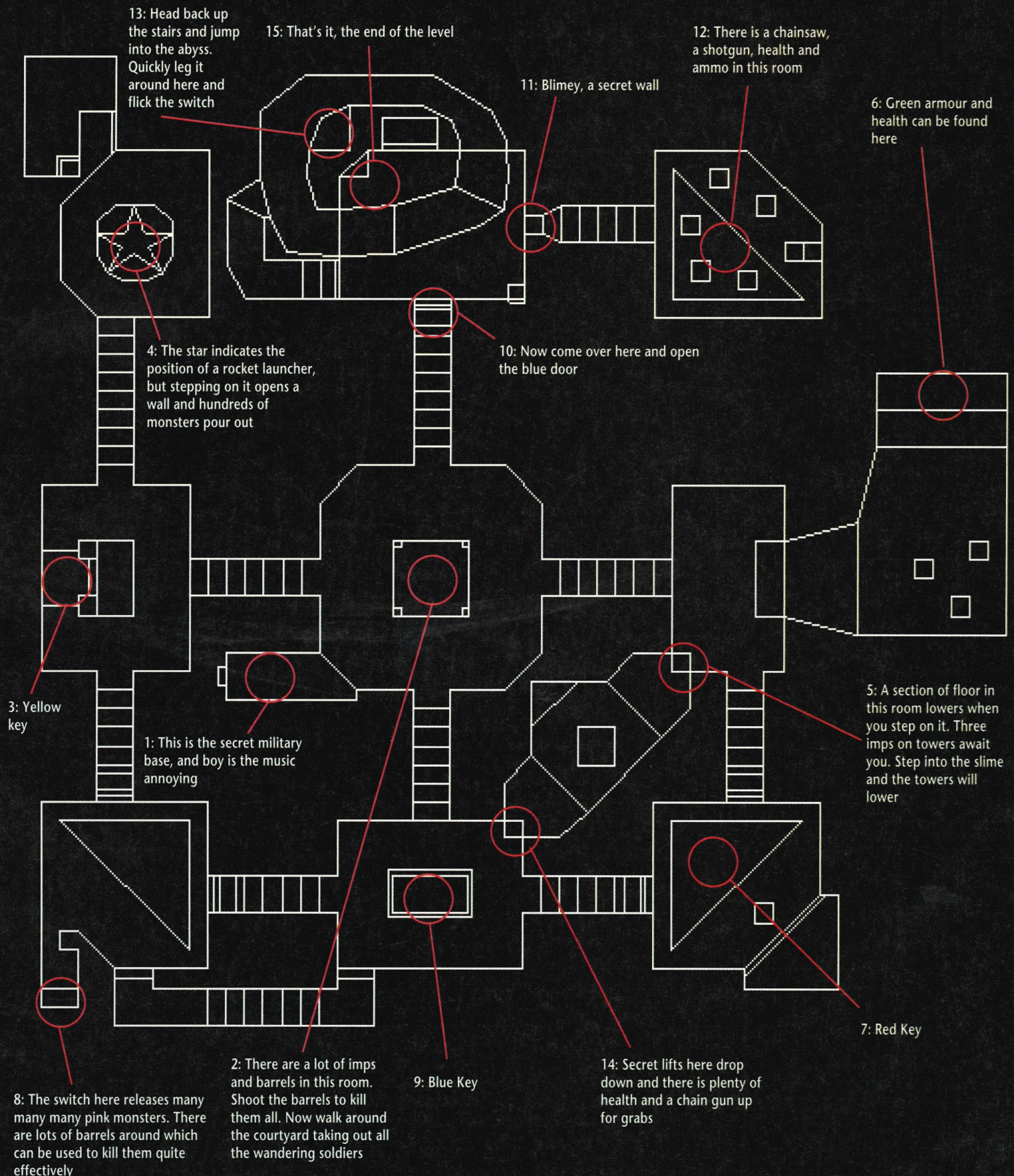
of the ante chambers off the main star shape contains a different gun, but if you've played well

you should have the best guns by now anyway. Blast the barons away and enter the next room, which is absolutely chocca-blok with floating eyes. Blast them all away and enter the door at the end of the room. Play around with the different locks and keys and you'll easily finish the game.

# LEVEL SIXTEEN



# LEVEL SEVENTEEN





# TOP 50

MEGA DRIVE MEGA DRIVE MEGA DRIVE

**MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. For those of you who are new to the Mega Drive scene, this guide should prove an invaluable aid in your quest to spend your cash.**

## 1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)

There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because it's, um, rather good and lastly we at MEGA love

Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it and then you can join the rest of

Sensible Soccer because, er, we love it. OK, they may not be five of the best reasons but they're all true.

us when we simply sit there smiling, in the knowledge that this truly is something special indeed.

## 2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed issue 23)

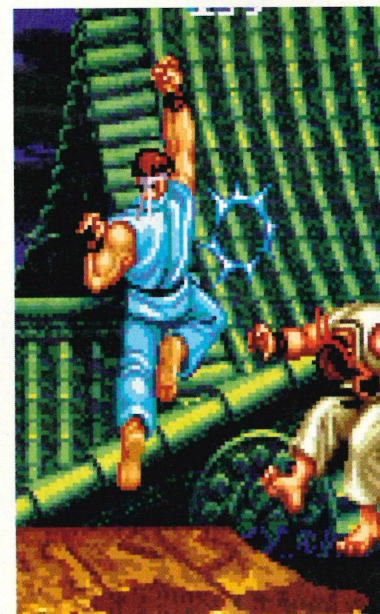
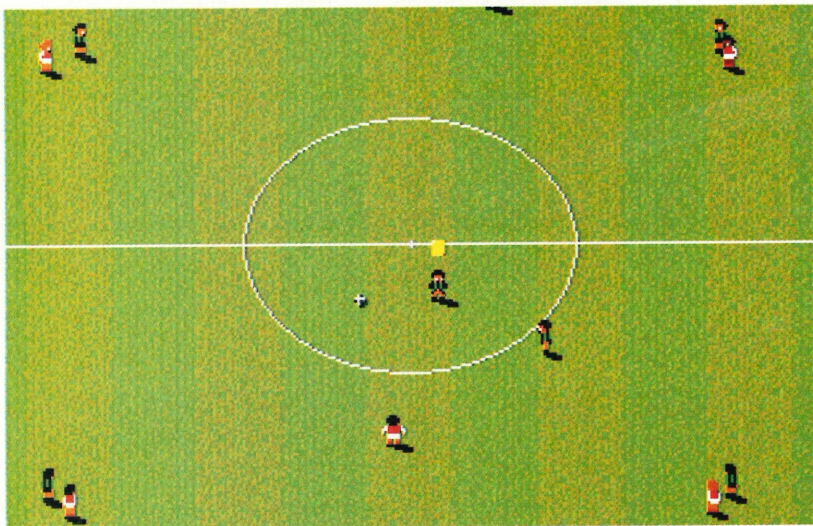
The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine.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

there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

## 3. JOHN MADDEN SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 14)  
A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport,



# TOP 10

MEGA CD MEGA CD MEGA CD MEGA CD MEGA CD

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

## 1. SOULSTAR

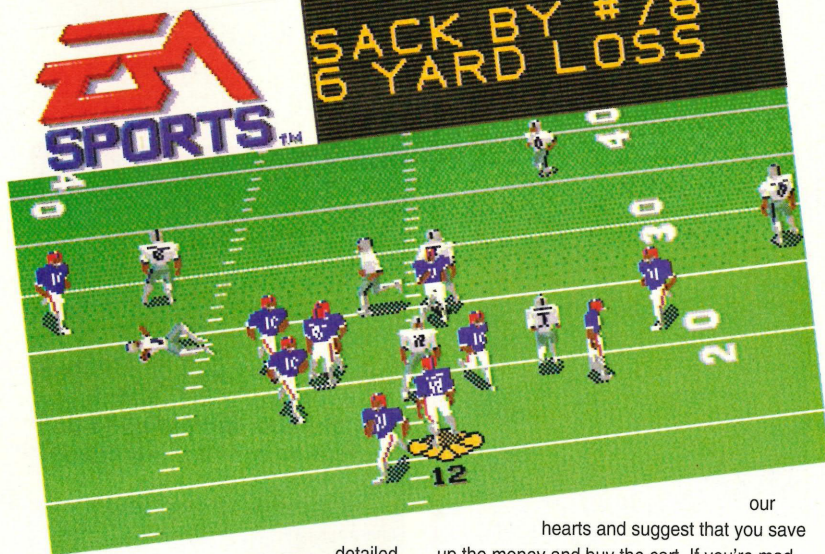
Core - £49.99

Reviewed in issue 25

Entering the CD chart at numero uno, SoulStar proves that the Mega-CD is capable of much more than simple FMV titles. Like Thunderhawk and Battlecorps, Soulstar uses the scaling facilities of the Mega-CD to the full. Huge space ships fly in and out of the screen, and you will be amazed by the smoothness of the whole thing. As well as all that, the game has a huge number of varied levels, different ships to pilot and a reasonable difficulty level. This is one game your Mega-CD should not be without.







detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of Madden '92 or '93. Regardless, this is top two-player action.

#### 4. VIRTUA RACING

**Sega - £69.99 (Reviewed in issue 19)**  
God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on

our hearts and suggest that you save up the money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

#### 5. SONIC & KNUCKLES

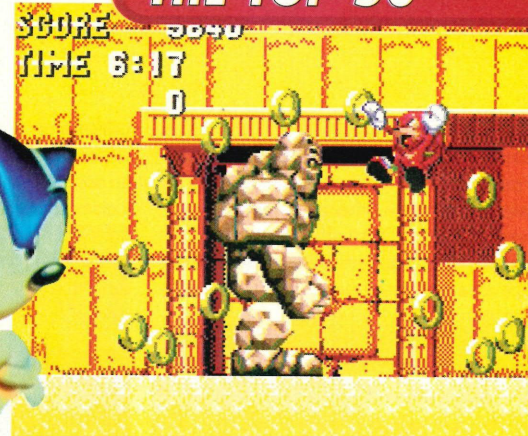
**Sega - £49.99 (Reviewed in issue 26)**  
Although no better than Sonic 3 in terms of graphics or sound, and indeed missing a two-player option of any kind, it is still better. Why? Mainly because you can plug any of your old

Sonic games into the top and come out with a completely new game! Play Sonic 2 as Knuckles, the new 'Sonic 3 & Knuckles', or simply play the all new 'Sonic & Knuckles' game. The choice (as the bloke who does the voice over on 'blind date' would say) is yours. As long as you have the other games of course.

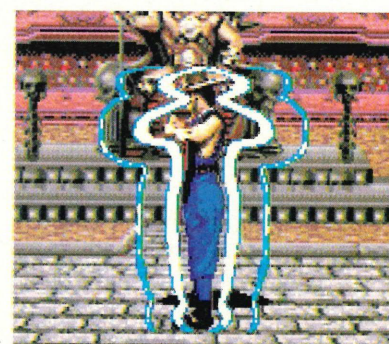
#### 6. MORTAL KOMBAT II

**Acclaim - £49.99 (Reviewed in issue 25)**  
Probe try to get the conversion better the

### THE TOP 50

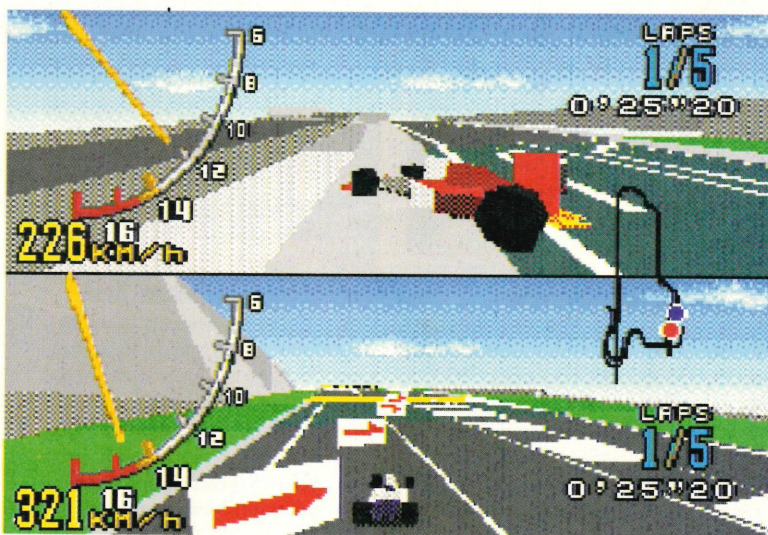


second time around and score a home run! A better arcade conversion than NBA Jam, with all the features of the coin-op retained. Loads of characters, blood, fatalities and playability! If you own Street Fighter II and want something a bit different, then MKII is your only choice.



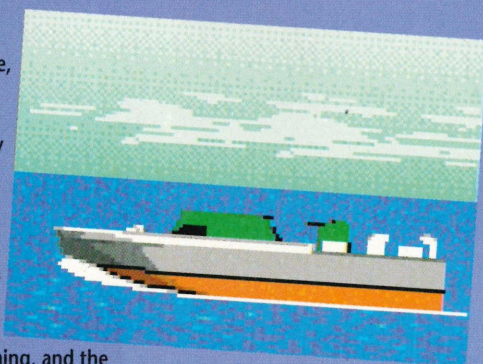
#### 7. SONIC 3

**Sega - £59.99 (Reviewed in issue 18)**  
We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway. Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you do finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.



#### 2. THUNDERHAWK

**Core - £49.99**  
**Reviewed in issue 13**  
Ousted from the premier position by its own stablemate, Thunderhawk had been supremo for too long. Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.



#### 3. SENSIBLE SOCCER CD

**Sony - £34.99**  
**Reviewed in issue 21**  
Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of *Sensible Soccer* has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.

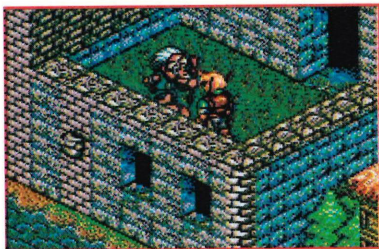




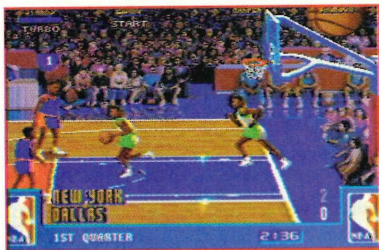
## 8. LANDSTALKER

Sega - £59.99 (Reviewed in issue 14)

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



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



## 11. CANNON FODDER

Virgin - £39.99 (Reviewed in issue 28)

War has never been so much fun, and now you can take part, in this fantastic Amiga conversion. The aim of the game is to capture enemy positions and kill all the enemy soldiers, and there is no lack of blood along the way. Control is spot on and there are a variety of different vehicles to use, and missiles to fire. Highly recommended



## 12. FLASHBACK

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

There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their

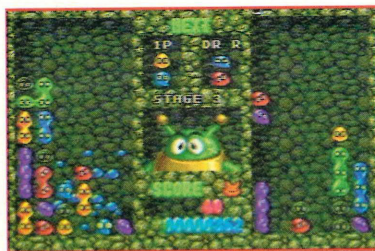
movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.



## 13. MEAN BEAN MACHINE

Sega - £39.99 (Reviewed in issue 16)

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



## 14. EARTHWORM JIM

Virgin - £44.99 (Reviewed in issue 26)

What happens when you take Dave Perry away from Virgin to form his own company (Shiny) in California? He produces one of the finest platform games to grace any console ever. The humour throughout the game places it way above many other efforts, and all his previous work. We think Dave should go away more often.



## 15. MICRO MACHINES 1 & 2

CodeMasters - £34.99 (Reviewed in issue 5 & 26)

CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The sequel brought fantastic 4-player J-cart action to the game, as well as even more cars to control, and mini-micros to boot. Essential!



## 16. RED ZONE

Time Warner - £44.99 (Reviewed issue 27)

Imagine waking up one day, and being told that there was a better helicopter game than the strike series put together! You'd think you were dreaming, wouldn't you. Well wake up and smell the coffee, because Red Zone is the



## 9. SYNDICATE

EA/Bullfrog - £44.99 (Reviewed in issue 28)

Violence in a Mega Drive game simply doesn't get any better than this (as proved in issue 29's Mega Focus). Take control of a team of cyborg commandos and shoot the crap out of everything you see, unless of course you have to rescue someone from the clutches of a rival syndicate. The graphics are superb, the music atmospheric and the gameplay is as good as it gets. Why not buy it now?



## 10. NBA JAM

Acclaim - £49.99 (Reviewed in issue 18)

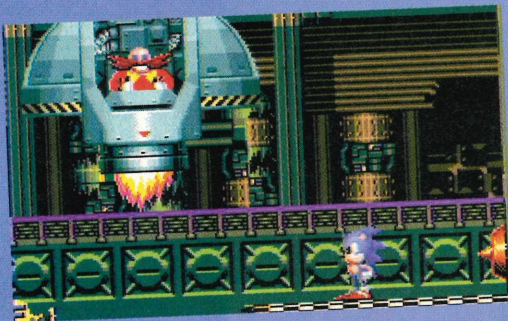
The gameplay speaks for itself in Acclaim's

## 4. SONIC CD

Sega - £49.99

Reviewed in issue 13

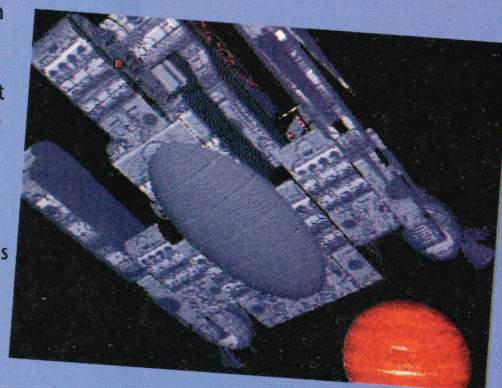
This is really rather bloody good. It's sort of on a par with Sonic 3 really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly. The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional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



## 5. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

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

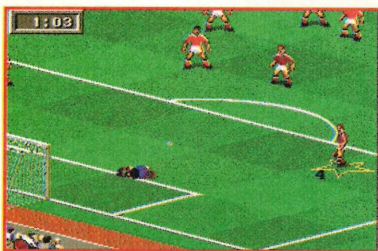




best helicopter blaster around. Using layered sprites to create an overhead view second to none, Red Zone combines strategy and action to create a superb all round game.

## 17. FIFA SOCCER (INC '95)

Electronic Arts - £44.99 (Reviewed issue 5)  
Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).



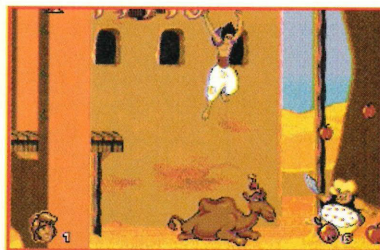
## 18. SOLEIL

Sega - £44.99 (Reviewed in issue 27)  
This would have scored higher than the classic RPG Landstalker, but for the fact it is a little easy to complete. Zelda has finally arrived on the Mega Drive, and the wait has been worth it. Join our hero and a band of animals with special powers to try and discover the cause of the troubles ravaging your land. This is RPG action at it's best.



## 19. ALADDIN

Sega/Virgin - £44.99 (Reviewed in issue 14)  
This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.



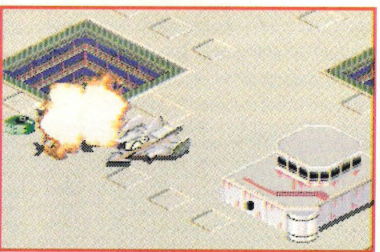
## 20. MEGA BOMBERMAN

Sega - £39.99 (Reviewed in issue 26)  
Easily the best four-player experience on the Mega Drive. Frantic 'bomb your mates' action with no real life long-term physical damage. Buy it now!



## 21. THE STRIKE SERIES

Electronic Arts - £44.99 (Latest reviewed in issue 26)  
Urban, Jungle and Desert strike are all cracking games in their own right, but too similar for different categories. By all accounts Jungle is the best due to Urban's ease of completion, but you should try them all to decide which one you want.



## 22. TOEJAM & EARL 2

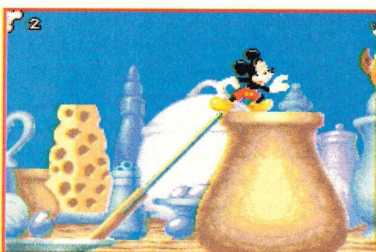
Sega - £49.99 (Reviewed in issue 16)  
Fun, frolics and fat folk on the fictional planet

of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.



## 23. MICKEY MANIA

Sony - £44.99 (Reviewed in issue 26)  
Some of the most impressive sprites ever seen in a console game, and probably the best of the Mickey games available. Addiction levels sky rocket as you take Mickey on a journey through his past.



## 24. CHAOS ENGINE

Microprose - £44.99 (Reviewed in issue 19)  
Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.



## 25. SUB TERRANIA

Sega - £44.99 (Reviewed in issue 20)  
If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside though, this still contains enough classically good gameplay to pull you in time after time.



## 26. PITFALL

Activision - £49.99 (Reviewed in issue 27)  
Activision bring their original Atari VCS Pitfall right up to date, and how! Superb animation (done by the film company responsible for Ferngully) coupled with a challenging quest, and the VCS version for free! What more could you want?



## 27. F1

Domark - £49.99 (Reviewed in issue 11)  
Considering this lacks any of the custom chippage of Virtua Racing, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to Virtua Racing. You won't be disappointed.

## 28. PGA TOUR SERIES

Electronic Arts - £44.99  
(Latest version reviewed in issue 28)  
PGA Tour III takes the playability of the first

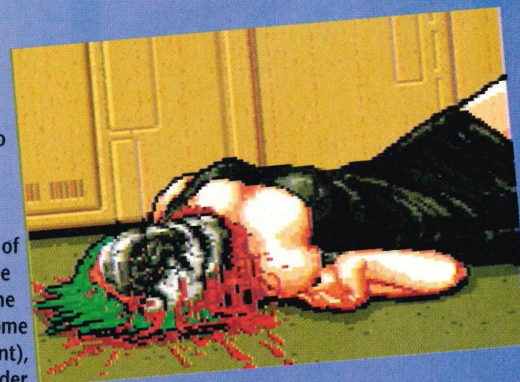
## 6. KEIO FLYING SQUADRON

Virgin/JVC - £44.99  
Reviewed in issue 29  
Ever been down to the arcades (or used a SNES) and played Parodius? This superb Mega-CD game is the closest thing to it we're likely to see. Some of the most bizarre bosses in a console game ever, and some excellent gameplay make this one Mega-CD game to look out for. Just suspend your reality circuits for a while, and prepare to be stupefied.



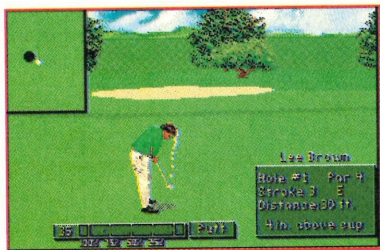
## 7. SNATCHER

Konami - £44.99  
Reviewed in issue 28  
Easily the finest hour of the Mega-CD adventure genre. Take the role of Gillian Seed and try to stop the Snatcher menace from over-running the city. A superb plot-line is complemented by excellent still graphics and some of the best speech ever heard on the Mega-CD. Unfortunately the game is rated 18 because of the gruesome graphics (and a little adult content), but that shouldn't stop all you older Mega-CD'ers from buying a copy straight away!



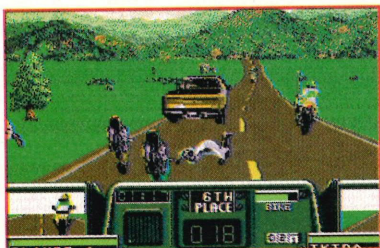


three games, and adds to them a dash of creative graphics and an all-new ball meter. These are easily as good as Mega Drive golfing gets.



## 29. ROAD RASH 3 (&1&2)

E.A. - £39.99 (RR3 Reviewed in issue 29)  
Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner. Road Rash III soups up the graphics to an all-new level, and allows you to fight with the police!



## 30. PROBOTECTOR

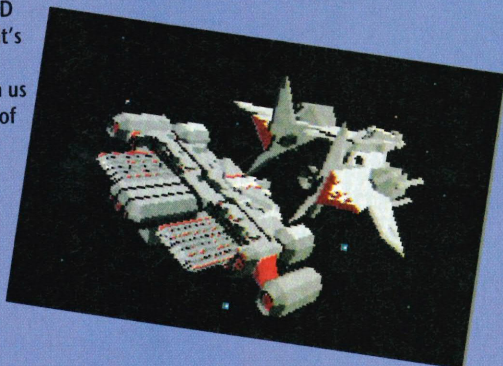
Konami - £44.99 (reviewed in issue 26)  
Had enough of games that are too easy? This game should be just your cup of 'char' then. Grab a friend and play the best scrolling shoot 'em up this side of the arcades. Brilliant!



## 8. SILPHEED

Sega - £44.99  
Reviewed in issue 13

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

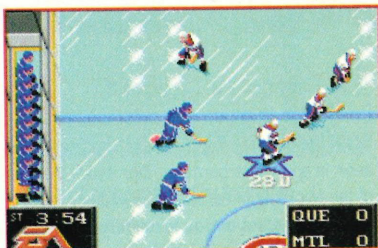


## 31. NHL HOCKEY SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 12)

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



## 32. ZERO TOLERANCE

Accolade - £44.99 (Reviewed in issue 25)

Got enough money to go and buy a top end 486 PC? In that case the closest you're going to get to Doom is this fantastic shooter. The best news yet is the link-up allowing two-player interactive games, as long as you have the necessary equipment (and two copies).



## 33. DYNAMITE HEADDY

Sega - £39.99 (Reviewed in issue 25)

Treasure provide us with some more superb platform action. If only the game had been a little more difficult it would have been much higher up the table. As it stands it is still a superb example of what can be achieved on the Mega Drive, while it lasts.



## 34. JUNGLE BOOK

Virgin - £44.99 (Reviewed in issue 20)

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



## 35. LOST VIKINGS

Virgin - £44.99 (Reviewed in issue 16)

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



## 36. LEMMINGS 1 & 2

Sega - £39.99 (Reviewed in issues 2 & 26)

Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. The new game allows you to 'save' over sixty different kinds of lemmings!



## 37. ECCO 1 & 2

Sega - £39.99 (Reviewed in issues 6 & 26)

Opinions are divided about the two games, but on the whole everyone loves them. The sequel isn't that much better than the original, though it does have a nice 3D bit to impress your friends with.



## 38. STREETS OF RAGE SERIES

Sega - £49.99

(Latest version reviewed in issue 20)

The SOR series won't go down in history as great games, but if you're after good solid scrolling beat-'em-ups, they represent the best there is.



## 9. LETHAL ENFORCERS 2 CD (INCLUDING 1)

Konami - £54.99

Reviewed in issues 15 and 27

We've already covered the cartridge versions in the Top 50, but the CD versions improve on them by having much better sound, and by being slightly cheaper. The only annoyance in an otherwise excellent pair of games is the disc delay between levels, but it is only a minor quibble. Prepare to shoot the crap out of New York criminals or Wild West bad guys with a big plastic gun. And have fun doing it too! Best fun with two guns (though a touch expensive)





### 39. QUACKSHOT

Sega - £39.99

Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!



### 40. DAVIS CUP TENNIS

Domark - £39.99 (Reviewed in issue 12)

As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat.



### 10. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99 (Reviewed in issue 23)

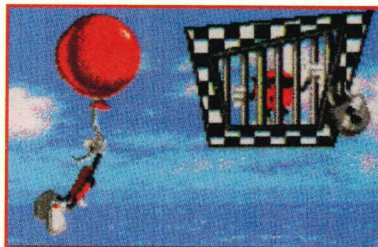
FIFA International gets the CD treatment in this, an updated (but still not as good as Sensi) version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed, with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.



### 41. COOL SPOT

Virgin - £39.99 (Reviewed in issue 9)

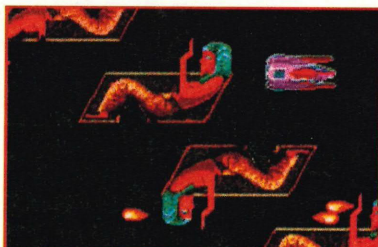
Yep, it's Dave Perry again. Still, there's no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.



### 42. HELLFIRE

Sega - £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful Sub Terrania has. Still flipping superb though.



### 43. ROLO TO THE RESCUE

Electronic Arts - £39.99 (Reviewed issue 5)

And as if James Pond 3 wasn't good enough, Rolo To The Rescue is another bloody fab



non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

### 44. TINY TOONS

Konami - £44.99 (Reviewed in issue 8)

Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc".



### 45. SHINING FORCE 1 & 2

Sega - £49.99 (Reviewed in issues 10 & 25)

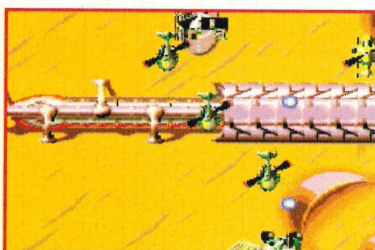
If you're the sort of saddo who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then these will be right up your alley, unless there is already something up your alley, of course.



### 46. MEGA SWIV

Time Warner - £44.99 (Reviewed issue 29)

Mega Swiv proves that the vertical scrolling shoot 'em up genre is far from dead. Although there is little new here, the game is so very polished it is a joy to play. What a shame Lee was so hopeless at it.



### 47. MEGA-LO-MANIA

Virgin - £44.99 (Reviewed in issue 6)

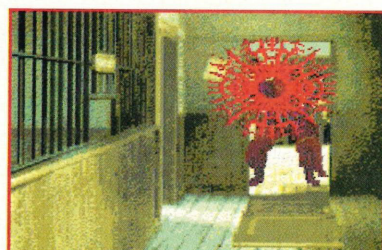
Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.



### 48. LETHAL ENFORCERS 1 & 2

Konami - £64.99 (Reviewed issues 15 & 27)

So they're a little expensive, but with the justifier they're the most fun you can have with a lightgun. Cut through swathes of bad blokes with various big guns in an up to date cop scenario, or the all new wild west game. You ain't gonna get me sheriff! By the way, did you realise that Lee smells? It's really horrible



### 49. RAINBOW ISLANDS

Taito - Import

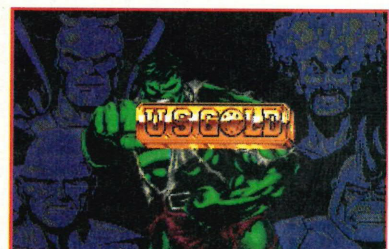
Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon. Unlike Lee's smelly farts



### 50. INCREDIBLE HULK

US Gold - £39.99 (Reviewed in issue 23)

The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one. Is it my imagination or does everyone else hate Lee too? Yep, thought so





# NEXT TIME

Next month is going to be very special as far as fighting fans are concerned. Over the last few weeks Rich has been playing Virtua Fighter at every opportunity in order to bring you the finest guide ever conceived. Every possible trick and combination has been included in this hand crafted literary masterpiece so order your copy now!

It may be hard to believe but we are finally, honest to God, cross our hearts and hope to die, going to review, wait for it, Theme Park! It has been a long time coming and if we don't review it next time I'll pluck Lee's eye balls out, stalks and all, and play conkers with them. That'll teach him.

As if that wasn't all, it's ECTS time once again which mean that we'll send our intrepid reporters out and about hunting down all the latest news on up and coming games and under no circumstances will they sit at the bar all day and then go to the Limelight and watch Steve Coogan...



# MEGA

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