SEGA
MEGADRIVE AND MEGA-CD
ISSUE 25 JANUARY 1994 £2.50 US$5.95

MEGATECH

Knockout!

Greatest Heavyweights – Sega's new big fight contender reviewed!

Funky!

Toe Jam & Earl II inside!

9 770964 576026 01>

EXCLUSIVE: FULL DETAILS ON VIRGIN'S DEMOLITION MAN!

PLUS: JAMMIT ● BATTLECORPS ● ETERNAL CHAMPIONS ● F117A ● DRAGON'S REVENGE ● MICROCOSM ● THE LOST VIKINGS ● PELE ● AERO THE ACROBAT

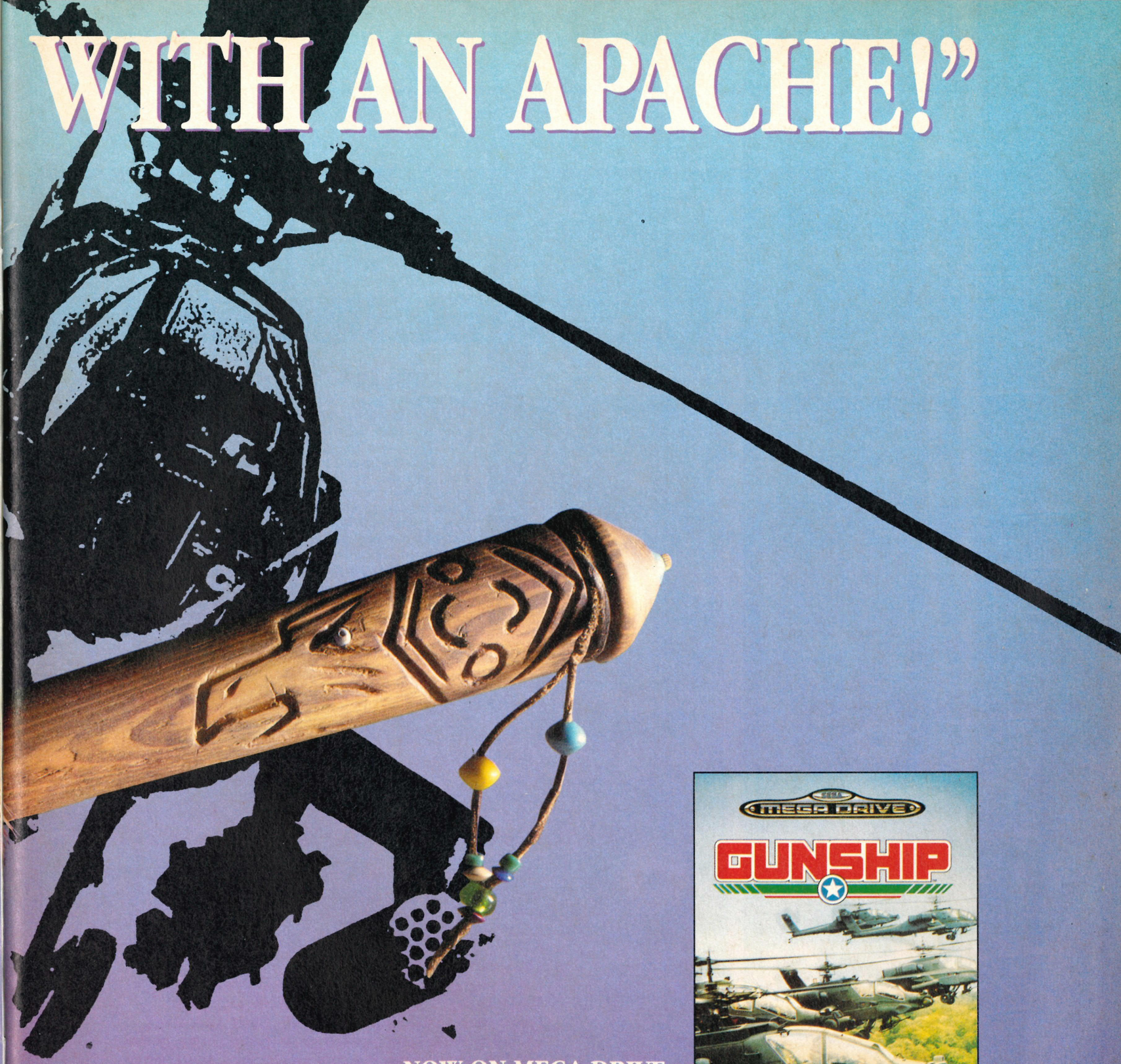
"YOU DON'T ARGUE

Bumping into an angry Apache can be a hair raising experience. Especially when the Apache in question is $7 million-worth of prime Yanky Gunship. And it's on the warpath...

You're at the controls. Facing 24 all-action missions, this gameplay's so tough it'll leave you sweating like a crazy horse. You'll need razor reflexes, a Top Gun's flying skills and ice cool judgement to do the business in 4 packed theatres of war.

Gunship. ***The only thing this Apache don't carry is a tomahawk.***

WITH AN APACHE!"



NOW ON MEGA DRIVE-
THE ALL ACTION GUNSHIP.
STRAP YOURSELF INTO YOUR ASS KICKING WAR BIRD
AND GRAB YOURSELF SOME SCALPS!

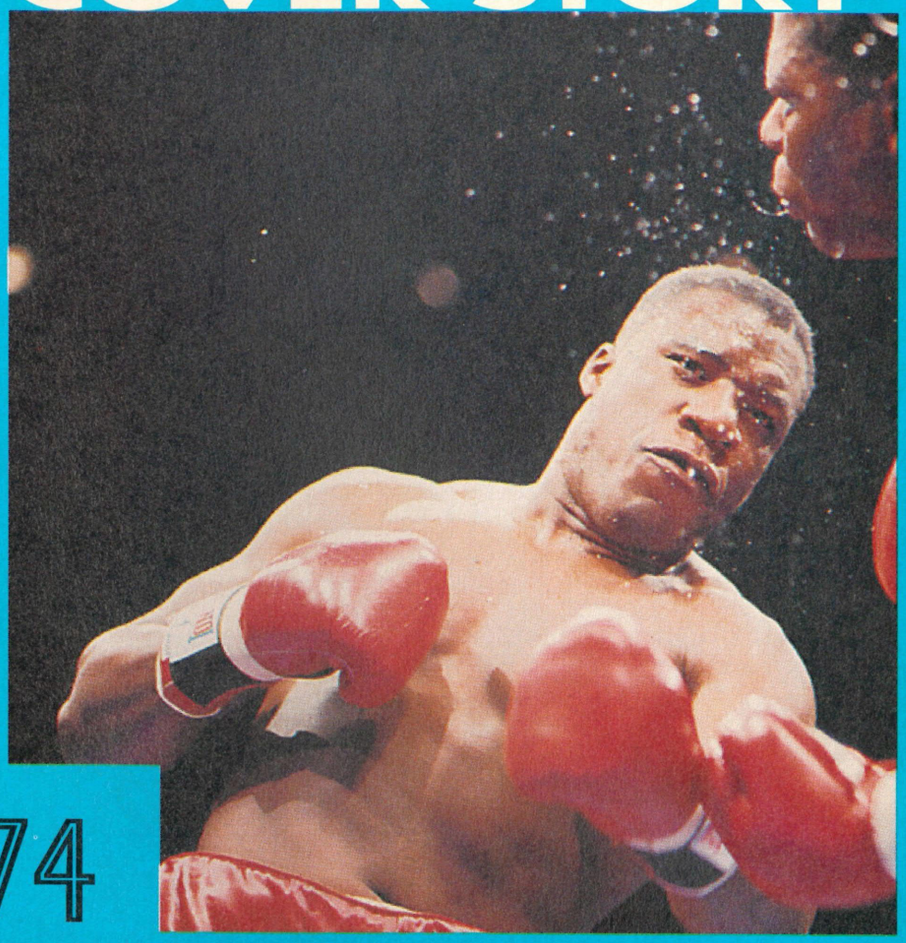
U.S. GOLD®

GUNSHIP is licensed to U.S. Gold Limited by MicroProse Limited. © 1988 by MicroProse Software, Inc.
SEGA and MEGA DRIVE are trademarks of Sega Enterprises Ltd.
© 1993 U.S. Gold Ltd. All rights reserved. U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. England. Tel: 021 625 3366.

ISSUE 25

CONTENTS

COVER STORY



74

GREATEST HEAVYWEIGHTS

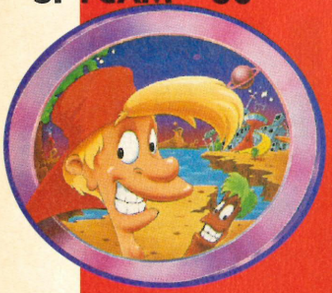
We're in a punchy kind of mood this month, as two boxing gams enter the Megadrive ring for a bout of fisticuffs. Ladieeeees and gennalmen, in the red corner we have Greatest Heavyweights from Sega. Whilst in the blue corner, we have Legends Of The Ring.

Let's have a good clean fight – no kicking or gouging, and no punching below the belt. Now come out fighting...

previews

Coo, it's a busy month for previews and no mistaking. Core unveil another CD epic, whilst Sly Stallone hits the Megadrive as The Demolition Man. And what else have we got? Get a load of these...

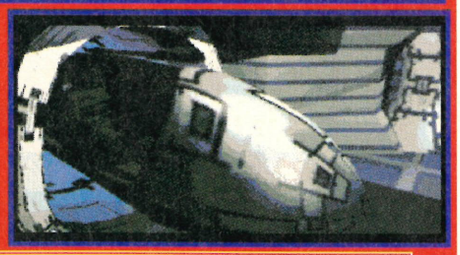
- **DEMOLITION MAN – 18**
- **BATTLECORPS – 22**
- **JAMMIT! – 26**
- **BUBBA 'N' STIX – 28**
- **SPYCAM – 30**



reviews

A bit of a mixed bag of reviews this issue, it has to be said. On the one hand you've got class acts such as Toejam And Earl 2 and Eternal champions, whilst we also have the binary versions of Les Dennis and the bloke with one arm from Robin's Next (ask yer mums) in the shape of Pele and Terminator 2.

- **ETERNAL CHAMPIONS – 42**
- **TOEJAM AND EARL 2 – 48**
- **AERO THE ACROBAT – 52**
- **F117A – 56**
- **MICROCOSM – 60**
- **DASHING DESPERADOES - 62**
- **DRAGON'S REVENGE – 64**
- **DUNE II – 68**
- **THE LOST VIKINGS – 70**
- **GREATEST HEAVYWEIGHTS – 74**
- **PELE – 78**
- **LEGENDS OF THE RING – 80**
- **PIRATES' GOLD – 82**
- **TERMINATOR 2 – 84**
- **HOOK – 84**
- **ROBOCOP 3 – 85**
- **CRASH DUMMIES – 85**



REGULARS

You know the sort of things. News, Tom's Island, etc. Here's where they are...

MEGA WORLD – 6
TOM'S ISLAND – 37
TECHNIQUE ZONE – 89
VERSUS MODE – 100
INDEX – 106

SPECIAL FEATURE!
THINGS THAT MAKE YOU GO HMMMMM...
Yes, we've rounded up all the crappiest things you could possibly own for your Megadrive. They're all here in our hall of shame. If you get these for Christmas, you know the sender hates you...

STAFF
EDITOR
Steve 'YMCA' Merrett

ART EDITOR
Jeff 'Who He?' Zie

DEPUTY EDITOR
Mark 'Miserable' Holmes

DESIGNER
Aileen 'Calm' O'Donnell

SENIOR STAFF WRITER
Tom 'Panto' Guise

GROUP CONSOLE ADVERTISING MANAGER
Mel 'Mighty' Roberts

ADVERTISING MANAGER
Jerry 'Ligger' Hall

ADVERTISING PRODUCTION
Vicki 'Quiet' Jacobs

PRODUCT MANAGER
Sarah 'Salmon Rusty' Ewing

MANAGING EDITOR
Julian 'Bye Bye' Rignall

PUBLISHING DIRECTOR
David 'Paperwork' Kelly

CONTRIBUTING WRITERS
Gus Swan
Paul Glancey
Mark Patterson

EDITORIAL AND ADVERTISING OFFICES
Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU

THE NUMBER ON THE CRUMPLED FAG PACKET WAS
071 972 6700 (9:30 - 5:45)

WHILST MESSAGES COULD BE FAXED TO
071 972 6701

ENQUIRIES
BACK ISSUES: 0858 468811
SUBSCRIPTIONS: 0858 468888

MEGATECH REASONABLE SUB RATES
UK and BFPO – £27
Overseas Surface Mail – £34
Airmail Europe – £38
Airmail Zone 1 – £65
Airmail Zone 2 – £69
All subsciption and back issue enquiries should be sent to: Tower Publishing,
Tower House,
Sovereign Place,
Lathkill Street,
Market Harorough,
Leics.
LE16 9EF

GETTING IT TO FILM Pre Press, London, EC1

PRINTED BY BPCC Magazines, Colchester

DISTRIBUTED BY BBC Frontline, Peterborough

MEGADRIVE IS A TRADEMARK OF SEGA CORPORATION
MEGATECH IS NOT AN OFFICIAL SEGA PUBLICATION

COMP RULES
Members and relations of EMAP Images staff and those involved with the competitions may not enter. Cash alternatives will not be offered and if a prize becomes unavailable, we reserve the right to offer a suitable alternative. Don't write to us about competitions as we really hate that. Well, you try getting a mag out and talking to two thousand irritating sods... Oh yeah, and Steve's decision is still final. More so than ever, in fact.

SPECIAL THANKS THIS ISH...
The Flu Bug – For knocking both Steve and Mark senseless for three days apiece...
Konami – For all that beer...
Paul for making numerous buckets of tea

SPECIAL NO THANKS TO...
Aileen's crap optical drive. May its port rust up and drop off.

Copyright EMAP Images Ltd. All rights reserved. No part of this magazine may be reproduced, stored in a retrieval system or transmitted in any form whatsoever without the permission of the publishers. Failure to do so will result in Steve Merrett coming round to your house dressed as a construction worker and subjecting you to his personal rendition of 'In The Navy.'

THIS MONTH'S TOP TIPS
1. Don't buy the Mr Blobby record. Please.
2. Still don't try Meatotomy at home...

MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

- JUDGE DREDD
- ALFRED CHICKEN
- ALFRED CHICKEN
- COMPACT DISKWORLD
- MEGA CHARTS
- MT RECOMMENDS
- RYAN GIGGS
- BEAST 3
- WIZ 'N' LIZ
- ROCK 'N' ROLL RACING

ACCLAIM SIGN JUDGE DREDD: THE MOVIE

All pictures copyright 2000 AD with thanks to the Mighty Tharg

After much speculation, it can now be confirmed that Acclaim have stepped in to snap up the rights to what could be the biggest film of 1995 – Judge Dredd: The Movie. The film has been mooted for years now, with everyone from Arnie to Peter Weller supposed to be stepping into Dredd's boots, but at long last the project has been given a green light and is scheduled for a 1995 release. With Sylvester Stallone now apparently confirmed to play Mega City One's toughest Judge, and the usual people being touted for the role of PSI Division's Cassandra Anderson (Michelle Pfieffer and Sharon Stone, for example), the film is due to start shooting early next year.

Details regarding the film's plot are sketchy, but apparently it's rather similar to the 'Inferno' story which ran in 2000AD progs 841-853, with a riot on the prison planet, Titan, forming the bones of the story (but don't quote us on that). However, whether such famous Dredd foes as Mean Machine and Judge Death will make an appearance is not known, although other Mega City One ideas WILL be included – most notably, The Cursed Earth, a radioactive wasteland surrounding the city. In addition, we have also been told that, during the film, Stallone's Dredd has a most un-Dredd-like bout of self-doubt, which sees him escape into The Cursed Earth in search of himself (or something) and – gasp! – remove his helmet, something Dredd has never been seen to do in the history of his strip.

Exactly what form Acclaim's game will take has yet to be decided, but we imagine that the company's recent coding aquisition, Delphine, may well be involved with the development. Still, this is only supposition, as nothing definite has been decided, but as soon as there's anything to see, expect MegaTech to be there at the ready...

WHO WE'D LIKE TO SEE IN THE FILM

We're rather keen on Judge Dredd here at MegaTech, so the film's cast is a bit of a hot talking point. As such, here's who we think should play who in the film, whilst taking into consideration Hollywood's taste for 'altering' things.

JUDGE DREDD

Robert Z'Dar (the bloke with the big chin in Maniac Cop) or Jimmy Hill (again because of the jutting jaw).

MEAN MACHINE

Brian Glover (could you imagine him saying 'I'll go up to four for this one" in his Northern accent!).

JUDGE DEATH

Joan Rivers.

JUDGE FIRE

Niki Lauda.

JUDGE ANDERSON

Scott Michaelson out of Neighbours (good girly hair).

WALTER THE WOBOT

Jonathan Woss or Bwian Walden.

RICO (DREDD'S CLONE BROTHER)

Jimmy Hill's brother or Dad.

JUDGE HERSHEY

Emo Philips (the hair wins it again).

THE FATTIES

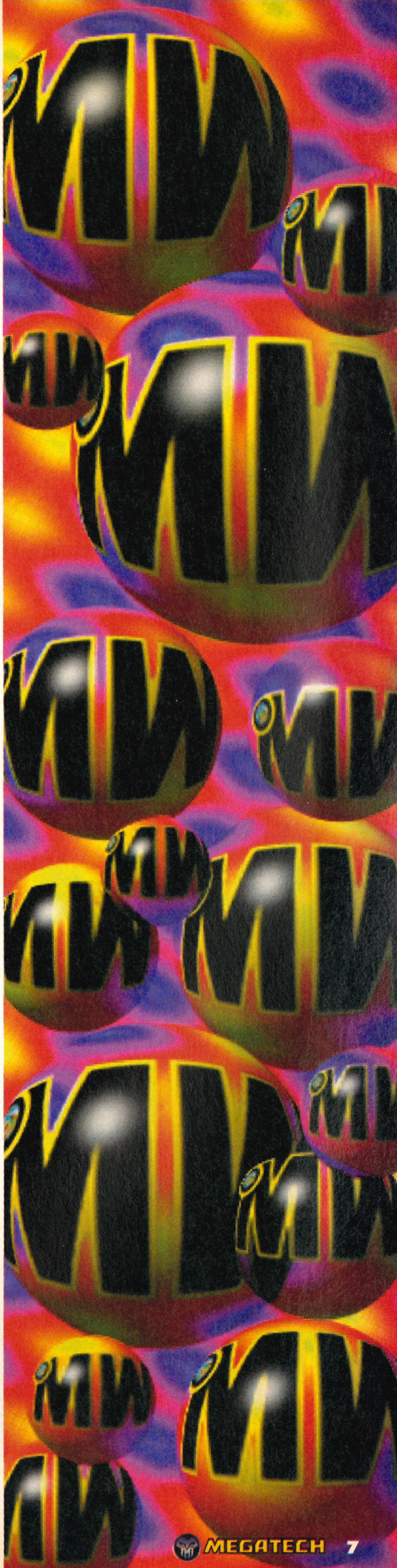
Christopher Biggins, Barry Bethal (out of the Slimfast ads), Clare Rayner, Jo Brand, Marlon Brando, Pavrotti, Gazza. Oh, and Joan Rivers.

CHIEF JUDGE McGRUDER

Dorothy out of 'The Golden

DREDD OVERDRIVE!

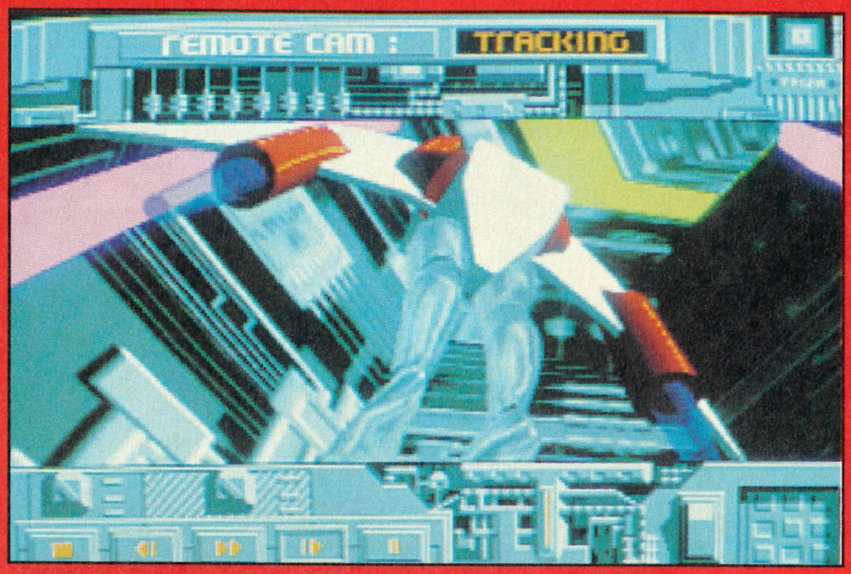
As can be expected, the announcement of a Dredd film will send the licencing people into hyperdrive. Already announced is Bally's Dredd pinball table, whilst the usual lunchboxes, flasks and pants should start appearing towards the end of the 1994. Similarly, 2000AD – the home of Judge Dredd – is also planning something a little special and this, too, will appear at the end of next year.



TENGEN CUT THE GRASS

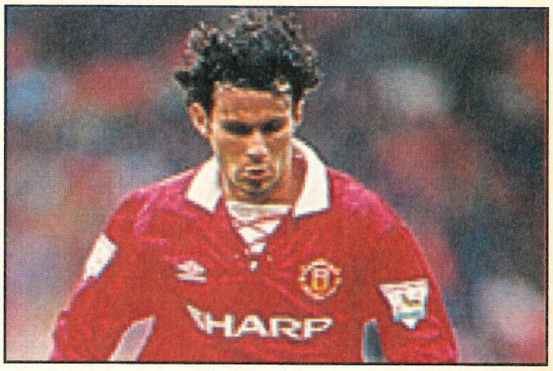
Tengen, the peeps behind Dragon's Revenge, have stepped in to acquire the rights to Storm's conversion of The Lawnmower Man. Following the events in the VR-inspired film, Lawnmower Man is an expanded version of an old Stephen King short story which sees a brilliant scientist called Doctor Angelo augment a retarded gardener called Jobe's brain, using VR.

However, Jobe eventually surpasses even Angelo's intelligence and becomes a threat to the world – a threat which must be stopped. Controlling Angelo, the game is a mixture of scrolling and 3D sections which ties in with both the film and its forthcoming sequel, Mindfire. Expect to see something nearer Easter.



GIGG-GIGG-GIGG-GO!

Once again, Acclaim have been a bit swift with their cheque books, as they add Manchester United's goal-scoring Welsh Wonder, Ryan Giggs, to the fold. Giggsy is all set to endorse the footie sim we told you about a couple of months back, which is on the sidelines for a March release. John Madden developers, Park Place, are apparently handling the coding duties, but little details such as the game's perspective and features have yet to be decided. Keep watching this very mag for more news.



WIND FREE ZONE

Well, you can file this under 'Couldn't Make It Up' if you like, but Psygnosis' forthcoming Wiz'n'Liz has run into a bit of a snag. As the two seemingly cute wizards leg it across the game's many scolling landscapes, they are in fact armed with a particularly deadly weapon. As we mentioned in our review, on pressing the A button and down on the control pad, the wizards duly bend over and proceed to fart at any oncoming foes! Well, they do at the moment, but the humorous touch is actually being removed from the UK version out in February. Not exactly ground-breaking news, I'm sure you'll agree, but worth a mention. What next? Sonic clamped for breaking the speed limit...

COSMIC SPACEHEAD™

"A groovy experience in arcade adventuring"
Mega Machines magazine

Electric Shocks

City Streets

Teleport Key

Factory Reception

Planet Detroitica

Night Lights

"Brilliantly original, challenging and great fun - don't miss it!"
Sega Pro magazine

"The interaction is great and the puzzles are really sharp"
Mega Power magazine

How would you prove Earth's Existence?

It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! Experience high-speed excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically out of this world!

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA MEGA DRIVE SYSTEM

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GAME GEAR SYSTEM

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA MASTER SYSTEM AND MASTER SYSTEM II

£39.99 £27.99 £29.99

ALSO AVAILABLE ON
Amiga, PC, N.E.S.

Codemasters™

FOR MORE INFORMATION PLEASE CONTACT:
Codemasters Software Comany Limited, Stoneythorpe,
Southam, Warwickshire, CV33 ODL, U.K. Tel: 0926 814132

© The Codemasters Software Company Ltd. ("Codemasters") 1993. All Rights Reserved. Codemasters and Cosmic Spacehead are trademarks being used under licence by Codemasters Software Company Ltd. Licensed by Sega Enterprises Ltd for play on Sega Megadrive, Sega Master System and Sega Game Gear. Megadrive, Master System and Game Gear are trademarks of Sega Enterprises Ltd. Codemasters is using the trademark pursuant to a license. N.E.S. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Co. Ltd in any way.

DING-DONG MEGATECH ON HIGH...

All we want for Christmas is...

STEVE MERRETT
Dear Santa,
I want a Captain Scarlet Cloudbase, two miles' worth of minty Matchmakers, and more cake than Mr Kipling could dream of. Oh, and sherbert. I like sherbert. And Jelly Tots. Oh, and a bumper box of Tutti-fruities. And Jelly Tots. And a huge Sara Lee Gateaux. And...
Thanking you in advance,
Steve

MARK HOLMES
Dear Farthur
Christmarrrs,
Harppy Christmarrrrs, young feller-me-lad. Here's a list of what green-fingered deloits you carn get me. I wanna new spade as I broke t'other done digging, and I wan' some new sprouts as all moi old 'uns got blackfloi. Oh aye, and you can leave one of them tasty Reindeer o' yours on the roof, too. That can be moi dinnar.
Christmars greetings,
Mark

TOM GUISE
Hello Santy Claus!
Yes, it's me - little Tommy. I've been very, very good this year, Santy, and there's loads of rewards I want.
Please don't listen to Steve about how bad I've been at work, he's a bit like that nasty Scrooge man and scares me. I'd like a Polly Pocket set, one of those choccy machines which doubles as a money box for your two pees, a Spirograph, Lights Alive, anything to do with those cute Sylvanian Family toys, Pop-Up Pirate, and a selection box.
I love you Santy,
Tommy

JEFF ZIE
Santa.
Let's keep this short, I'm a busy man. You know where I live, so please leave the usual array of cheques and used notes. Remember: I know where you live, fatty. And we'd hate anything nasty to happen to your horned pets, know what I mean...
Jeff

AILEEN O'DONNELL
Hi St Nick,
Jusht givvus the usual selection of chips and beverages. Oh, and a small box of those chocolate liquers - just as a treat,
y'understand. Don't bother to wrap them either, my 'befuddled' brain can't handle all that sellotape.
All the best,
Aileen

MINDSCAPE GO CHICKEN

The latest addition to join the happy ranks of Sega licencees is Burgess Hill-based Mindscape. Famed for their links with Origin and for astounding PC owners with the likes of Wing Commander and the Ultima series, Mindscape are now set to unleash a series of games for the Mega-CD. The first of these is Mega Race (see Spycam for more details), but we are led to believe that several more are currently awaiting the green light. One of the strongest rumours, though, indicates that Mindscape's fowl would-be MP, Alfred Chicken, is going to be heading for a CD near you soon. There are no confirmed details as of yet, but we'll keep you posted...

THE BEAST RETURNS

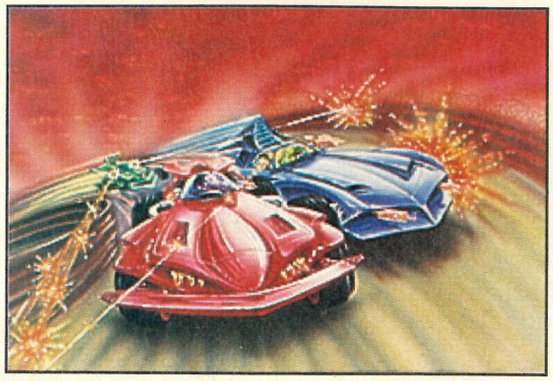
Psygnosis' run on CD titles continues as the Scousers announce the imminent arrival of of Beast 3 for the Mega-CD. An enhanced version of the Amiga original, Beast 3 differs from its predecessors as it is more puzzle-orientated than the first two. The basic running and jumping action is still present, but the assorted problems the hero comes up against are spread across a wider area, necessitating a number of smaller posers to be solved in order to pass a larger obstacle. There's no release date as of yet, but we'll be previewing Beast 3 as soon as Psygnosis have something to show us.

COMPACT DISCWORLD

Fans of Terry Pratchett's brilliant Discworld series of books will be pleased to learn that Rincewind and Twoflower are set to make the leap on to the Mega-CD – courtesy of Psygnosis. Pratchett's novels are spoofs of any Tolkeinesque book you care to think of, and feature a very off-the-wall sense of humour (especially his Death character). Still, the Discworld books are certainly entertaining, and we hope the CD-based game will be, too. Firm details of what Psyggy plan to do with the licence haven't been decided – although an adventure of some sort seems most probable – but we'll keep you abreast of further developments.

VIRGIN ROCK 'N' REV UP

Continuing with their stream of conversions from the Super NES, Virgin's next Interplay conversion is going to be their Off-Road Racer clone, Rock'n'Roll Racing. Set in a post-nuclear future, Rock'n'Roll pits one or two-players against each other and a host of deadly computer-controlled racers in a fight to the death – with assorted R'n'R tunes belting out inthe background. Starting with a limited supply of greenbacks, the basic aim of the game is whizz around the track in an attempt to be first past the line. Sound familiar? Well, the twist comes in that the cars are also heavily-armed, and your opponents wil think nothing of blowing you off the track! The Super NES game was fairly well received, and we'll take an early look at the Sega version as soon as there's something to see.



SECOND SAMURAI

Word reaches us (as it often does) that Vivid Image have started work on a Megadrive conversion of their Amiga beat 'em up, The Second Samurai. For the uninitiated, this is the sequel to Vivid's First Samurai (sounds logical), and stars a young martial artist who is out to avenge the death of his folks at the hands of a mighty demon. Adopting a mixture of platform and fight game genres, The Second Samurai spans six stages as the young warrior battles his way though lava pits, caverns and, eventually, into the demon's hide-out. As of yet, there's nothing to see. But, hey, who knows what the future holds...

SONY GET REAL

Sony have snapped up Ground Zero, Texas – the Mega-CD title which is stunning the US. Texas is a $3 million 'movie', specifically shot for inclusion in the game. It's been developed by the team behind Sewer Shark, and combines live actors and special effects with 'proper' gameplay. The player is given the role of an undercover agent who is out to investigate a clutch of disappearances in a small Texas town. As the game unfolds in a series of explosive shoot-outs, it soon becomes apparent that aliens are at work, and this is just paving the way for a full-blown attack. We're hoping for a full review for next month, so stay tuned for more details on this exciting-sounding release.

MEGATECH RECOMMENDS

Apart from getting the odd early night, never drinking boiling water and never going out with girls who wear black tights and white shoes, what else do the MegaTech team recommend? Here's what...

STREET FIGHTER 2

Sod Mortal Monday, every day's a Street Fighter day as far as we're concerned. Sega's conversion of the coin-op classic is nothing short of superb. It features all the Turbo moves, all the characters, bosses, challenges – everything! What's more, it's fast and plays every bit as instinctively as the superb coin-op. We imagine there will be quite a few of these sitting under chrimbo trees this year, and it's certainly a game every self-respecting Megadrive owner should put on their list. Get one of these and a six-button joypad and you're set up for ages. We guarantee it.

MT RATING: 95%

GAUNTLET 4

Atari's older-than-old-itself coin-op is converted to the Megadrive by Tengen – and brings back all the old feelings of nostalgia. This alone is not enough to make a corking game, though, so it's rather smart that Gauntlet contains all the playability of the old arcade machine. Pick one of four characters and bring along some mates as you enter a series of dungeons in a race against time for whatever treasure and goiodies you can find. Spells, demons and all the usual RPG critters are there, and genuine team work is needed to exploit each character's strengths if progress is to be made. Stunning stuff which manages to improve upon the coin-op.

MT RATING: 94%

LANDSTALKER

What starts out resembling a fancy-looking Knight Lore clone unveils more hidden features than a Swiss Army knife. Assuming the role of a young hero called Nigel (yes, Nigel), a huge scrolling world filled with brain-numbing puzzles awaits. All the usual baddies to fight and puzzles to solve are present, but they're presented in such fine detail that there's never any real feeling of deja-vu. A blinding RPG, and well worth a go.

MT RATING: 93%

THUNDERHAWK

Quite simply a superb showcase of what the Mega-CD can do, Thunderhawk is a simplistic flight sim with minimal control, but plentiful blasting. Spanning loads of missions – most of which are fairly samey, it has to be said – attacks on desert and ocean bases await as you let fly with all manner of guns and missiles. Graphically, there's nowt on the Mega-CD can touch this, and in terms of presentation Core have really done a corking job. The only essential buy for the Mega-CD, it gives a lead as to the great things we can expect in the future.

MT RATING: 91%

FIFA

We've sat around waiting for a decent footie game since the Megadrive arrived – but FIFA is well worth the wait. Written by a bunch of Canadians, FIFA is played across an isometrically-scrolling pitch with large player sprites bobbing, weaving and shooting like real pros. The control system oftens leaves you feelings as if you're not in full control, but the playability is superb and no other game has come this close to recreating the excitement of an International footie match (mind you, with England as an example, it's not hard to see why!). Sod the fact that we're out of the World Cup this year, console yourself with a copy of EA's console-based glory boy. Graham Taylor probably will...

MT RATING: 94%

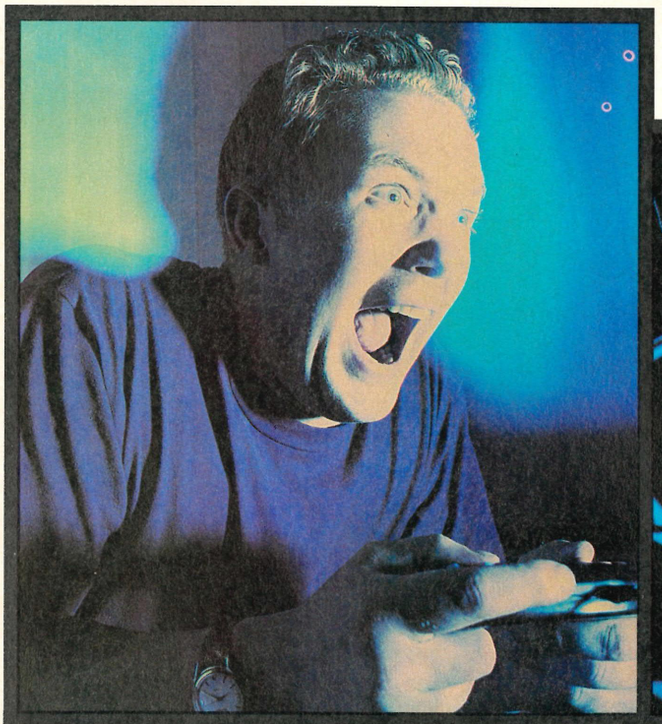
MEGAWORLD CHARTS

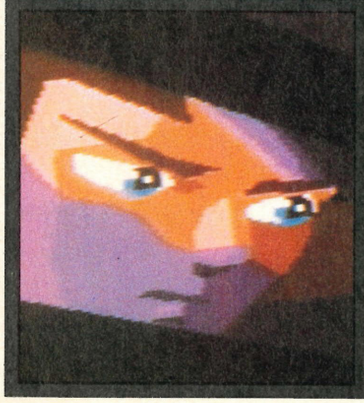
THE UK MEGADRIVE TOP 20

Wahey! It's chart time again, as Special Reserve tell us what you lot are buying. And is Street Fighter still number one? Of course it is...

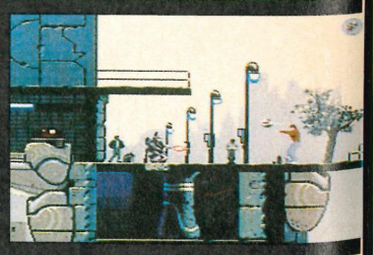
POS	LAST MONTH	NAME	COMPANY
1	1	STREET FIGHTER 2	SEGA
2	6	ALADDIN	SEGA
3	2	MORTAL KOMBAT	ACCLAIM
4	NE	SONIC SPINBALL	SEGA
5	3	JUNGLE STRIKE	EA
6	7	LEMMINGS	SEGA
7	13	LANDSTALKER	SEGA
8	9	PGA GOLF 2	EA
9	4	MICRO MACHINES	C/MASTERS
10	NE	JURASSIC PARK	SEGA
11	18	ECCO	SEGA
12	5	STRIDER	SEGA
13	15	COOL SPOT	VIRGIN
14	NE	WWF 2	ACCLAIM
15	RE	TINY TOONS	KONAMI
16	8	NHLPA '94	EA
17	20	BUBSY	ACCOLADE
18	11	DAVIS CUP	TENGEN
19	16	FLASHBACK	US GOLD
20	14	SPEEDBALL 2	VIRGIN

super kick
flashba





Flashback puts the 'MEGA' into Mega Drive. There's hardly an Earthling left who hasn't been addicted by the mesmerizing gameplay, scorching graphics and stunning animation... so if you've not added Flashback to your collection yet, join the human race and experience the mega THRILL. Just remember: it didn't hit the Gallup Charts' No. 1 spot by being tame!



"Just awesome!... best Mega Drive game I've ever seen or played!" (Mega Drive)
MEGATECH

Flashback: Creation and development: Delphine Software International. © 1993 Delphine Software International. © 1993 U.S. Gold Ltd. All rights reserved. Super Kick Off: 1991, 1992 ANCO GAMES. All rights reserved.
'SEGA', 'MEGA DRIVE', 'MASTER SYSTEM' and 'GAME GEAR' are trademarks of Sega Enterprises Ltd.

SEGA™

off 1
ck 1

AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.

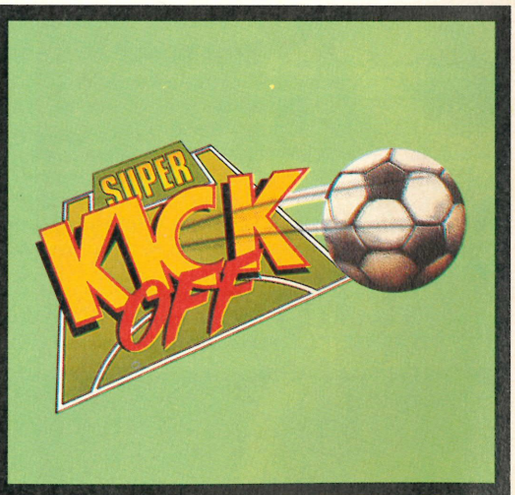
AVAILABLE ON: MEGA DRIVE

they took the top spot by force

they'll take you by storm

"The level of control and degree of skill you can develop on this game are incredible. The best football game going." (Mega Drive)

MEAN MACHINES - 95%



It's the Console Game which KICKED the others into touch to top the Gallup Charts' premier league! Hand pick your own team and kit, plan your set pieces - then push your skills to the limit with high performance ball control. Action replays...big cup competitions...penalty SHOOT outs...all wrapped up in a frenzied pace that'll leave you gaspin'!

U.S. GOLD®

U.S. GOLD LIMITED. UNITS 2/3 HOLFORD WAY, HOLFORD. BIRMINGHAM B6 7AX.

MEGATECH CHRISTMAS CRAP DETECTOR

It's that time of year again. The time of year when we've all got to rack our brains and squeeze our wallets dry to get smart Christmas gifts for family and friends. On Christmas Eve, the annual mass migration to local shopping centres throughout the land will be in full flow – every store full of a heaving mass of rampant shoppers on the rampage; desperate to grab the last few decent pressies. If you're caught up in this last-minute stampede, there's a great temptation to grab the first thing that looks remotely suitable for the person you're buying it for, and it usually turns out to be a load of old crap. But fear not! Armed with this MegaTech Christmas Crap Detector, you'll be able to spot the duff gifts a mile off, enabling you to shop without fear of those Boxing Day recriminations.

THE MEGATECH CRAPOMETER

CRAPOMETER — Pure, unadulterated crap

CRAPOMETER — What's it made out of? Whatever it is, it smells...

CRAPOMETER — Well dodgy

CRAPOMETER — Give us a break

CRAPOMETER — Sad add-on

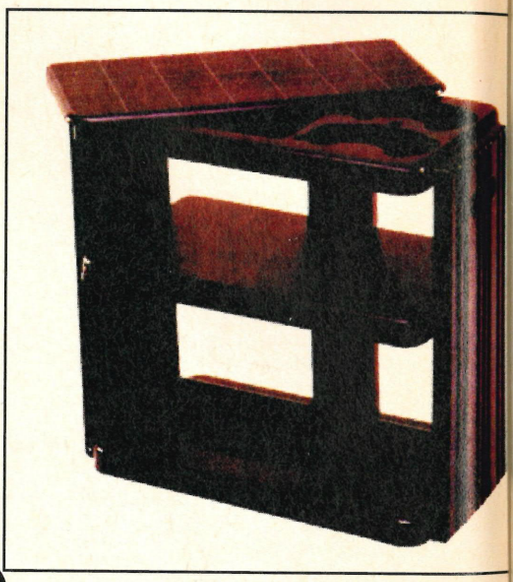
MEGADRIVE MEGASTAND

This has got to be the cream of the crop of Christmas crap. At first glance, it may look like a high-quality home stacking system, constructed from state-of-the-art materials, with custom-crafted recesses designed to take your Megadrive, joypads and games. But, on closer inspection, the LMP Megastand reveals itself in its true colours – it is, in fact, a slightly beefed-up, multi-level TV dinner tray, boasting offensively downmarket styling and construction. I mean, just look at it – could YOU allow your games system to live in THAT?!

Any Redeeming Features?

Kick out the middle shelf and you've got the perfect TV dinner tray, with ready-made food recesses to hold in those runny baked beans and greasy chips.

CRAPOMETER



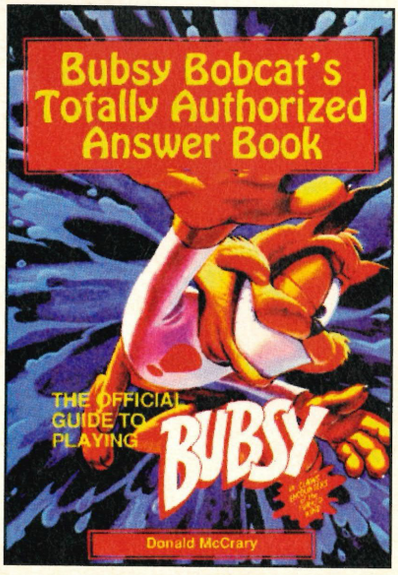
BUBSY BOBCAT'S TOTALLY AUTHORIZED ANSWER BOOK

"Whoa! Check it out!" Screams the blurb on the book jacket. "You too could become popular and famous by knowing my game secrets!" Exclaims Bubsy. Yeah, you too could be laughed out of your neighbourhood for shelling out £11.95 on a softbacked book with no colour pics, which tells you how to play a sad Sonic-clone of a game which you already wasted nearly fifty quid on.

Any Redeeming Features?

Can also be used as a fire-lighter, if doused in paraffin first.

CRAPOMETER

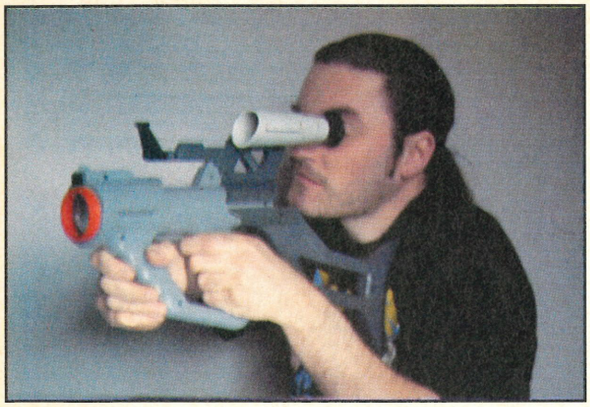


SEGA ACTION CHAIR

The ultimate in disc-slipping, bum-sweating, seat-of-the-pants Megadrive-controlling action! This low-slung plastic bucket-seat, suspended on a tubular steel sub-frame, allows you to translate your bottom movements into onscreen action - without any embarassing odours. Just what the console gaming world has been crying out for, this is ideal for swinging round the bends on those fast F1 racing games! Sorry, that's a complete lie – it's totally crap. This nightmare of modern design gives you all the handling response of a Sperm Whale on castors, and the hard-pressed microswitches that the chair pivots on are guaranteed to fall apart by New Year's Eve.

Any Redeeming Features?

Give this to a tall or big-bottomed friend as a present and you're guaranteed hours of hilarity as you watch the sad recipient struggle to cram themselves into the 'driving position' and then crash at every tight corner.



MENACER

Sega's incredible light gun, released last Christmas, was hailed in the advertising blurb as "Three guns in one", whereas, in reality, it was one gun with a few extra bits of plastic to add on or take off, complete with a totally useless targetting system (ie. a wobbly plastic 'sight' which doesn't work properly). This futuristic piece of hardware has amassed amazing software back-up – there's T2, that apocalyptic into-the-screen shoot 'em up... er, and that's it. But don't forget the original six games that come with the package, giving you an incredible range of gameplay (if you're a big fan of feeble into-the-screen shoot 'em ups, that is), which should keep any lucky person who receives this as a gift going for, oh, a good 10 minutes.

Any Redeeming Features?

There are still loads of them left in the stockrooms of shops throughout the country. Due to the fact that very few people want them, you could pick up a bargain – they're currently down from £59.99 to £39.99. Great if you want to buy a present for someone you don't like.

MEGA-CD DISCASE

This handy item solves the problem of how to carry your extensive Mega-CD collection round to your mates' house for a heavy games session. It also solves the marketing problem of how to make lots of money from a few pieces of plastic, a small ring-binder and a piece of velcro. Described as a 'Portable Storage System', it's actually just a plastic wallet with six clear plastic, CD-shaped holders inside it. Totally pointless.

Any Redeeming Features?

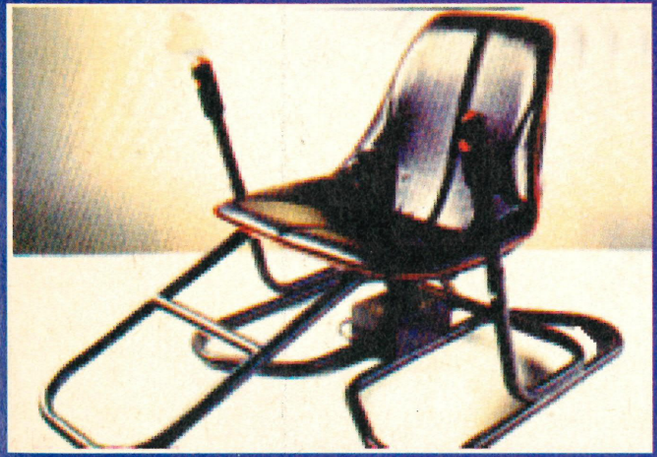
Could be used as the display case/home for your exotic insect collection, with a few pinholes punched in each clear CD holder for ventilation.

MEGADRIVE ACTION CASE

Calling all you Megadrivers who like to cut a dash when you're on the move in the high-profile world of the travelling games circuit! This executive-style 'Portable Organiser' will enable you to carry your Megadrive, joypads, power leads, connectors and four games to that high-pressure games marathon with your mate who hasn't got his own Megadrive. Travel round to his house, proudly swinging your James Bond-style, cheap plastic briefcase with even cheaper plastic inserts. Ignore the taunts and torrents of abuse as your friends see you carrying this overgrown lunch-box through the streets. Cry as the hinges disintegrate after you've used it twice. Admire the noxious fumes and pretty drips of flaming plastic cascade from it after you've set light to it with a blowtorch.

Any Redeeming Features?

Great if you like to advertise the fact that you're carrying around a few hundred quids' worth of hardware and games to all the local street criminals. At £9.99, it could make a good, cheap 'joke' gift, especially if filled with horse manure before wrapping.



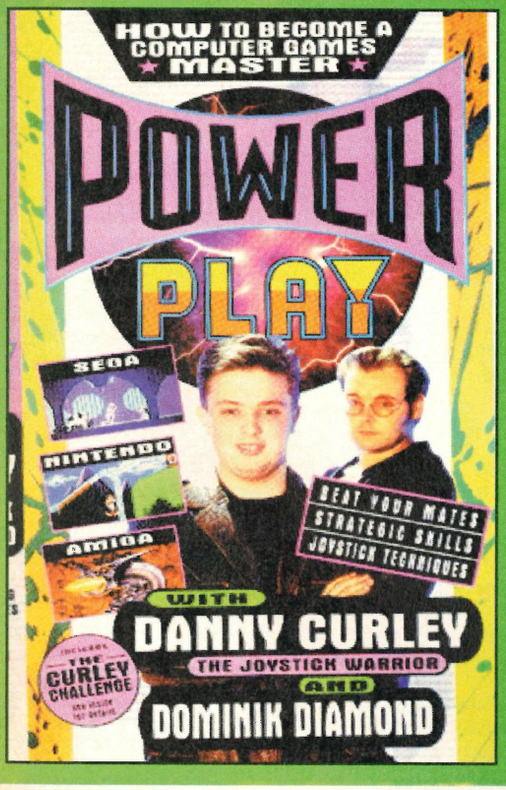
POWERPLAY WITH DANNY CURLEY & DOMINIK DIAMOND

Hilarious 'How To Do It' vid, which clues you up on all the vital things you need to know about playing games, starring former Gamesmaster presenter and 'media personality' Dominik Diamond and Danny Curley, roly-poly Games Tester for Tiertex. Revealing such insights as how to hold your joypad, and tips along the lines of: 'score more points than your opponent to win the game', this is the completely dispensible gamesplaying guide for anyone who wouldn't recognise the difference between a Megadrive and the back end of a bus.

Any Redeeming Features?

Comedy value. Raises a good few laughs the first time you play it, but after that, it should also hold a few episodes of Dad's Army.

CRAPOMETER



QUICKSHOT AVIATOR JOYSTICK

With its impressive yoke and mean, businesslike appearance, this Mother of all Joysticks looks a fearsome tool. Its realistic aeroplane-joystick action gives the impression that it's the ultimate 'stick to get the most out of your flight sims, and even 'looks the part' for futuristic driving games. But then you plug it in and use it. Then you realise the micro-switches which control the turning of the yoke are real on/off switches, meaning that there's no such thing as a smooth turn – it's a case of jerk-o-turn – as each microswitch kicks in, your onscreen position lunges further round. Then you realise you've wasted £35. Don't do it.

Any Redeeming Features?

Looks big and intimidating. Could deter a burglar if wielded above the head.

CRAPOMETER

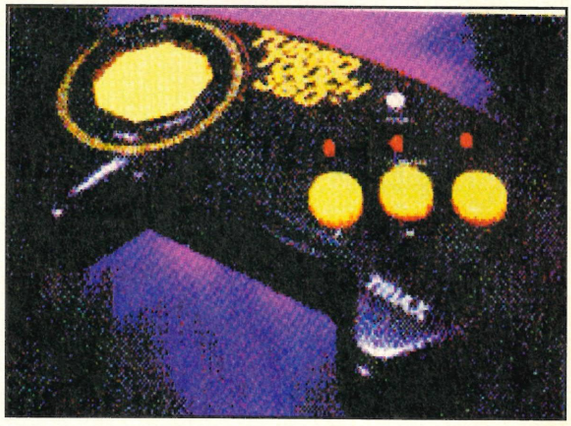
TURBO-TOUCH JOYPAD

"No more finger fatigue or blisters!" says the packaging blurb. No more being able to control the action onscreen either, with this novely-joypad-without-rocker-switches-under-the-D-pad.

Any Redeeming Features?

Er, not that we can think of.

CRAPOMETER

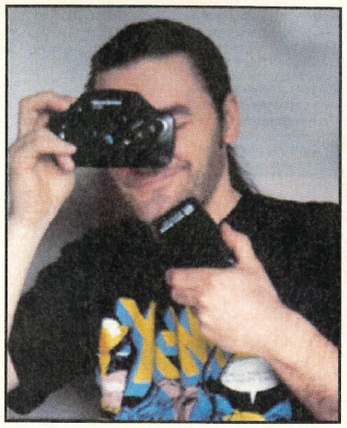


MICRO GENIUS REMOTE CONTROL

Yes, it's another one of those 'you don't need those dangerous, cumbersome leads connecting your joypad to your Megadrive' jobs. But this is a remote control joypad with a difference – the joypad looks like a instamatic camera, and the receiver bears a remarkable resemblance to an electric shaver.

Any Redeeming Features?

Unlimited opportunities for novelty 'shaver and spy camera' pranks.



CRAPOMETER

QUICKJOY FOOT PEDAL

This add-on answers the prayers of driving game fans, by transferring the joystick functions to a set of footpedals which look like a sawn-off multi-coloured xylophone. To be honest, we haven't tried this, but hey, would YOU want to be seen using one?

Any Redeeming Features?

Allows you to play 'Chopsticks' during very boring games.

CRAPOMETER

PRICES THAT CAN'T BE BEATEN

UP TO 70% OFF SEGA MEGADRIVE GAMES

£9.99

BATMAN
DECAPATTACK
SIMPSONS
SPEEDBALL 2
TOE JAM & EARL
TWIN HAWK
WORLD CUP ITALIA '90

£16.99

688 ATTACK SUB
AFTERBURNER 2
ALEX KIDD IN ENCHANTED
ALIEN 3
ALIEN STORM
ALISIA DRAGOON
ANOTHER WORLD
AQUATIC ROBOCOD 3
ARCH RIVALS
ARIEL THE LITTLE MERMAID
ARNOLD PALMER GOLF
ATOMIC RUNNER
BACK TO THE FUTURE 3
BATMAN RETURNS
BATTLE SQUADRON
BIO HAZARD
BONANZA BROS
BUCK ROGERS
BUDOKAN
BURNING FORCE
CALIFORNIA GAMES
CAPTAIN PLANET
CHAKAN
CHIKI CHIKI BOY
CHUCK ROCK
COLUMNS
CORPORATION
CRACKDOWN
CRUEBALL
CYBORG JUSTICE
DJ BOY
DARK CASTLE
DRAGONS FURY
DUNGEONS AND DRAGONS
DYNAMITE DUKE
ESWAT
EUROPEAN CLUB SOCCER
EX-MUTANTS
F22 INTERCEPTOR
FATAL LABYRINTH
FERRARI F1
FLICKY
FORGOTTEN WORLDS
G-LOC
GALAHAD
GALAXY FORCE 2
GHOULS 'N 'GHOSTS
GLOBAL GLADIATORS
GOLDEN AXE 2
GRAND SLAM TENNIS
GREEN DOG
GYNOUG
HARD DRIVIN'
HELLFIRE
HERZOG ZWEI
HOME ALONE
INDIANA JONES
JAMES BOND 007
JEWEL MASTER
JOE MONTANA 3
JOHN MADDEN '93
JORDAN VS. BIRD

KID CHAMELEON
KLAX
KRUSTYS SUPER FUN HOUSE
LEADERBOARD
LEMMINGS
LHX ATTACK CHOPPER
LOTUS TURBO
MARBLE MADNESS
MARIO LEMIEUX ICE HOCKEY
MEGA GAMES 1
MERCS
MICKEY AND DONALD
MOONWALKER
NHLPA HOCKEY '93
OUTRUN 2019
PAPERBOY
PAPERBOY 2
PHELIOS
PITFIGHTER
POPULOUS
POWERMONGER
PREDATOR 2
REVENGE OF SHINOBI
ROAD RASH 2
ROBOCOD
ROLLING THUNDER 2
SHADOW DANCER
SHADOW OF THE BEAST 2
SMASH TV
SONIC 2
SONIC THE HEDGEHOG
SPACE HARRIER 2
SPIDERMAN
SPLATTER HOUSE 2
STEEL TALONS
STREETS OF RAGE
STRIDER
SUPER FANTASY ZONE
SUPER HANG ON
SUPER MONACO
SUPER THUNDERBLADE
SUPER VOLLEYBALL
TALESPIN
TALMITS ADVENTURE
TAZMANIA
TEAM USA BASKETBALL
TERMINATOR
TERMINATOR 2
THUNDERFORCE 4
TINY TOONS
TOKI
TOXIC CRUSADERS
TRUXTON
TWO CRUDE DUDES
WONDERBOY 3
WONDERBOY IN MONSTER WORLD
WWF
XENON 2
ZANY GOLF
ZERO WING
ZOOM

MAIL ORDER HOTLINE
081-741 9050

COMPUTER GAMES
309 Goldhawk Road
London
W12 8EZ

PLEASE ADD £1
POSTAGE & PACKING

MAIL ORDER PRICES ONLY

ALL GAMES LISTED ARE NEW OFFICIAL UK GAMES – WE ALSO BUY AND SELL USED GAMES. PLEASE PHONE FOR PRICES.

PLEASE NOTE: SHOP PRICES MAY VARY AND SHOPS ARE INDEPENDENT

Access VISA

MAIL ORDER HOTLINE
0708 736663

THAT'Z ENTERTAINMENT
6 Moray Way
Rise park
Romford
Essex RM1 4YD

PLEASE ADD £1
POSTAGE & PACKING

BY: VIRGIN

price: TBA
developers: IN-HOUSE
release date: TBA

Just imagine what would happen if Jason Voorhees from the Friday The 13th films was let loose in a really lovely world where nobody ever hurts anybody. The Care Bears' planet, for example. Just think – there'd be bits of Love-A-Lot and Huggy-Wuggy bear everywhere. Ooh, it doesn't bear thinking about. Well, that's exactly what happens in Sylvester Stallone's latest blockbuster, Demolition Man. Except Jason is replaced by Wesley Snipes, and the Care Bears aren't in it. But you know what we mean...

DEMOLITION MAN

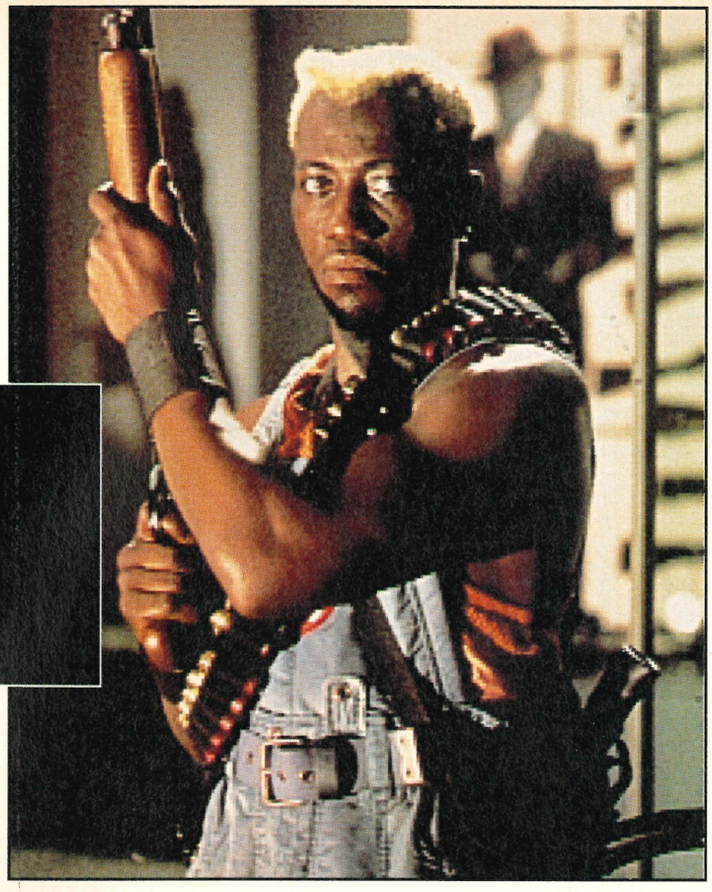
LOS ANGELES, 1996

In pursuit of notorious pyschopath, Simon Phoenix, rogue cop John Spartan is indirectly responsible for the deaths of thirty hostages, as the building they are held within is blown to pieces – another casualty of the cop's 'Demolition Man' methods. But at least Spartan finally manages to extend the long arm of the law, bringing Phoenix to justice as the building disintegrates. For his assorted crimes, Phoenix is sentenced to be cryogenically frozen in the new state penitentiary, but the court also rules that Spartan be convicted of 'Involuntary Manslaughter' for the death of the hostages and should serve a seventy year spell alongside Phoenix.

SAN ANGELES, 2032

In direct contrast to the LA Spartan knew thirty-six years ago, the renamed San Angeles is now a place where crime simply does not exist. Governed by Raymond Cocteau, it's a city where virtually all vices are banned – smoking, alchohol, swearing – and you even need a permit to start a family! Similarly, the police are now virtually redundant and, as such, helpless when Phoenix escapes during a routine parole hearing...

Free within the strange futuristic city, Phoenix starts to discover that somehow his strength has been augmented during his time in stasis, and that he is more familiar with the city's new technology than he should be. Arming himself with an assortment of guns from the local museum, the criminal is soon wreaking havoc, and the Police are at a loss as to how to stop him. Luckily, one bright spark is familiar with Phoenix's past, and the Spartan affair which lead to both men's incarceration. Only a '90s cop could stop a '90s criminal, so Spartan is defrosted and left to use his unorthodox methods to end Phoenix's reign of terror...



PHOENIX RISES

Virgin's 16-Meg Megadrive interpretation of Demoliton Man is being developed by Alexandria Inc, and takes the form of a twelve-stage shoot 'em up. Donning Spartan's LAPD beret, the player is left to explore a series of horizontally-scrolling stages and maze-like sections as their hunt for Phoenix leads from the crime-ridden LA of 1996 into 2032 San Angeles. Each stage recreates key parts of the film, with a few additions. The first two stages follow Spartan's attack on the tenement building where Phoenix is holding the hostage at the start of the film, whilst the later levels include the museum where Phoenix stocks up on guns. Further confrontations occur within a shopping mall and the pipe network that the psychopath uses as a hide-out.

▼ At the start of the game, Spartan is left to bungee into the danger zone where the hostages are being held. Too much slack and you hit the ground, but if the rope stops moving you'll be sent back to the plane. Ooh, it's not easy being a cop...

LEVEL DESIGN

Of the game's twelve stages, seven take the form of a sideways-scrolling blast. Having bungee-jumped into the building where Phoenix is holding the hostages, the game proper then commences. As with Virgin's Terminator licence, Spartan runs and jumps from left to right, using his gun and any grenades he finds along the way to bump off his arch enemy's many henchmen. In addition, Phoenix or one of his recently-defrosted cronies act as the end-of-level bosses but, as can be expected, Phoenix always escapes unscathed in preparation for the final battle at the end of the game.

Whilst these scrolling levels form the bulk of the game, the action switches to a bird's-eye viewpoint, with Spartan searching the eight-way-scrolling buildings in search of power-ups and more bad guys to off. For example, during the museum level, Spartan must find a gun before he can tackle the already heavily-armed Phoenix, whilst simultaneously keeping an eye out for any guards patrolling the building.

THE CHASE CONTINUES...

Here's a step-by-step guide to what stands between Spartan and bringing Phoenix to justice...

THE ROOFTOPS

Dropping on to the roof of the tenement building Phoenix is holed-up in, the scrolling section sees Johnny boy searching for a suitable entry point.

SIMON'S FORTRESS ARMOURY

Another runny, jumpy bit, with Phoenix waiting at the end. But watch those hostages, John. Oops.

THE MUSEUM

Simon's stocking up a bit in the only place in 2032 San Angeles which contains guns. The overhead viewpoint makes its debut here, but Virgin aren't sure if this scene will make it into the final game.

MONORAIL

Actually, there isn't a monorail scene in the film. But, hey, there could have been...

SHOPPING MALL/TACO BELL

Another overhead scene, and another that Virgin are still deciding on. Cocteau invites Spartan out for tea, but action is never far away (hello, and welcome to 'Cliche Corner'...).

PARKING STRUCTURE

Another sideways-scrolling scene. The first of Phoenix's freshly-thawed mates makes his appearance right here.

LIBRARY

The only bird's-eye view which will definitely making it in to the final game.

CAVERNS

A bungee-jump screen, where Spartan must ensure he doesn't drop too fast for fear of reducing his height even more.

WASTELAND MAIN FLOOR

More scrolly-shooty japes as Phoenix's cronies return for a second bout.

PIPE MAZE

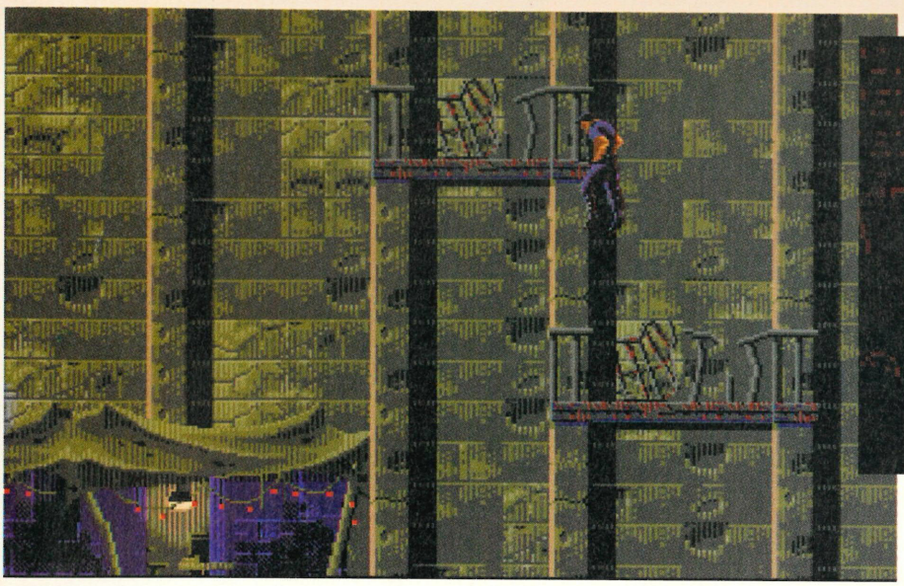
Nope, don't remember this in the film much either. Ah well, making his way through a maze of cracked pipes, there's plenty to shoot as you search for the exit.

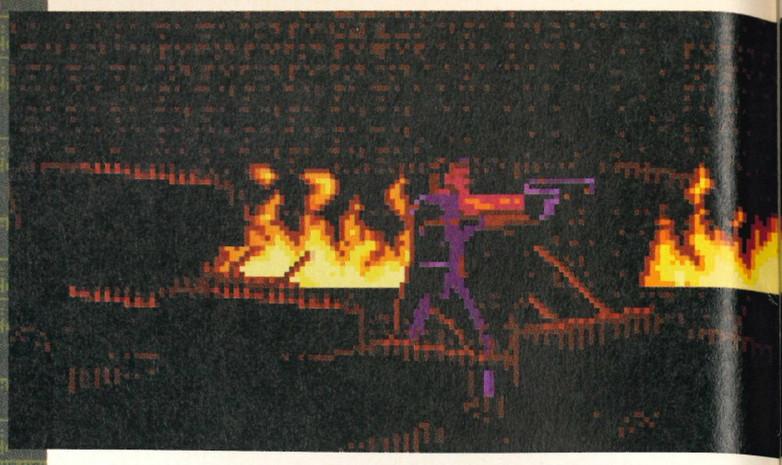
PUCK CRANE

Heading for the final showdown with Phoenix, John enters the Cryo Prison where his nemesis is set to thaw some of the greatest criminals of all time. Spartan must reach the crane where Phoenix is overseeing the warming operation, or face a life fighting the likes of Ronnie Biggs and Asil Nadir.

CRYO PRISON FREEZING AREA

Another level still under discussion. The final battle will probably take the form of a sideways-on stage... but we'll just have to wait and see.



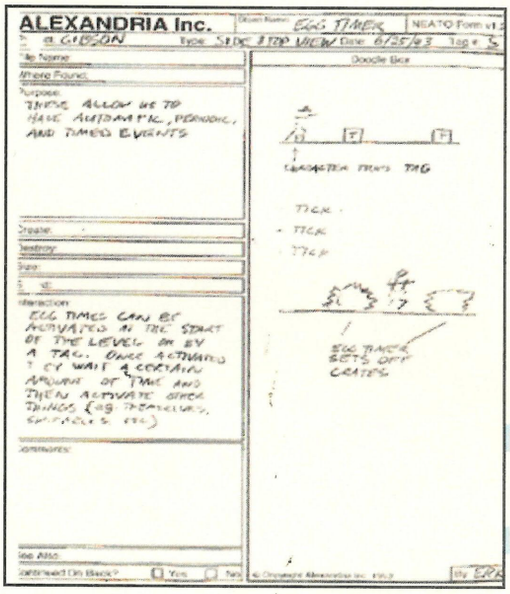


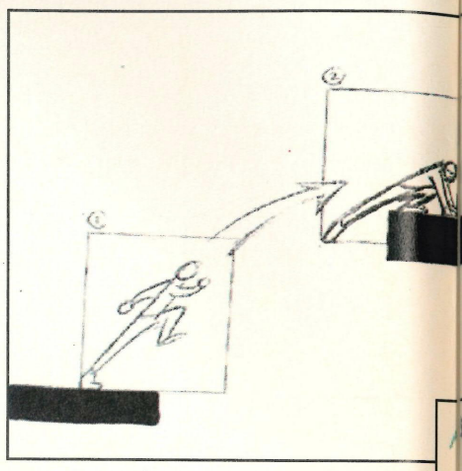
▲ As LA burns, the chase for Phoenix hots up. Wahey! Clichéd caption or what!

I'M A BIG BOY, LOOK WHAT I CAN DO

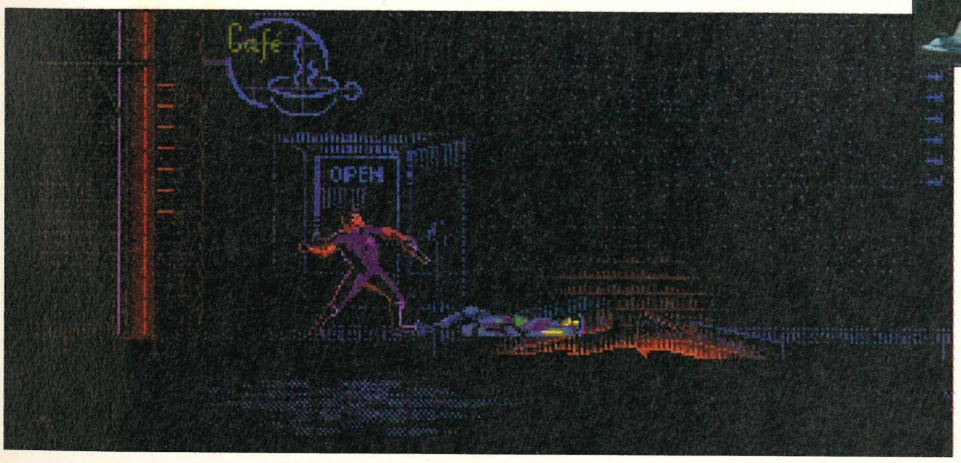
As can be expected of a cop whose nickname is 'The Demolition Man', Spartan's a bit tasty when it comes to looking after himself. In addition to the evergreen running and jumping skills, John is rather smart at clambering over objects and onto high ledges, and equally useful in the body count department. In addition to his trusty gun, Spartan can also arm himself with caches of grenades conveniently left around the play area, and if all else fails, a swift right-hander should see anyone else off. In an attempt to add a little more depth to the blasting sections, Alexandria Inc have ensured the backdrops play an integral part to the action. For instance, during the game's monorail scene, whenever one of the train's brake boxes is shot, the carriage jerks to a halt, knocking all the bad guys off their feet and making them easy targets.

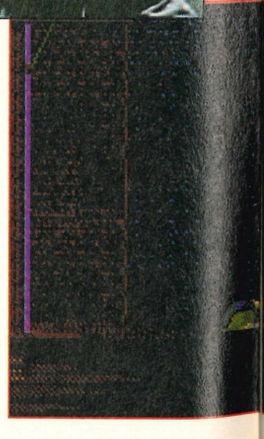
The cart-based version of Demolition Man is currently 50% complete, with the bare bones of the stages designed and running. With the game set for a Summer '94 release, Virgin are currently tying together the many loose ends whilst also deciding which levels will make it to the final version. It's early days yet, but expect more news as it becomes available.

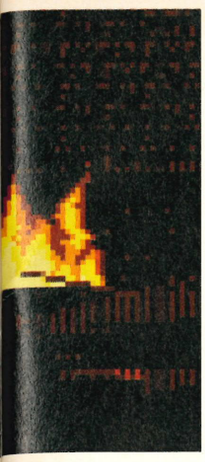




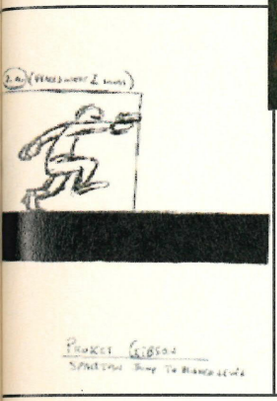
▲ I was reading Empire the other day, you know, and Sylvester Stallone was saying that anyone caught carrying a gun should be killed. Blimey, that's a bit severe isn't it! I mean, who foisted Rambo on us in the first place! Honestly, he'll be running for Mayor next.

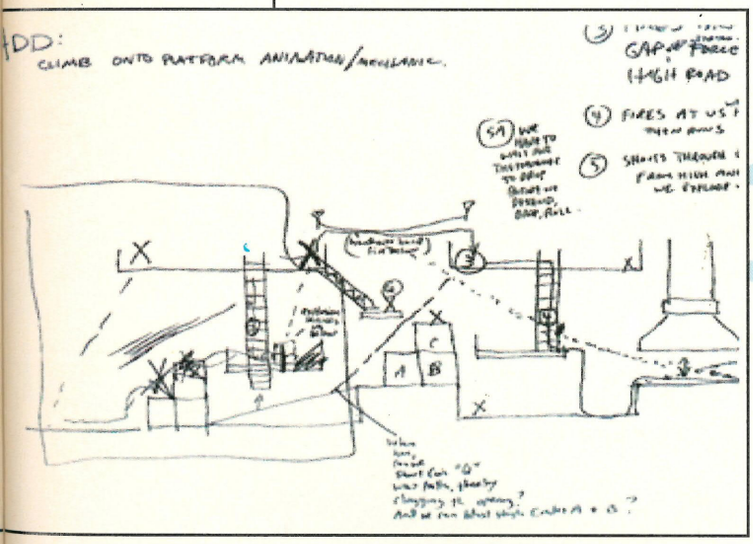


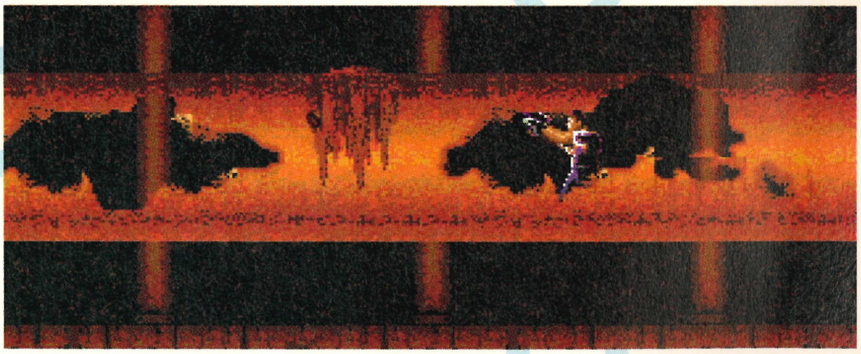




▲ Sly and Wesley get swinging as the film's smart climactic battle gets going. I was going to tell you what happens, but it'll spoil it.



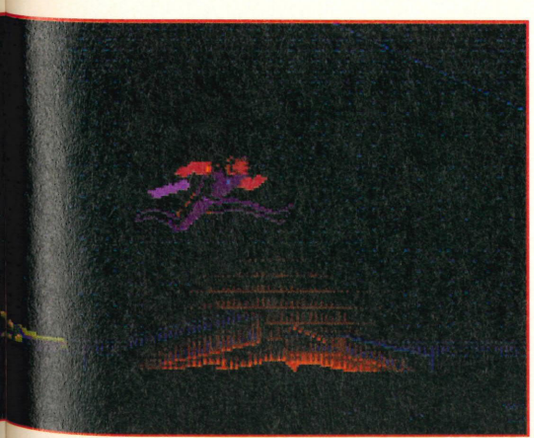




▲ A very early draft of the first stage. Every aspect is plotted on paper, so the programming team can then determine which animation frames are needed.

PAPER CHASE

Before work began on bringing Stallone's blockbuster to the Megadrive, Alexandra Inc sketched every aspect of the game on paper. Each level was mapped from start to finish and, from the assorted obstacles the team added, they could then determine what moves the Spartan sprite would need and the number of animation frames necessary to get him moving. The team were given an early copy of the film's script to work from and numerous stills, and an early press showing also enabled them to ensure the game remained true to the plot and look of the film. However, despite the number of action scenes in the film, the team have taken a number of scenes dropped from the film to expand the game slightly – the monorail section, for instance.



CD DEMOLITON

Also in development is a Mega-CD version of Demolition Man. Abandoning the scrolly-shooty bits of the cart game, the CD game is a Lethal Enforcers-style blaster, with the player controlling a massive Sartan sprite as he picks off the many bad guys who roll and run past him. Actual film footage plays a massive part in the CD game, with actors used to portray the bad guys and to ensure the animation is as smooth as possible. As of yet, there's nowt to see of the Mega-CD version, but the 3DO version is virtually complete, with the Sega version using the same sprites and backdrop graphics, albeit in a much grainier form.

BY: CORE DESIGN

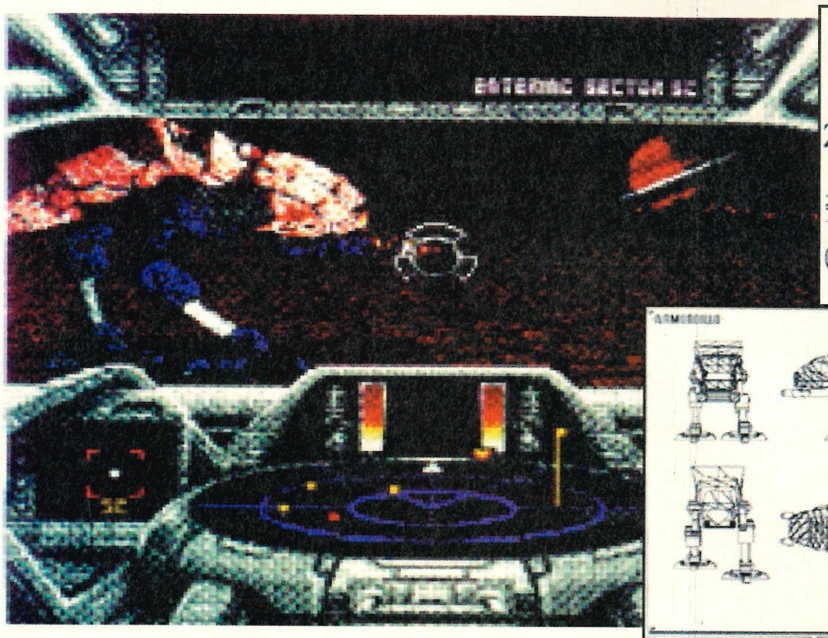
price: TBA
developers: IN-HOUSE
release date: TBA

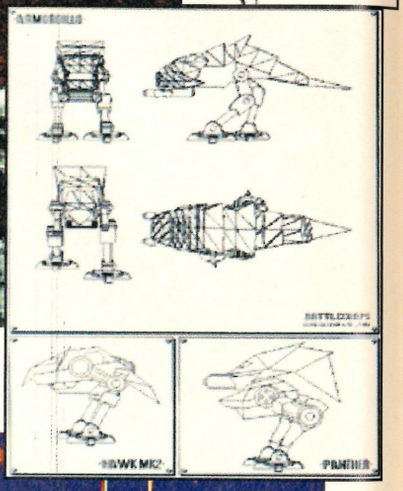
BATTLECORPS

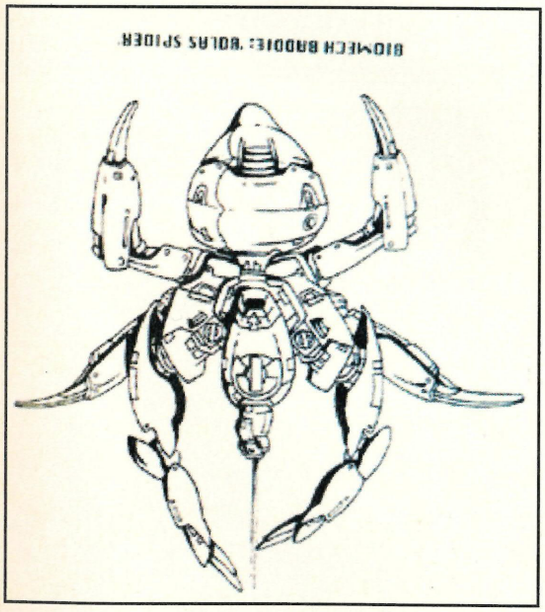
Core's Thunderhawk engine propels us into the distant future, where a company buy-out has gone horribly wrong. Bring on the war machines...

The year is 2096 and the 'Corporate Wars' are in full flow. The Interplanetary Mining Corporation (IMC) has been badly damaged in an unprovoked attack on its key processing reactor on their base in Mandelbrot's World. An Insectar space fleet is blamed for the attack, but the real instigators of the attack are BioMechanical Incorporated, who hired the intergalactic mercenaries in the first place. Realising their multi-billion empire could be in jeopardy, IMC countered the BioMech attacks by creating a division of guards – the Battlecorps – to defend its mining unit on each of the system's five moons. Quite simply, the Battlecorps are the most efficient killing machines ever devised. Huge, bipedal robots are the main strike force of the 'corps – the soldiers can plug straight into the machines' neural network, giving instant weapon access through augmented thought.

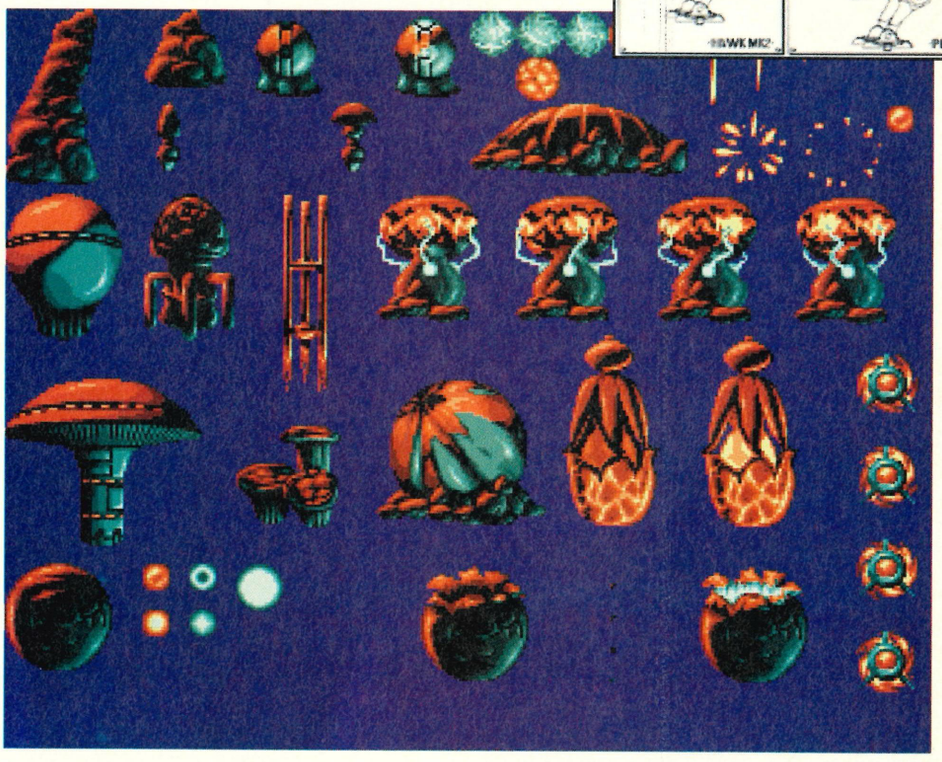
As a new member of the 'corps, you have joined just as the war against BioMech is reaching the final battle. Starting on Vegra, the lava moon, your mission is to traverse the scrolling landscape in search of the Insectar ships. Taking these out, you must also defend the assorted IMC strongholds from attack using the walker's many onboard systems and any extra weapons the dropships may leave during the course of the mission. However, reports have indicated that BioMech have also dropped a number of new robotic insect devices on each of the moons, so expect the unexpected...







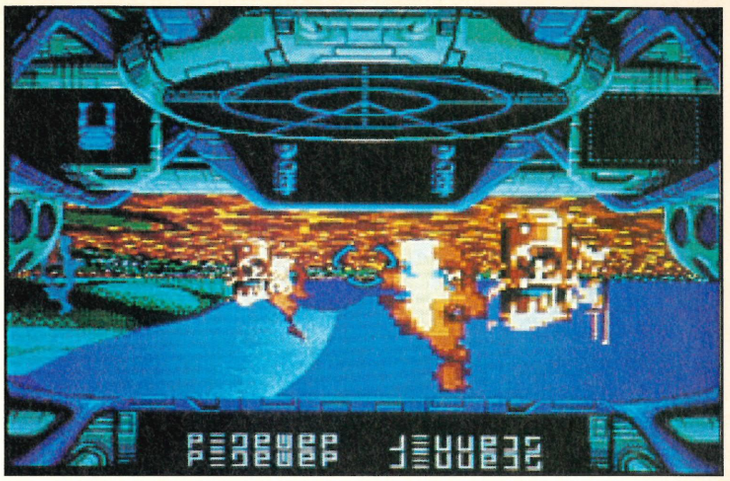
▲ The game's many bosses are all based on insects. However, each has been given biomechanical enhancements to make them even deadlier.

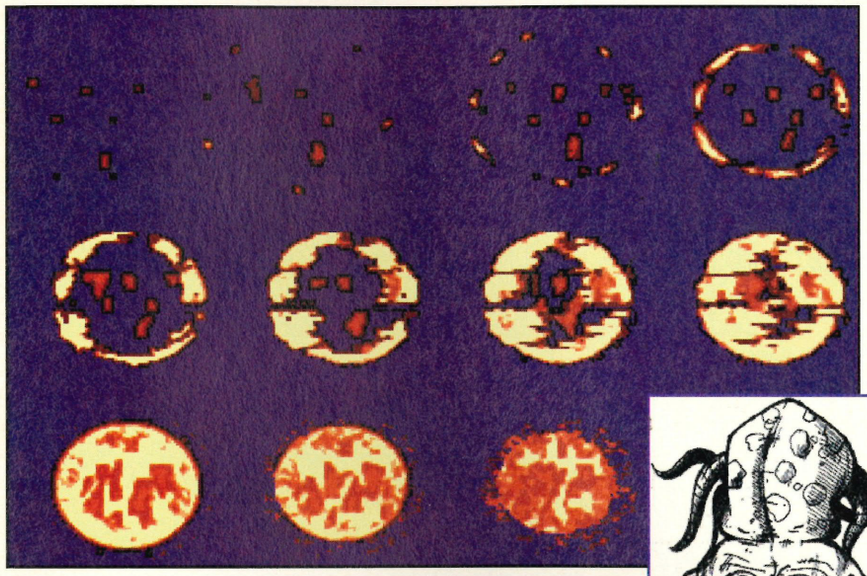


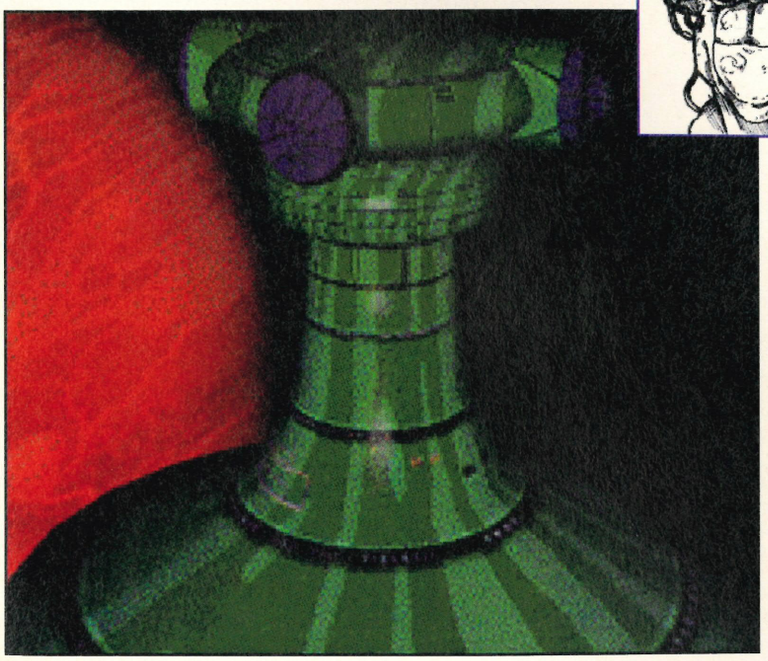
WALKER ON THE WILD SIDE

Battlecorps is the logical progression from the 3D techniques used in Thunderhawk. Seated within your walker, the main viewscreen shows the goings-on outside and the assorted in-ship systems available – weaponry, scanners, etc. The same amount of detail is used for the backdrops and obstacles, and these are changed depending on the current moon's atmosphere – lava or ice, for example. However, the one key advantage Battlecorps has over its chopper-based predecessor is that it's considerably easier to control. Using the A button in conjunction with the directional pad, the walker is sent moving in any direction. However, as you continue stomping across the moon's surface, you can scan for Insectar ships by turning the robot's head left and right. Similarly, should anything catch your eye as you do so, simply press the A button again and the legs swing round to face the same direction.

The alien sprites are easily located via a circular scanner in the centre of the ship's instrumentation. The BioMech forces take the shape of oddly-shaped robot walkers, robotic centipede and other such insectoid robots, and they appear from all directions. In addition, several species have a nasty habit of hiding beneath the planet surface and can only be destroyed as they leap out to attack. Your ship can withstand a set number of hits, but care must also be taken not to stray into the surrounding lava or onto the mines which punctuate the surface of each moon. And then there's the bosses to worry about...







SHINE ON HARVEY MOON

Set within the Mandelbrot's World galaxy, Battlecorps' action takes place on each of the system's five moons. Depending on each moon's proximity to the sun, these moons offer different scenarios for the blasting action. Here's your Thomas Cook guide to take you through the Mandelbrot area...

VEGRA

A hostile, volcanic world which bears no life. Seventy-five percent of its surface is covered with boiling lava. However, its importance to IMC is via its main series of islands, which provide vital mining ground for the rare ore, Meridium.

CYGNI

A veritable water-based fun park of a planet. No surface land whatsoever, so your battle against the Insectar ships takes a decidedly subaquatic feel. As can be expected, the local Insectar forces have tried to blend in with the surroundings and take the shape of frogs, dragonflies and turtles.

DRAKO

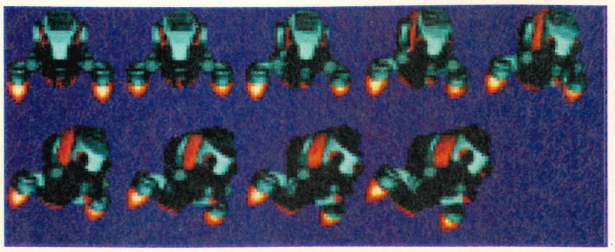
Another volcanic moon, which is also beset by 400mph winds. A tunnel system is used to mine for Meridium, and once again the Insectar forces have blended in to the best of their abilities. This time, they use spiders and worms for their inspiration.

CALIBAN

The ice world. Once there, your viewer is partially obscured by the raging blizzards which plague the planet. As of yet, though, this level's baddies have yet to be decided upon. A BioMechanical polar bear, perhaps?

MOEBIUS:

The upper atmosphere here allows no light to pass through. Its blackness forms the perfect backdrop for the climactic fight as you face the BioMech and Insectar machines for the first time.



ONE CAREFUL OWNER

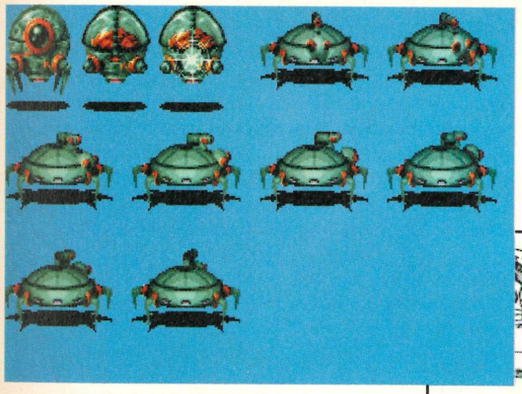
The player is given three IMC Battlecorps 'Gunjocks', each of whom is adept at controlling any of the three walkers on offer. The first, The Armordillo, is a well-defended beast with thick shields, but it's also the slowest-moving of the trio. Next up is the Hawk Mk II, which is the most heavily-armed. Its guns are extremely powerful and it has more spaces for additional hardware than the others. Finally, we come to the Panther, which is the fastest of the three but also the most vulnerable to attack. Although each unit has its advantages and disadvantages, they all feature twin cannons which can be upgraded to plasma guns or multi-fire devices when the necessary icons are collected. In addition, 'extra' goodies, such as mortars and stun grenades are also on offer, but finding them is a different matter.

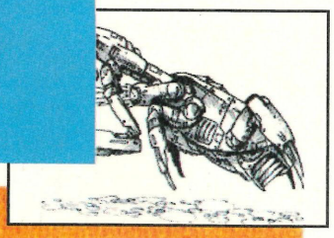
MISSION BRIEFING

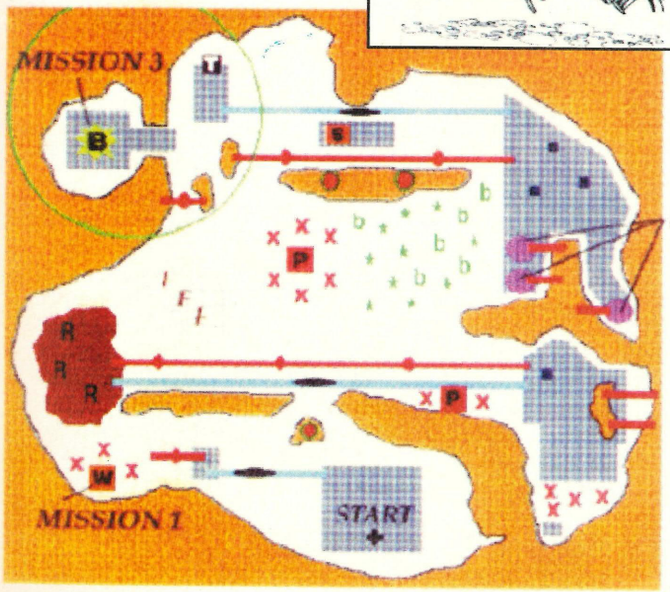
At the time of writing, Battlecorps' special directives were still being decided. Although the basic aim of the game is to defend the assorted IMC installations, the complete obliteration of the Insectar forces is equally important. However, before each stage begins, a hologram of your unit leader appears on your cockpit to keep you abreast of how the overall battle is running. Whilst doing so, he may deem it necessary for a specific building to be destroyed to prevent the enemy forces getting their hands on it, and this gains preference over the every day blasting duties.

Battlecorps is now approximately 50% complete. The programmers are currently completing Vegra and its assorted foes, and once the moon is teeming with life they'll move on to filling up the others in turn. We'll have further details on this rather smart-looking blaster soon, so keep your eyes on these pages.

▲ The large conical devices to either side of the ship are its cannons. These are activated using the B button, but rapid firing results in them overheating and shorting out. If this happens, the only answer is to pull out of battle and give them a chance to cool down.







FANCY A BIT OF FMV?

Core are keen to add a genuine movie atmosphere to the proceedings, and have started piecing together a number of cinematic intros to detail plot updates. For instance, at the start of the game we are shown a tinkling galaxy before the screen pans to pick out a mushroom-shaped space station. Zooming in, we are then taken into a briefing room where a typically alien general sets the scene. In addition, once the mission has been selected, a second sequence shows the walker being deposited on the planet surface and testing its armaments.

SAY WHAT?

The sound effects and in-game music are in the hands of Core's in-house musicians who have composed a simply stunning assortment of rock tracks to accompany the action. In addition, your walker's onboard computer is going to be a sarcastic little git who mocks your efforts at every opportunity. To add a little realism to this part of the game, the programmers have recorded a number of messages for each stupid thing you can do (walk into walls, step on a mine, etc), and these will be thrown at you during the course of the game. Likewise, the explosions and bangs have also been created for maximum noise and effect.

FROM LITTLE ACORNS

Battlecorps started life as a handful of pencil sketches. With the robot idea deemed workable for a shoot 'em up environment, the first planet was pieced together using the Thunderhawk engine. Once their basic ideas were seen to be feasible, the programming team sketched out every aspect of the game on paper – from the bosses to the maps of the moon surfaces. The bosses have taken the greatest amount of work, though, as they require more animation and detail than the 'conventional' aliens. Thus, not only do their movements have to be worked out, but the scaling they may need, too.

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE

Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**

94% – **MEGATECH**

90% – **MEGA**

83 % – **SEGA PRO**

TENGEN

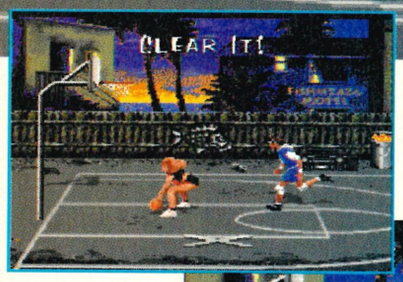
TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK, NORTHAMPTON NN3 1AP. TEL: (0604) 790785

SEGA GAUNTLET ® IV: ® and © 1985 Atari Games Corporation; Licensed to Tengen Inc. © 1993 Tengen Inc. All rights reserved. 'SEGA' and 'MEGA DRIVE' are trademarks of Sega Enterprises Ltd. © 1993 SEGA ENTERPRISES LTD

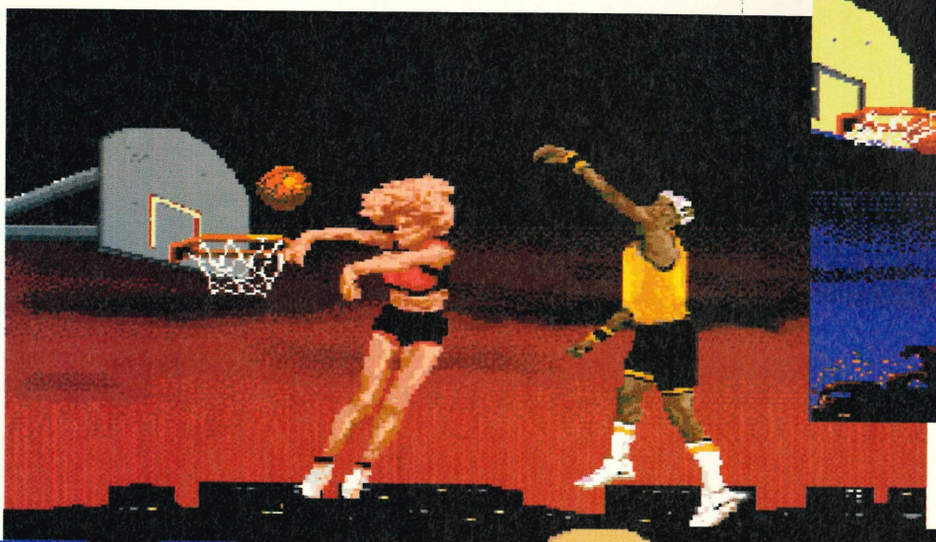
price: TBA
developers: IMAGITREK
release date: TBA
BY: VIRGIN

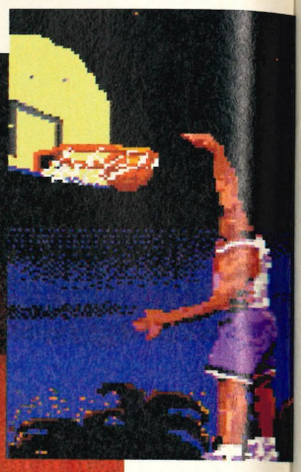
JAMMIT

That Shaq guy has got a lot to answer for. Several months ago, we couldn't have given a toss about shooting hoops or dunking our slams (or something). Now join us as we go on to the rapidly-crowded basketball court with Virgin's new kid on the block.

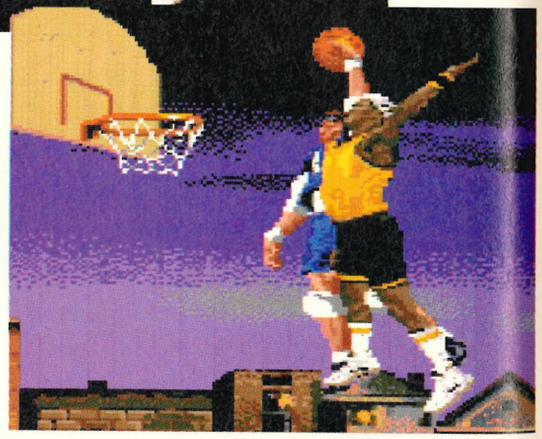


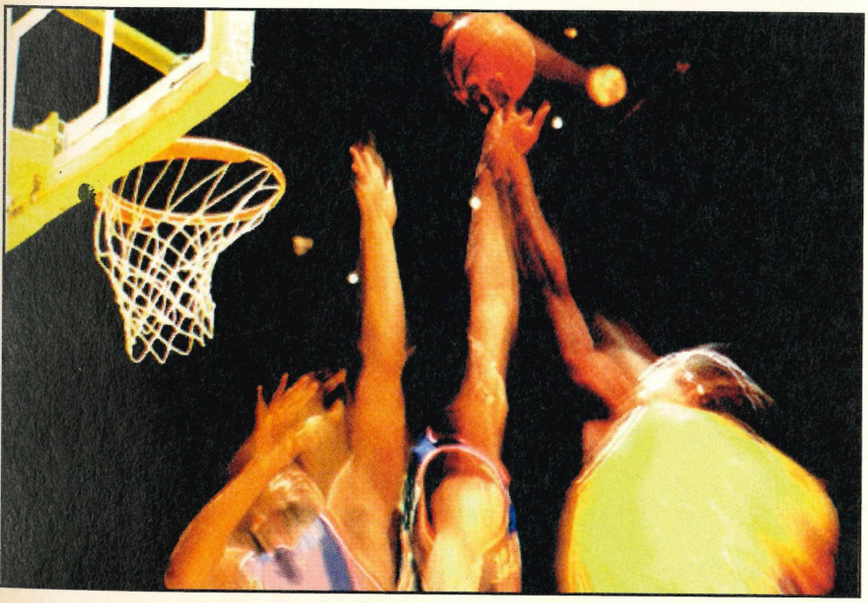
▲ Behind you! Behind you!





▲ These pics look like scenes from the latest Nike ad.





Ready to go head-to-head with Acclaim's forthcoming NBA licence, Virgin have teamed up with development team Imagitrek to add a little 'cred' to shooting hoops and slamming dunks. The result is Jammit, a rough 'n' tumble basketball sim which offers the player control over one of three streetwise players out to prove their supremacy on the court. An 8-Meg cart, Jammit is played across one of three horizontally-scrolling courts, with the player going one-on-one against the opponent of their choice.

Abandoning the wooden floorboards of NBA, Virgin's game is set in a number of street scenes, with dustbins, gloomy alleys and graffiti replacing the cheering crowds of the Acclaim game. Having selected your player from the intro screen, the options screen allows you to select the number of points needed to win and whether or not fouls will be registered. The actual match itself takes place at one end of a scrolling court, with both players facing each other in the centre circle before battling their way to the hoop at the left of the screen. Normal rules apply, and the three buttons are used to make the characters weave, dummy and bodycheck, in addition to the usual over and underarm shots available. And the overall aim? To win, of course – thus securing your dominance in the neighbourhood. And to think we always thought fighting was the best way. What next? Chris Eubank and Nigel Benn settling their differences over a game of draughts...

THE PLAYERS

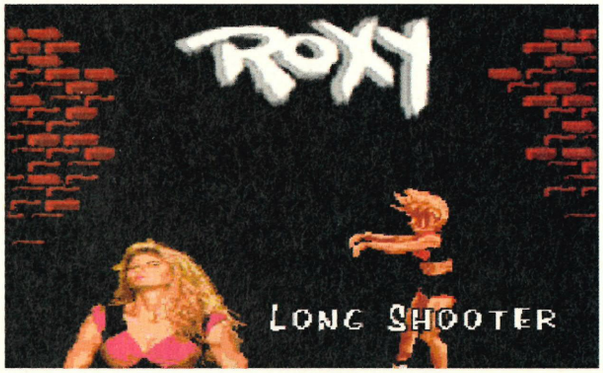
Jammit features three characters for the player to select, and one computer-controlled 'Basketmeister' who oversees each match. Let's see who's cock-a-hoop...

SLADE

The spurned lovechild of an unnamed member of the '70s glam band and a mysterious one-eyed girl from Ilfracombe, Slade is the meanest player on the streets. Fouling is this guy's speciality, and he won't hesitate to wind an opponent with a sly elbow to the stomach. Weighing in at 180lbs and 6' 2" tall, he's also prone to the odd sarcastic comment on-court and never seems to get tired.

ROXY

The spurned lovechild of an unnamed member of another '70s glam band, what Roxy lacks in weight (140lbs), she makes up for in her shooting ability and excellent blocking play. She's a very fast mover, but is easily KO'd by the heavier blokes.

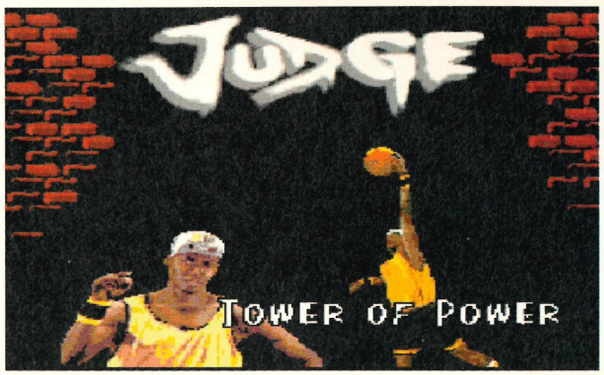


CHILL

Just as Monkey Kong became DonkeyKong, thanks to a duff translator, Chill was to be named after his mum's favourite food, but the 'i' got left off. The shortest of the four players at a relatively minuscule 5'11", he is also rather heavy for his size at 185lbs. However, slam-dunks are Chill's strongest point, and his sturdy frame also gives him an advantage during rough play.

JUDGE

The best player in the neighbourhood and the overseer of the tournament. Judge is 6'4" and 205lbs, making him the tallest and heaviest, and he is also the best all-rounder. Basically, when you've beaten the other two, this is the guy standing between you and glory.



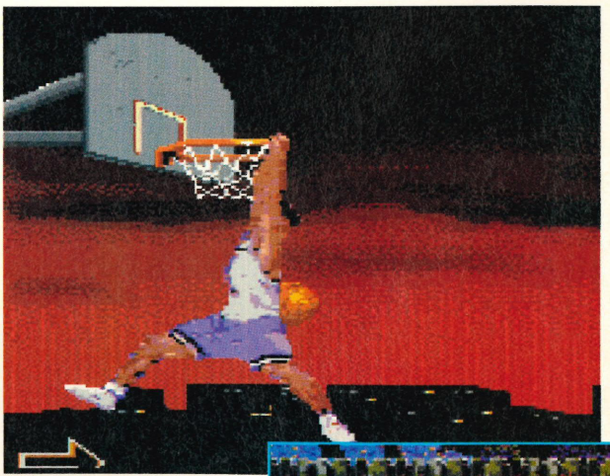
DO YOU WANNA BET ON IT?

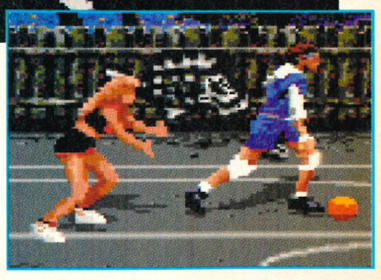
To add a little, er, spice to the proceedings (or to help pay for your ruined Converse trainers) the player can also make a few quid via a rather smart side-bet system. If you're feeling a bit confident of your abilities, you're invited to offer a few notes as a wager at the start of the game, with the computer-controlled players chipping into up the ante. Once bets are laid, the match begins as usual, with the winner of the tournament scooping the pot. In two-player matches, this creates real tension as the players battle for the wad – after all, "Winner takes all," as Jimmy Tarbuck used to say (ask yer Mums).

▲ **"If you feel lucky, punk, put your money where your mouth is"**

BASKET CASE

The version of Jammit we saw was 50% complete, but by far the most impressive part of the game is the way the sprites are enlarged as the pair leap for the basket. Whilst long shots are shown from the customary side-on view, as the players leap up for a two-pointer, the sprites are massively enlarged for a camera-style close-up. This isn't just a graphical touch, though, for the players are under your full control and can be made to lob the ball into the hoop or block a shot. In addition, in true Michael Jordan style, the players swing from the ring if they get too close, or come crashing to the ground if shoulder-barged.





▲ **Despite being picked for the basketball team, Chill's first love was gymnastics.**

BY: CORE DESIGN

price: TBA
developers: IN-HOUSE
release date: FEB 1994

BUBBA 'N' STIX

MegaTech takes a look at Core's new platformer, the everyday story of a man and his pet stick...

Well, the competition for the most outlandish scenario continues unabated, as Core enter with the following effort. An evil creature has spent the last fifteen years of its life collating the finest menagerie of alien beings imaginable. Whilst on a routine patrol through the corridors of the space-station where his collection is held, he notices that his zoo is without a human exhibit – something which must be rectified immediately. A rapid hunt sees the collector head for Earth and, before long, a gangly lad by the name of Elvis (our unlikely hero in the game) becomes the human representative in the collection – but not for long. For Elvis, being the wily hero he is, escapes from the spaceship – along with all the other specimens – and, teaming up with an alien resembling a stick(!), decides to exact revenge upon his evil captor.

Thus begins Bubba 'N' Stix – the latest arcade adventure to escape from Core's Derby HQ. Stepping into the baggy dungarees of Elvis the hero, and with your trusty stick-like friend in tow, it's up to you to escape the five danger-filled areas between you and a showdown with the would-be zoo keeper. But, as can be expected, many a danger awaits...

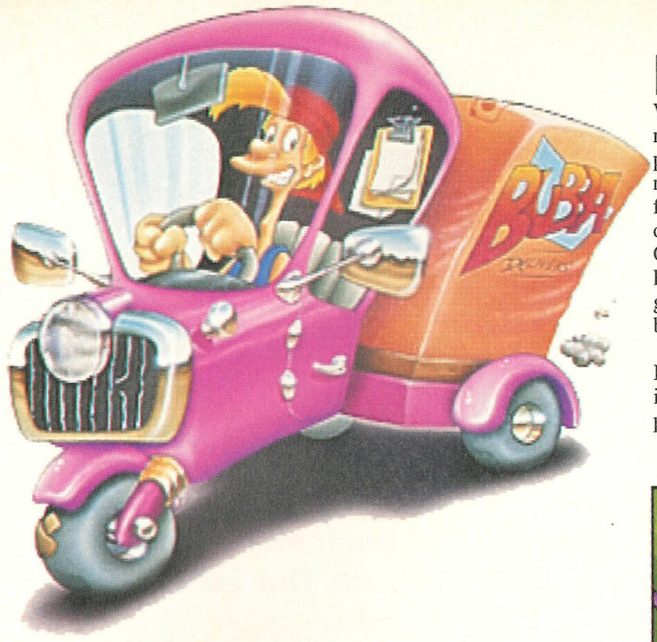
▼ Bubba 'N' Stix allows Elvis virtually complete interaction with the backdrops. Mushrooms act as trampolines, as do treetops, whilst falling rocks act as temporary platforms. Similarly, seemingly impassable rock faces often feature a hole which the stick can be wedged into for use as a platform.

GIVING IT SOME STICK

Whilst Elvis is limited to the usual running, jumping and ducking activities, the stick is a considerably more versatile fellow. In addition to simply lobbing him at any oncoming foes, Elvis can also wedge the stick into holes, enabling him to use it as a rather convenient platform. Additionally, several objects around the scrolling play area require the stick before they can be used. For instance, you'll often stumble across wheels which need the stick to turn them before they activate a mechanism to open a door. By far the best example of the stick's usefulness is when Elvis is swimming in the water – the stick acts as a snorkel, allowing him to remain submerged for ages!

WORLDS APART

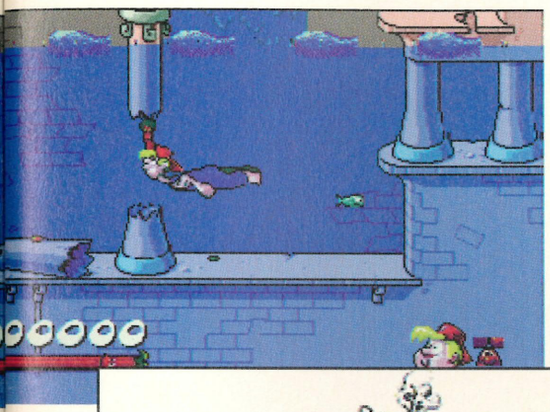
In all, Elvis's journey spans five large stages. Starting in a jungle, the various aspects of his mission are unveiled one by one. As well as fending off nasties and solving puzzles, Elvis must also collect as many of the scattered aliens as possible. These little guys are dotted throughout the play area, and are simply walked past to add them to the player's inventory. Following his activities in the jungle, Elvis is left stranded in what appears to be a prison. Escaping this, he then heads for a lava-filled cavern where falling logs and steam geysers threaten to sap our hero's energy. Ever onwards, next we head for a pipe network where Elvis must light seven bulbs before heading for the spaceport which makes up the final stage.

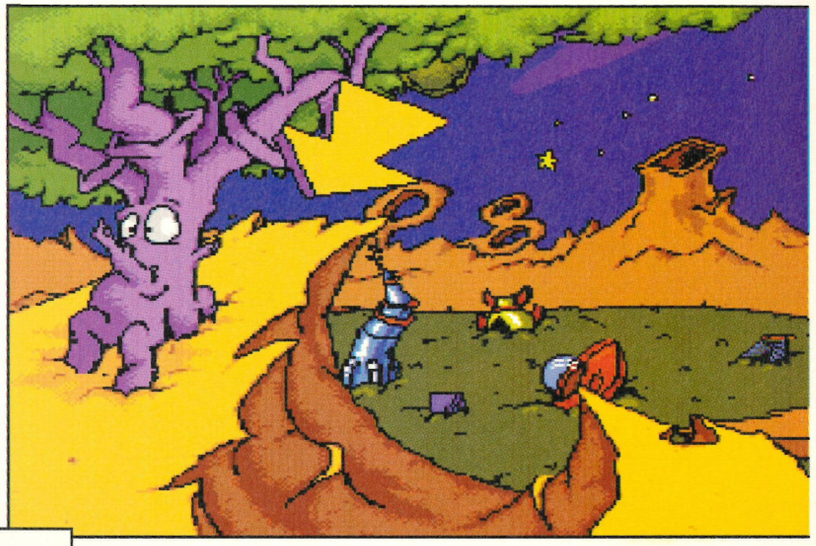


RIDDLE-ME-NOT

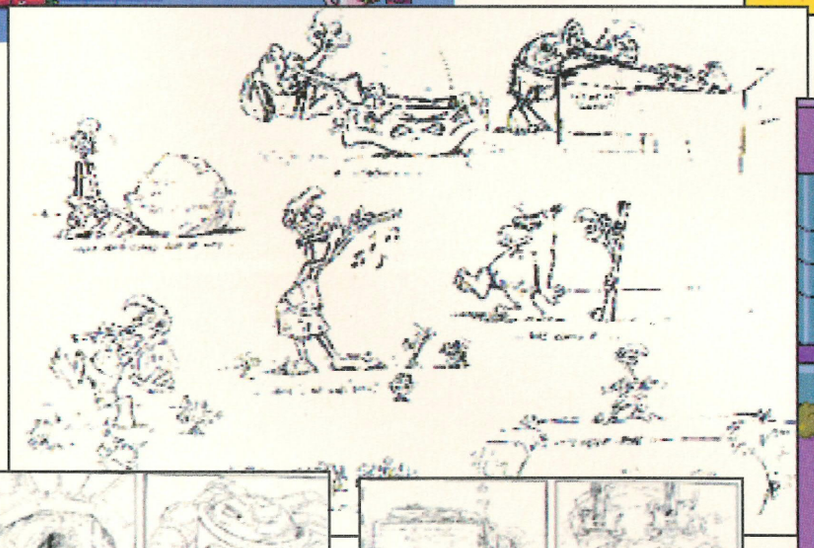
When he's not indulging in a little platform-related fun, Elvis is busy stretching his grey matter during some of the game's many puzzles. Object-related puzzles play a huge part in Bubba 'N' Stix, and a combination of good stick usage and lateral thinking is needed if our hero is to progress. For instance, right at the start of the game a tree is following our hero. Every time Elvis turns around, the tree stops and closes its eyes, only to carry on following Elvis when the man with the stick turns back round. Obviously, the tree is only vulnerable when it has its eyes open, so somehow he has to lob the stick so that it keeps bashing the tree into submission. Meanwhile, later in the game, a security device means Elvis can't take the stick past a certain point. However, by wedging it into a nearby tourist's gob, it passes through safely disguised as a cigar!

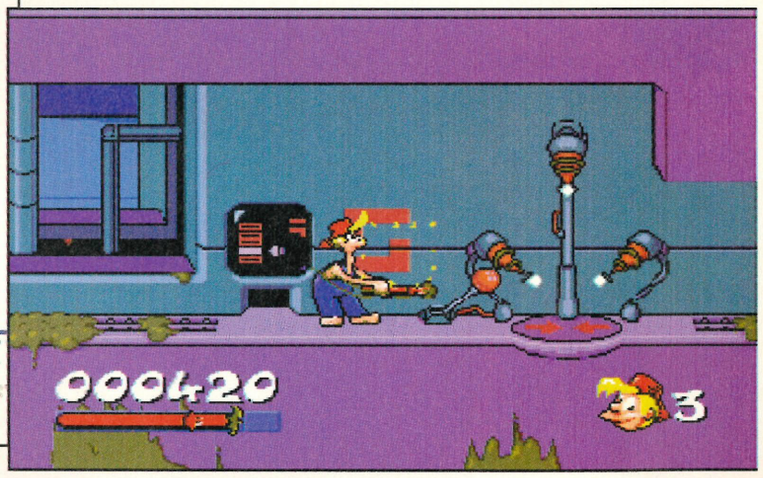
Bubba'N'Stix is just entering the Beta-testing stage, where any last minute bugs are ironed out. However, rest assured, you can see just how well we got on with its many puzzles when we review the game next issue.

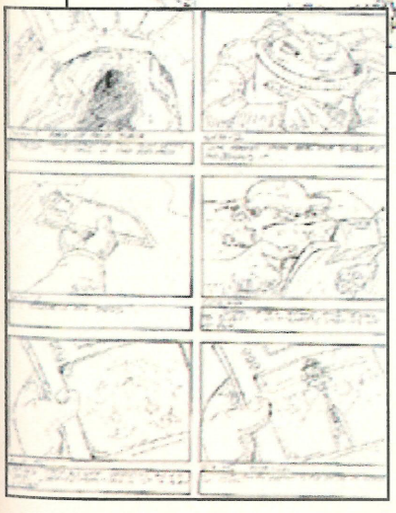




▲ The inter-level map in all its glory. Well, come on: you try filling a space like this. It isn't easy y'know...







▲ Shown to the left are the preliminary sketches for the cartoon-quality intro which will open the Mega-CD version of the game. Every part of the intro has been sketched in full, before being drawn using an Amiga and DPaint III. It is then ported to the Megadrive via a PC-based system.

AND MEGA-CD TOO!

Yup, Bubba is also heading for a Mega-CD near you! In terms of gameplay, it will be identical, but as with Core's recent CD version of Chuck Rock II: Son Of Chuck, it will open with a massive cartoon-style intro. As the disc is accessed, the intro tells of Elvis's abduction at the hands of the zoo owner's Safari-suited big game hunter, and his consequent escape as the ship holding the menagerie explodes. From here, we are introduced to the stick before the game begins.

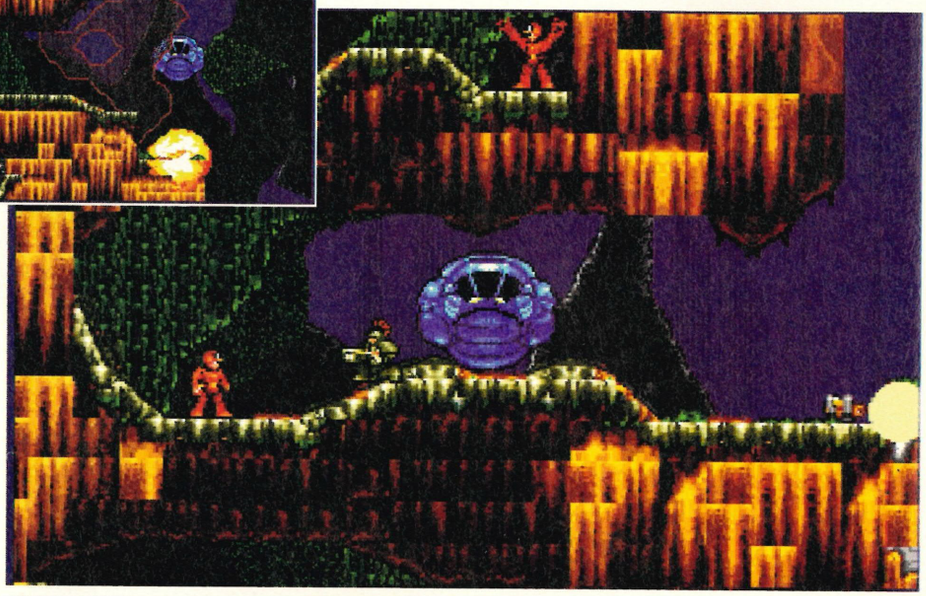
MEGATECH

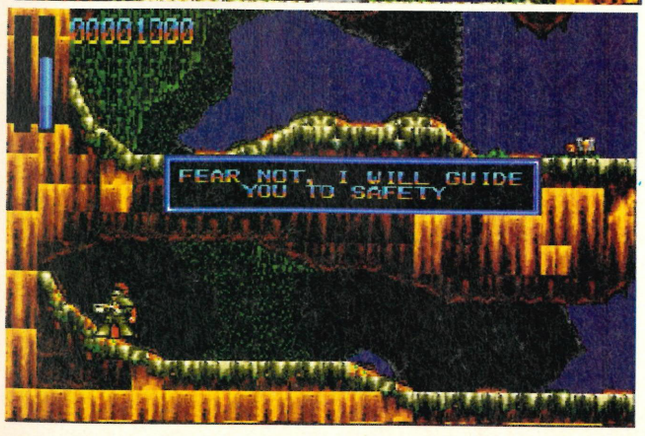
SPYCAM UPDATE

More titbits and tasters of games recently announced or making their way over the horizon, as the Megatech Eye-In-The-Sky picks up the latest on what's going on in Softwareland...

RESCUE – PSYGNOSIS

Currently under development at Psynosis' Liverpool offices is Rescue, a mixture of vector-based action and an advanced variant on the Luar Lander theme. Controlling a heroic galactic rescuer, the player starts the game by guiding their walnut-shaped craft through a series of caverns, in search of a hapless band of stranded humans. Numerous gun turrets take pot-shots at your craft, and your brave rescuer must also venture out of the ship to find the survivors. However, once the stranded people have been stashed aboard the ship, the game turns into a fast-paced, vector-based blast. As of yet, there's very little to see of the 3D sections, and you can expect the name to change. Still, a further preview is in the offing, so keep watching these pages for more news.



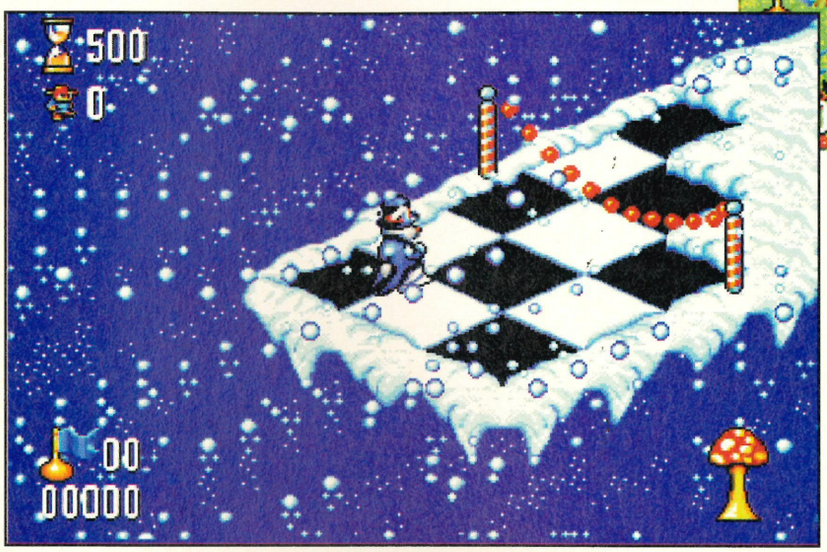


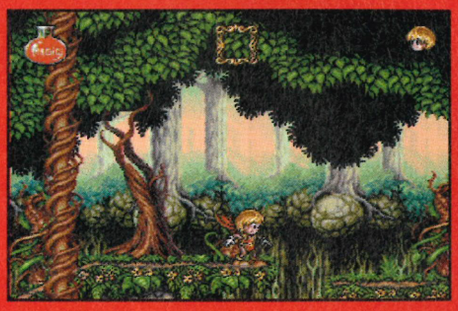
TROLL – PSYGNOSIS

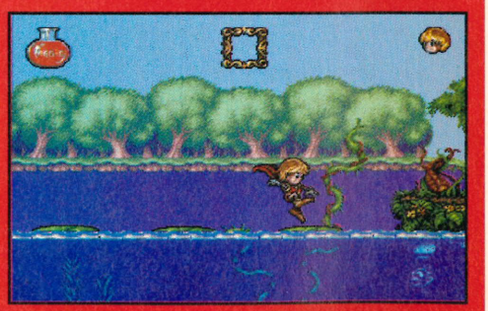
Written by the team behind the Amiga platformer, Lionheart, comes Troll (the name is still subject to change) from Psygnosis. Cast as – you've guessed it – a Troll, a scrolling woodland full of evil critters stands between you and your as-yet-undecided task. Gameplay-wise, Troll is quite reminiscent of Addams Family and its kin, but graphically it's poles apart. The assorted villages and characters within the game's many eight-way-scrolling areas are detailed using some of the nicest graphics we've seen, and there's plenty of variety too. How it plays remains to be seen, and as it hasn't been given a release date yet, who knows when we'll find out?

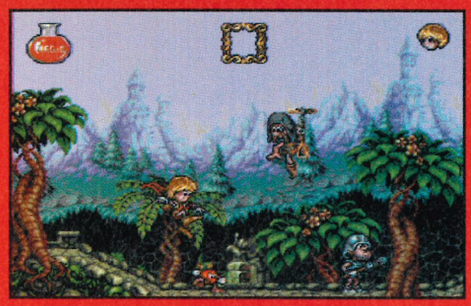
TOP HAT — PSYGNOSIS

Psygnosis certainly seem to have gone into overdrive of late, as, in addition to Troll and Rescue, they're also working on an isometric puzzler currently masquerading under the title of Top Hat. Starring a cute rabbit in a... well, top hat, the aim of the game is to scour each stage in search of goodies before escaping via the handy exit before the time-limit expires. of course, it's not quite as easy as that, and countless baddies stand between the Lepus and the end of the game – and with only his speed and an unusual spinning attack method, it's going to be a far-from-easy task. No release date as of yet, and the name won't stick either.



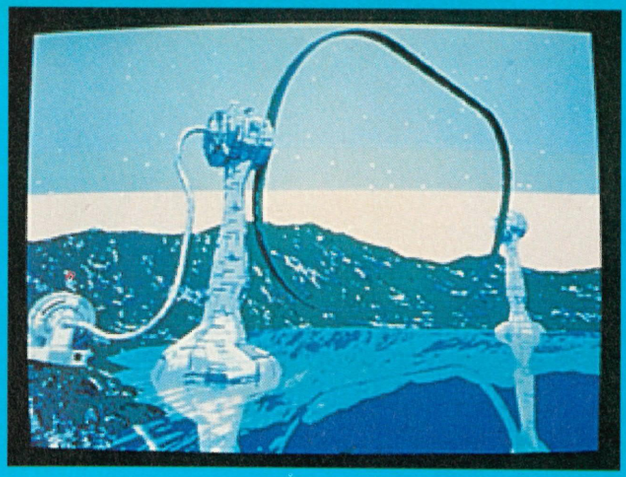


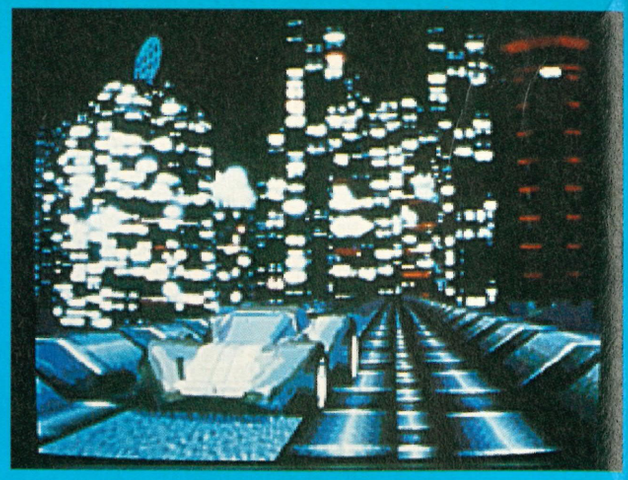




MEGA RACE – MINDSCAPE

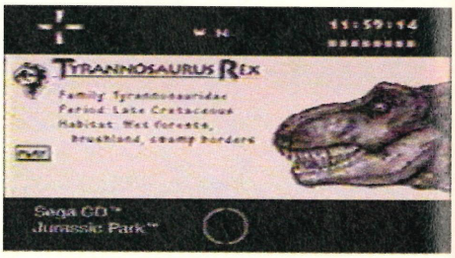
With Mindscape recently acquiring a Sega licence to produce Mega-CD titles, the first game to emerge from the Burgess Hill-based company is Mega Race, a conversion of their PC racer. The game is being developed by Software Toolworks, and is a futuristic race to the death, with the player whizzing around loop-the-loops, tight corners and mean chicanes – all in 3D! The PC version seems to be shaping up quite nicely, but work has virtually just begun on the Sega version, with the cars appearing to float above the road slightly at present. Still, we'll reserve judgement for now and bring you more info as soon as humanly possible. If not sooner...





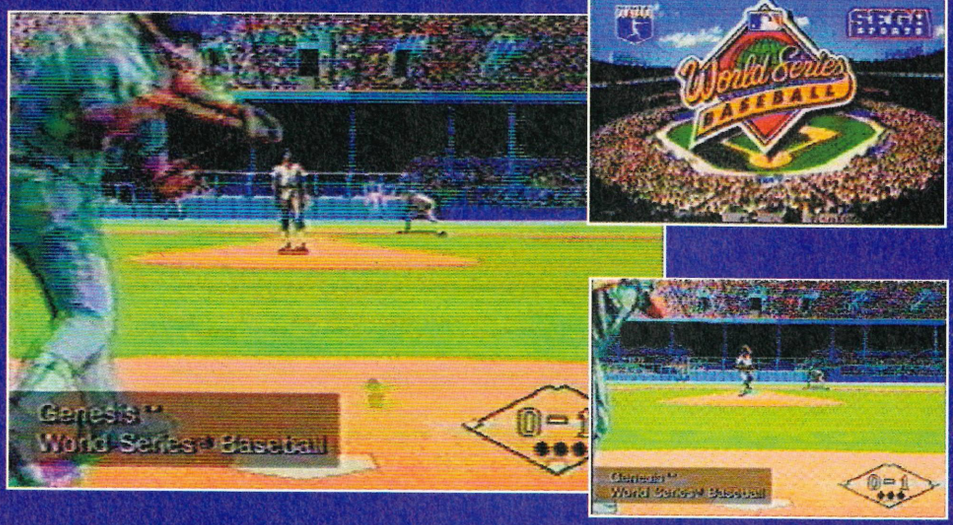
JURASSIC PARK CD – SEGA

The final binary interpretation of Spielberg's dino-hit is about to stomp onto the Mega-CD sometime in January. Using real-time 3D, the game is a cross between an arcade/adventure and a shoot 'em up, with the player making their way across the Raptor-filled park, whilst solving a series of film-related puzzles – switching the power back on, for example. From what we've seen, Jurassic CD could well be the pick of the crop. The game's many locations are extremely detailed, with the vegetation rustling as you approach and plenty of recognisable landscapes. How it plays remains to be seen. A full review soon.



WORLD SERIES BASEBALL CD – SEGA

Bringing the likes of Earl Weaver into the '90s, Sega US have just unveiled World Series Baseball for the Mega-CD. Opening with full-motion commentary scenes, the game itself uses real players to ensure the batting and fielding animations are identical to the real thing. In terms of in-game perspective, it's quite similar to Accolade's Hardball III, with the pitching and batting viewed from behind the players, and fielding seen from a bird's-eye view. Quite how much control the player will have over the proceedings isn't known, but we'll keep you posted as soon as a review copy is available.



SEGA™

MEGA-CD

"...pumps the adrenalin to overload!"

SEGA FORCE MEGA 92%

"...the hottest Mega-CD release to date...
If you've got a Mega-CD and you're not going to buy ***Thunderhawk*** then you might as well just throw it in the trash right now.
This is the game your Mega-CD was made for...
the saviour of the Mega-CD is here!"

Mega Drive Advanced Gaming 94%

GAMESMASTER 94%

MEGATECH 91%

SEGAPOWER 91%

the power of 'U'

CORE DESIGN LIMITED

Core Design Limited · Tradewinds House
69-71A Ashbourne Road · Derby DE22 3FS
Tel 0332 297797 Fax 0332 381511

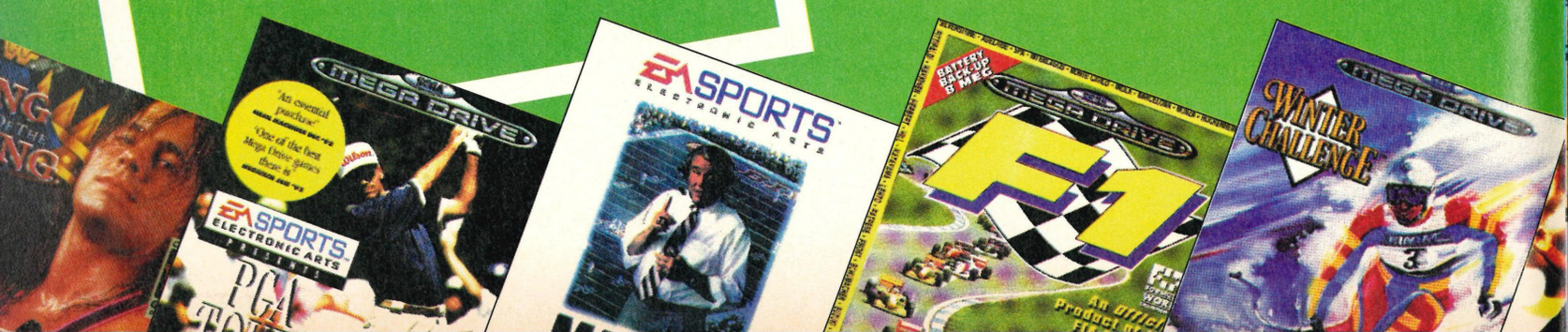
Thunderhawk © Core Design Ltd. All rights Reserved.
MEGA-CD is a Trademark of Sega Enterprises Ltd.

THINK YOU CAN

Berkamp, Baggio, Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's.
But did you know that Dixons stock the premier football games?
FIFA Football, Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing.
In fact Dixons has more choice for sports games than any other store.

...THEN YOU'LL BE OVER THE MOON

* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.



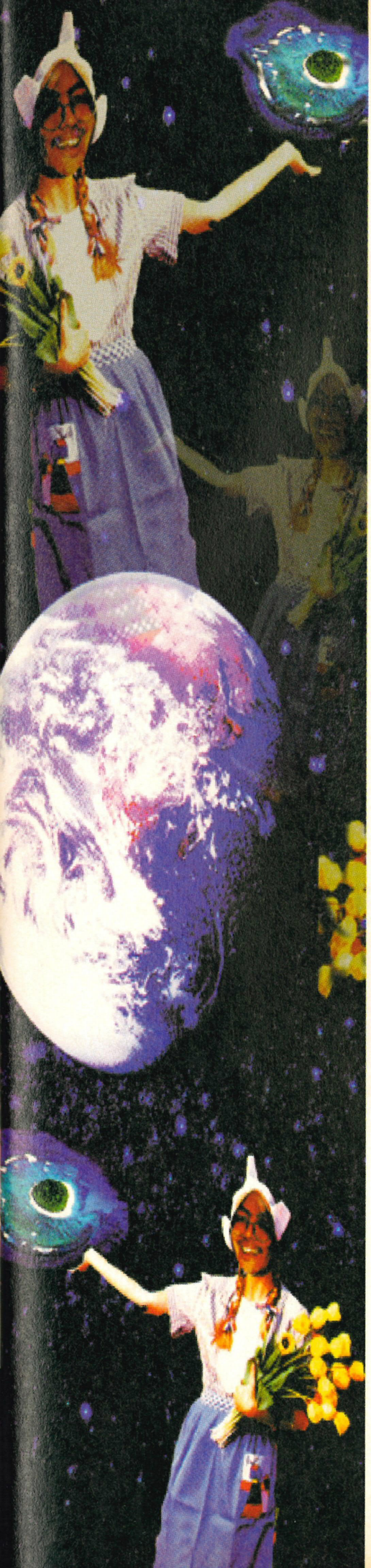
THRASH THIS TEAM?

Our boys will also do you proud when it comes to value for money.
With more stores in more towns we always get the best deals on Sega games.
And with our price promise, if you can get a game cheaper, we'll refund the difference*.
So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot

AT **Dixons**

The official Street Fighter II Player's Handbook Limited Collector's Edition!

OUT NOW - ONLY £4.95!



Tom's Island

Aloha, readers. This is the combined brain of the MegaTech crew speaking. Last month, Tom's Island was blown apart by a massive nuclear explosion and the puny staffwriter escaped on his coconut-shy raft. We thought that he had doomed himself to a slow death, alone on the oceans. However, it seemed not. After we scoured the seas in our saucer-ships, we found the raft. Empty! Somehow, he has managed to evade our scanners. However, we are vigilant - we will find him. You see, he has left one clue. Every letter that arrives at the office vanishes mysteriously. He is beaming them to his secret hideout. And that is his mistake. We will follow the trail and suck out his brains through his ears with our noodly tips. So keep writing. TOM'S ISLAND, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. If you hear us, Earth-boy, surrender yourself. Your brains belong to us now. Har har har.

EMPTY SKULL

Dear TOM,
All my friends say that Lynx are not going to stop making Lynxes, but my parents (what a drag) say they have stoped making them. Dixons have stoped maken them because of this. So can you tell me where I can get a Lynx? Also, can you answer some questions?
1. What is the best game for the Lynx at the moment?
2. Could you tell me why Bad Influence is such a lod of crap?
From Tom Schmidt, Hampshire.
PS. Please please please PLEASE print this.
PPS. I have just realised that you don't do anything exept Megadrive or Mega-CD.
PPPS. I get your magizine every week cos it's so cool.

TOM: Thank you very much for writing in, Tom. It's always good to start off with a letter from a complete moron, but you really are something else, aren't you? I'm just astounded that you actually managed to write the letter and send it to us. It's amazing what trained primates can do when left alone. Anyway, I hope you don't stop reading MegaTech just because we don't cover the Atari Lynx. After all, it was fun before you worked it out, wasn't it? So much so, that you bought the same copy four times every month. Ha, ha yes Tom, yes. Here boy, banana!

KNUCKLES FOR BRAINS!

Dear TOM,
I own a Megadrive and I am really interested in Mortal Kombat and am hopefully getting it for Christmas, but I would like to know if and why Street Fighter II TCE is better than it. I have played Street Fighter II TCE and I can't seem to see why you prefer it over Mortal Kombat! Please tell me why you prefer Street Fighter II (what Street Fighter has that Mortal Kombat hasn't)? Oh, is it true that there is a secret match against the Reptile, that you mentioned in issue 21?
PS. In what way is Mortal Kombat better than Street Fighter II TCE?
Scott Bryan, Scottsdale, Tasmania.

TOM: The reason we prefer Street Fighter 2 is simply because it's the better game. With Mortal Kombat, once the novelty of all the blood and gore has worn off, what you're left with is a fun, but extremely simple beat 'em up. However, Street Fighter 2 has tons of different attack combinations and takes ages to master. It's just far more playable than Mortal Kombat. I hope that answers your question, Scott, but here's a little tip to help you out in future. In MegaTech, we do these things called reviews. Try reading these for secret clues as to whether games are good or bad. Oh, and about the Reptile? Yes, it is true. That's why we mentioned it. See, life is simple. Even for people like you in the Land of the Knuckleheads.

BIG MOUTH

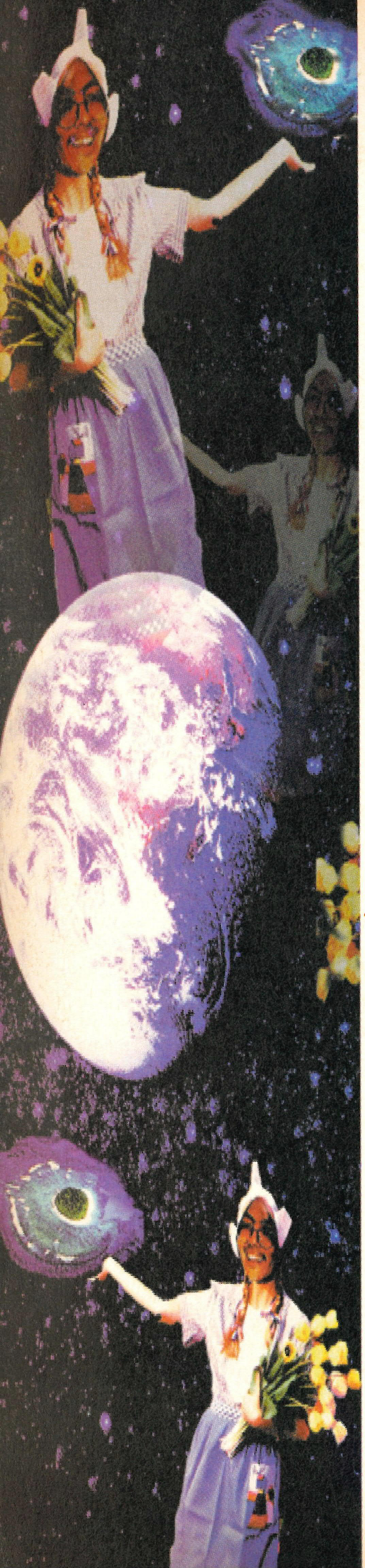
Dear TOM,
I think we had better get something straight. I know that you may be a bit of a mental mag, but the idea of putting a poster in a magazine is that you have the whole f***ing thing, not half a one.
PS. And whats the point of printing cheats that dont work, ie. the one in last issue about Super Monaco GP 2. Why don't you try it before you print it?
Matthew Dent, age 12, Bangor, Gwynedd.

TOM: Hey, watch your mouth, sonny. Where do you get off using language like that, especially when all your facts are wrong? If you bothered waiting until the next issue before shooting your junior gob off, you'd have found the second part of your double-sized poster and a note in the Technique Zone showing you how to perform the Super Monaco cheat correctly. Anyway, Little Lord Clever-Clogs, you won't talk so big after your mum reads those filthy words you've picked up at school. I've already sent her a copy of your letter. No dessert for you tonight, Junior. Hahaha!

A HARSH LESSON!

Dear TOM,
About 2 months ago, I lent some of my best games for some boring, dated ones. Revenge of Shinobi, Streets of Rage and Golden Axe and I gave him Alien 3, Streets of Rage II and Ghouls and Ghosts. When I got them back (which seemed like a year later) I felt like playing Ghouls and Ghosts. During gameplay, I found out that in parts, the action went slow, and when I got up to the big fly boss the music went all twisted. So it all came down to the Bugs Bunny lookalike who I lent it to, had completely screwed up my cart. GIT! Anyway, I was hoping you knew how I could fix my cart in any way. Thanks.
PS. Please print my letter, because Ghouls and Ghosts is one of the best carts I've ever owned. By the way, what happened to the Flashback guide? Your mag's great. Keep up the good work.
Adam Morris, Bolton.

TOM: Oh deary me, so your cart is broken? One of the best carts you've ever owned? And you were hoping I would know how to fix it? Oh, poor, sad, stupid Adam. It must be terrible for you. Such a glimmering spirit of innocent hope, trapped within a crippled, useless, buttock of a brain. Well, I'm sorry Adam, but alas, I don't know



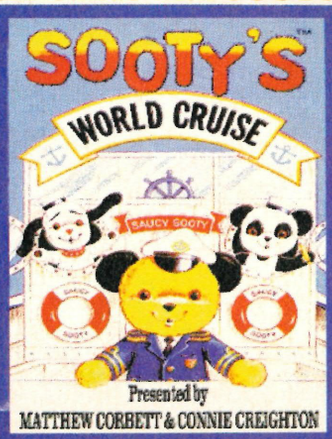
PANTOMIME ISLAND

Yipee! The Christmas holidays have arrived! Yes, the season of big turkey dinners, gift-wrapped loot and decent TV is upon us. But let's spare a thought for those less fortunate than ourselves. Those people who have no friends. No-one to share Christmas with. What of them? Well, you can guarantee they'll be starring in pantomime somewhere. So, why not help out the flagging career of a showbiz personality this Christmas. Check out the Tom's Island guide to Pantomimes, as hosted by a panel of top critics. But before you commit yourself, just remember – a showbiz personality is for life, not just for Christmas.

ROCKET KNIGHT

Hi, folks. You know, there's really only one pantomime for me this year. Jack and the Beanstalk at the Wimbledon Theatre. Ho-boy, what a show. Just look at this celebrity cast list. There's Stefan Dennis. As Paul Robinson. Familyman and manager of Lassiters.

Christmas with SOOTY!



Better still though, Syd Little and Eddie Large play the King and the Court Jester. Are they still alive? Then there's Vicki Michelle from 'Allo 'Allo. Great. However, the creme-de-la-creme has to be Tosh from The Bill as The Demon. With his balding pate, thick sausage moustache and mighty beer-gut, he is without a doubt the most terrifying Demon you could ever wish to see. Young children should definitely be accompanied by an adult.

CORMANO WILD

Howdy, Sportsfans. Now, I don't know much about these here pantomimes of yours, but if I had to choose one, it'd be Dick Whittington at the Richmond Theatre. Hell, this one looks good. The big Dick himself is played by Johnny Morris. Man, I remember him from Animal Magic. He did a real cool giraffe impersonation. "Hellooo." Yeh. Hahaha!

what to say. Your cartridge is knackered. Ghouls and Ghosts will never be the same again. I guess the moral of the story is, never lend a game to a Bugs Bunny lookalike. Or perhaps not. Serves you right for being a trusting moron, doesn't it?

PHOTO ANSWERS!

Dear TOM,
I have found the answer to one of your many questions – what to do with the photos on Flashback. Well, on HARD level 2, do not collect the photos. Instead, complete all the challenges and collect the false papers from Jack. Go to the Death Tower entrance and give in the papers. The man there will tell you that you need a photo to go on the front of the sheet. Get the photos and hey presto, Bob's your uncle.
Now I think I deserve Sewer Shark for that, or at least a MegaTech T-shirt.
James Grandage, Altrincham.

TOM: What a hero you are, James. I can't give you a copy of Sewer Shark, but I hope a MegaTech T-shirt will do. And let this shining example of gameplaying brilliance be a lesson to all those spineless worms who couldn't work out this simple problem for themselves- like me. Yikes!

BACK TO SCHOOL

Dear TOM,
First of all, thank you for my lovely T-shirt (shame about it havinga rip in it). Anyway, just a quick few lines as to your letter reply to Andrew Sayer in issue 23. You took great delight in picking out his inaccuracy points in his letter, but you were wrong – there are actually seven, yes seven, free games with the Mega-CD, not six as you seem to think (back to school for you). You might find it helpful to use your fingers to count next time!
The other point you made was, it is unfair to judge the machine on the free game. If this is so, why don't Sega carry on selling Altered Beast with the Megadrive, instead of Sonic 2? (Oh, I forgot – it doesn't matter about the free game.)
Oh look, you just come on telly, Mowgli out of the Jungle Book and Mark Patterson is Baloo!
PS. I agree with your great review of Gunstar Heroes (get lost, MEGA).
PPS. Could you give me some news on the Powerstick 2 and the price, as I cannot seem to find one anywhere.
Keep it up (good work, that is).
Miss N Hobbs, Ryde, Isle Of Wight.

TOM: Cobra Command... that's one... Sol Feace... two... Revenge of Shinobi and Columns... three, four... Streets of Rage... five and Golden Axe, that makes six. And Super Monaco GP. Seven. Aargh! Okay, I guess you're right. I apologise. Sorry. Can I go now?

CHOCKS AWAY!

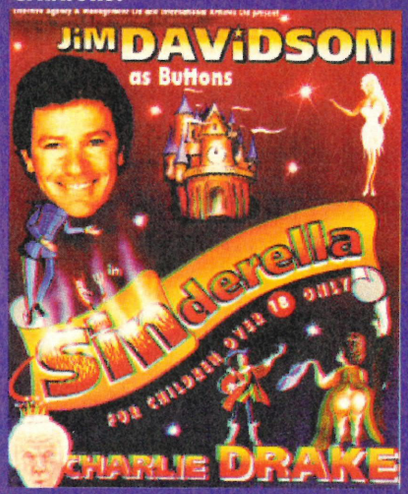
Dear TOM,
I like strategy games. Looking in your Games Index, I found a game called Aerobiz. Would it be coming out in England? Keep up the good work.
PS. Oh, MEGA were wrong. I've got Gunstar Heroes and its brill. It's well worth your 95% you gave it.
Andrew Moss, Nottingham.

TOM: Nah, it doesn't seem likely that Aerobiz will ever fly across the Atlantic to these shores. You see, the producers of the game, Koei, don't have a licence with Sega to release their games in Britain. A shame, but there you go.

AUNTIE AND THE ACTIVATOR

Dear TOM,
I just have a little question for you that I would like you to answer.
In issue 20, in your news section, you had a column telling us about the Activator. You said this would be coming out at Christmas in America and would cost $79.99. I think it looks great, and would be keen to get my

Him and Terry Nutkins. What? Oh that was a different Johnny Morris. Well, who the damn hell is this guy? Some fella from Bread? Well, I hardly think a baker's gonna pull in the punters. Still, that doesn't matter, because Bernard Cribbens is in it. You know, the guy who did the voices for The Wombles. Back in the West, we eat wombles with beans. Lovely. Anyway, old Bernie plays Sarah the Cook and wears a frock. And there's some excellent make-up effects that make him look baggy and old. Nice one, Cribbens.



LORENZO THE TRICERATOPS

Hello, chaps. Take it from a mean dino-dude like myself, the one to go for this Christmas is Sooty's World Cruise at the Bloomsbury Theatre. Yeh, I know it's not a panto, but this one is definitely entertainment. Join Sooty and his two glove-puppet friends – Matthew Corbett and Connie Creighton, as they travel on Sooty's ship, the Saucy Sooty. There's a ship's cabaret, a dinner party and even dancing water fountains. Very saucy. Sweep and Sue are there too. Although Sue really shouldn't be travelling at sea while so heavily pregnant with Sooty's children. She could give birth prematurely and there'd be gloves and socks all over the deck.

PUGGSY

Bong Thang, Earthlings. Makatoo nok inni apok tween oot da Solid Silver 70's Show. Banza banza mamma! Prinki oopa moo oot Alvin Stardust. Plenty funky, no? Swum trengi oon tooma moo oot Showaddywaddy. Groove, baby, groove. Tong betchi eppa da Rubettes. Who bloody hell they? Itchi banga skep un Under The Moon Of Love bem Pretty Angel Eyes bem Juke Box Jive. Bunki tok Hey Rock and Roll, doot pa Sugar Baby Love. Cowabunga! Kappa toot trinki appa THRILL bap da music bem CHILL bap da footsie footsie bem SPILL bap wemma Alvin. Oh yes. Kappa noot frenki otcha poots Jim Robinson. Hahaha!

ROLO

Hello peeps, Rolo here. I can only recommend one pantomime this year. Sinderella at the Cambridge Theatre starring Jim Davidson as Buttons. Sharooga! Back in the Elephant Kingdom, we worship Jim as a god. Each morning we awaken to merry sounds of pensioners laughing at his live shows, before sitting down to read a psalm from our bible, The Full Monty. A story packed with wild tales of booze, babes and brawls. And we thought we'd heard it all! Then we crowd around the communal Elephant TV to watch the latest episode of Big Break. Oh, how he jokes with that bearded fella who does the trick shots. Truly a giant among men. Of course, the real star of Sinderella is Charlie Drake. He plays Baron Hard... oh my! Teeheehee. Later, dudes.

globe-trotting aunt to get me one for that low price. However, in that inferior magazine 'Mega', they had some poor soul write in and say his American cart wouldn't work because of a new chip the Americans and Japanese have invented. What I want to know is, would the American activator work on the official UK machine?
Duncan Quirk, Peacehaven.

TOM: To be honest, I don't really know. Although I can't see why not. After all, foreign joypads work fine on official Megadrives, and the Activator would surely relay the same signals as a joypad. However, as we haven't managed to get an Activator in the office, I can't be sure it would work. So I personally wouldn't recommend it. Besides, the Activator isn't going to be released in Britain, so it seems unlikely that many Activator-based games will be coming out over here. It could just end up as another tacky add-on like the Sega chair. My advice? Tell travelling auntie "No".

FOOT-BALLS

Dear TOM,
I recently played a game on the Amiga called Championship Manager. Please could you answer questions for me?
1. Is Championship Manager or any sort of Manager games out for the Megadrive?
2. If there is, when will it be released or ready?
3. What is it called and how much will it cost?
4. If there are no manager games, tell the manufacturers to hurry up and make a couple.
PS. You mag is safe.
Phillip Morgan, Cardiff.

TOM: Blimey, every month I get letters asking about Football Manager games. I just can't see the appeal - they're so boring.
Anyway, personal opinions aside, there IS going to be a Footie Manager game for the Megadrive - Player Manager by Imagineer. However, it's still in the early programming stages at the moment, so no release date has been set. But it is on its way. Shudder.

HAVE I BEEN SWAP SHOPPED?

Dear TOM,
I am writing just to say how very good your magazine is, and how much I enjoy flicking through it at spare moments. I would also like to ask one or two questions.
1. Are game exchanges a con or are they a good way of saving money for new games?
2. I have just sent off Chuck Rock for Micro Machines and I have waited exactly 38 days. The company said up to 28 days, and the cheque has been cashed two weeks ago. Will my game come or have I been robbed?
Please, please, please print my letter as I would like to know your opinion on my queries.
PS. Your letter page gets funnier and funnier. Thanks.
Jonathan Berry, Bradford, West Yorkshire.

TOM: Game exchange companies are a very good option if you're bored with your games and haven't got a lot of money to spend on new ones. And in general, most games exchange companies are highly reputable. However, as with all things in life, there are always the odd bad eggs. In your case, there definitely seems to be a problem. It's probably best to try ringing the exchange company in question to find out what's happening. If they don't give you a satisfactory answer, then contact the magazine you saw the advert in and explain the situation. Most magazines like MegaTech are very concerned that the companies who advertise in them are trustworthy and would be more the willing to help you.

SAD AND CONFUSED!

Dear TOM,
I have a problem (no, not that that!) You see, about a month ago, I was a sad person. I sat at home day after day with my 128k Spectrum with utterly no social life. Then it hit me. I would get a bigger machine, I would get a better machine, I would get a life, I would get (drum roll) a Sega Megadrive 2. I set up my Megadrive and hey presto, Sonic and Tails exploded onto my screen, great fun, totally amazing. Then I thought, hey I'll get a Mega CD 2. So I did. OK, so the the games are crap, but it blew my 128k into oblivion. Anyway, cut a long story short. Does the Mega-CD boost the Megadrive up to 32 bits? My manual/ instruction booklet says that the CD will double the power, states that it has a 752 kilobyte buffer and the hardware info says that the Mega-CD has lots of ROM and RAM to throw around. Besides, my friend has one of those new Amiga 32 bit machines (boo, hiss) and the graphics look quite pathetic. All this points to the Mega-CD being better and boosting the number of bits on the Megadrive.
So, please, please, please, please could you tell me if the Mega-CD 2 upgrades the Megadrive 2's number of bits. By the way, MegaTech is magic. Keep up the excellent work.
David Percival, Stepps, Glasgow.

TOM: No, the Mega-CD doesn't make the Megadrive into a 32-bit machine. Although it does have a separate 16-bit CPU that runs alongside the Megadrive's own, this CPU doesn't double the amount of data the Megadrive can process at any one time. It serves a different purpose. You see, the information that is stored on CD is unreadable by the Megadrive's central processor. The Mega-CD's CPU translates all the information that comes off the discs, carefully filtering the correct game code to the Megadrive's own processor. So, in effect, the Megadrive's CPU still has

CUT OUT & COLLECT THE SET

LET'S BAKE!

Ladies and gentlemen, that pantry smell is in the air once more. So, it's time to put your paws together and give a warm welcome for your host, veteran chef and chirpy cockney comedian, Santa Claus, as he imparts to us a most festive secret recipe. Sounds interesting. Let's bake!

SANTA: Aloha, my pretties. Santa Claus is the name and baking is the game. But before I go any further, it's time to introduce my guest assistant. Ladies and gentlemen, Elvis Presley! (massive applause)
ELVIS: Thank you very much, sir. You're too kind.
SANTA: Okay dokey. My assistant is here, my apron is on, the hob is aglow, so it's time to (audience joins in) BAKE ON! Hahaha!
ELVIS: Hahaha!
SANTA: Right, well it's time to reveal tonight's secret recipe. Elvis, draw back the curtains, my son. REVEAL ALL!
ELVIS: Yes sir. Tonight's recipe is... Steak and Kidney Christmas Cake!
SANTA: Excellent! Now, to the hobs!

Ingredients
1 1/2 pounds of chopped beef.
1 1/2 pounds of chopped pigs kidneys.
A packet of Marzipan.
Stock cubes.
Icing sugar.
1 pound of chopped pigs liver.
1 onion.
An assortment of cake decorations.

SANTA: Okay. First take the beef and the kidneys and mix them together in a large bowl. Hang on a second. Elvis, son, is my apron coming undone?
ELVIS. No, it's not.
AUDIENCE: Oh, yes it is!
ELVIS: Ohh no it's not!
AUDIENCE: OHH YES IT IS!
ELVIS: OHHH NO IT'S NOT!
SANTA: Hahaha! Right, now take the beef and kidneys and boil them until tender. While this is going on, prepare a thick gravy using the stock cubes.
ELVIS: A hunka-hunka-burnin' love. Uh-huhu. Uh-huhu!
SANTA: Now take the marzipan and roll it out to about half an inch thick. Elvis, is that rolling pin near you?
ELVIS: No, it's behind you.
SANTA (looking around): Where?
ELVIS and AUDIENCE: BEHIND YOU!
SANTA (looking baffled): Where?
ELVIS and AUDIENCE: BEHIND YOU!
SANTA (cupping hand to ear): I can't hear you!
ELVIS and AUDIENCE: BEHIND YOU!
SANTA: Hahaha! Right, slice the marzipan in half and layer a cake tray with one half. Empty the steak and kidneys onto the marzipan and add the gravy.
ELVIS: Yummy.
SANTA: Layer the second sheet of marzipan over the top. Now make a thick icing sugar paste and spread it over the top.
ELVIS: Love me tender, love me true, never let me go. You will make my life complete and I'll love you so. (Burp.) (Audience scream and throw knickers.)
SANTA: Now, while the icing sugar is still soft, decorate it with the assortment of cake decorations. Use a fork to make realistic sled trails. As a final touch, you can decorate the edges of the cake using the chopped liver and onions. Now place it in the fridge overnight and in the morning, delicious Steak and Kidney Christmas Cake. The kids will love it!
ELVIS: Now that's what I call cookin', brother. God bless us, everyone!

to process the whole game at the end of the production line. What this means, is that the Amiga CD32 is technically superior than the Mega-CD. However, whether the games on it are any good is another matter entirely. Speaking of which...

AMIGA VS MEGADRIVE

Dear TOM,
I have just finished reading through issue 24, and I must say that I am shocked. After hearing so much about the "fantastic" Amiga with the "best games" such as Sensible Soccer and Zool, I now find out that they only rate as 80% and 71% in Megadrive terms. Is it that the Megadrive is so far ahead of the Amiga in games terms, so as to have Super Kick Off 14% better than Sensi Soccer and Sonic 2 24% better than Zool, or are Sensi Soccer and Zool just substandard conversions of superior Amiga games? I'm sure your reply will be of great interest to most Megadrive owners, who are sick and tired of Amiga owners boasts.
Oh, and please get rid of the features such as "John Madden Talks Back", "Santa's Grotto" and "Lets Cook" that ruin your otherwise excellent letters page. I used to think how good it was that your readers were spared the pictures of other computer mags, in one of which I found reader's pictures of Sonic's girlfriend, Grandpa Sonic and Baby Sonic, only to find Tails' mother in your feature "Tails Is Missing" in issue 23! What is the point of these features?
Other than this gripe, MegaTech is probably the best mag around, but whatever happened to the "Game Party", which was a great laugh to read, as well as a good insight into the games-playing abilities of the MegaTech crew?
Andrew Clarke, Leicester.

TOM: Rest assured, the MegaTech Game Party will be back. We're just taking a short break because we can't handle all the excitement during this already over-booked Christmas season. So many people, so many parties, you know how it is.
Ahem, anyway, I would say that yes, the Megadrive IS far ahead of the Amiga in game terms. The thing is, the Megadrive is a machine designed purely for games, the Amiga is not. So when a game like Zool comes out on the Amiga, it fares well, because there is nothing around to compare. However, on the Megadrive, there are already tons of these games, many of them far superior. Sonic 2, Tiny Toons and Aladdin to name but a few. Of course, the Amiga can do plenty of things the Megadrive can't, but when it comes to games, the Megadrive excels. Although having said that, I always tend to find Megadrive conversions of Amiga games inferior to the originals. It's only games designed specifically for the Megadrive that seem to be the best. That's my opinion anyway.
Now, what's with all these criticisms about my island? Oh hang on, here's another...

GET RID OF TOM!

Dear MegaTech,
Grr. Nothing pisses me off more than hypocritical journalists. In the first instance, we have the Sun newspaper. Seeing the growing popularity of console games, they immediately add a games supplement to the paper (curiously showing Super Mario World being played with a Megadrive control pad). However, more recently, as soon as the Sun newshounds smell a possible story they plaster it all over the front pages: 'Sega death-gore horror video nasty brainwashes 6-year old turning him into a frothing homicidal maniac, hundreds dead and horribly maimed after this.' or, 'Nintendo lobotomized my son.' Pathetic? Clearly, yes.
Now, in the second instance, we have the illustrious MegaTech. Ever since Tom took over the letters page, the most reader-interactive pages of possibly the best Megadrive mag on the market have become as low as Yob in CVG or MMS. The main reason I began to read MegaTech was because of the high quality of writing and because the letters page actually gave readers a sensible reply, rather than "Oh, go shove your head up an incontinent sheep's arse, you hideous bag of Bernard Manning's body fluids." Obviously, you aim your magazine at the older generation of Megadrive gamers, why else would you print all the swear words of your guests in "Out To Lunch"? I suppose you are now conforming to the Priory Court magazines trend of having crap letters pages. The odd joke for a letter is appropriate, but to make a whole plethora of 'wisecracks' throughout the farcical display of a letters page, just because someone has an out-of-the-ordinary surname. I can now see why Mega has stolen the spotlight of top-selling Megadrive magazine. Get it together.
James 'Fun-Guy' Mould, Guildford, Surrey.

TOM: Yipes! Strong words indeed. But I think you're being a tad unfair. Yes, I do answer some letters in a silly and sometimes offensive fashion, but I'm not trying to be spiteful or rude, I'm sure most people realise it's all just a bit of fun. Besides, when people ask questions like "Is Sonic 3 going to have a rabbit in it?" or "Have you got hairy nostrils?" do you really expect me to give a straight answer? I hope not! Fair enough, I don't have to print these letters, but if all the letters and answers were sensible, then it would make for a pretty boring read. I didn't have to print your letter, but I wanted to answer your points and give other readers a chance to respond. In my opinion, that's what makes a good letters page. Debate.
So, what do other readers think? Do you like the way I answer the letters? Do you like the features? What do you dislike about Tom's Island? What would you like to see happen on these pages? Send me any ideas or opinions you have. After all, my island is your island too.
Oh, and James, you may have noticed that I wasn't silly or rude to you once. I gave you a perfectly sensible reply, so quit being such a wet. If you stay this damp, you'll go all mouldy. Oh. Hahaha. And don't forget to stay in a cool, dry place, away from strong flavours. That should stop you spreading.

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.

25% OFF COMPUTER GAMES. JUST ONE MORE REASON TO OPEN A LIVECASH ACCOUNT.

When you open a Midland Livecash account, you get your own Livecash card, which gives you instant access to your money from more than 6,000 cash dispensers throughout the country.
You also get a pack of discount vouchers, and for once, they're for things you'd actually want to buy.
They'll save you up to £11 on many of the top Sega, Amiga or Nintendo games.
They'll save you £5 on any Playhouse or Our Price Video.
They'll save you money on all sorts of things from pizzas and cinema tickets, to clothes, CD's and cameras.
And if you're over 16, they'll get you your first BSM driving lesson free, and save you £3 off the next five.
Now that's what we call a savings account.

For more information about Midland Livecash send this coupon to: Customer Information Service, Midland Bank plc, FREEPOST, Sheffield S1 1AY, or call us on 0345 626192 Monday to Friday 8.00am – 8.00pm.

NAME (MR/MISS/MS)* SEGA MEG/1

ADDRESS

POSTCODE

MIDLAND
The Listening Bank
member HSBC *group*

MEGADRIVE REVIEW

Stereotypical, boring beat 'em ups. TOM GUISE is fed up of them. When is there going to be a Hapkido cane-fighting game that caters for ninja aqua-people like himself? Oh, this is one.

ETERNAL

BY: SEGA

8-MEG

STYLE

BEAT 'EM UP

PRICE £59.99

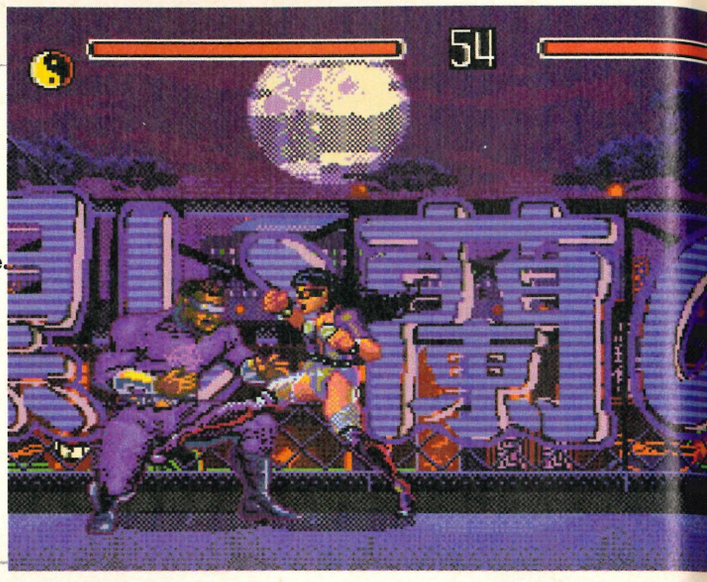
PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

JAN 1994

Good and evil. There's always been a fine line between the two. A delicate balance between the light and the dark. Every day, we face decisions that could tip the scales in favour of one or the other. Should I buy Rice Krispies for my breakfast tomorrow? Or should I take over the Earth, bending humanity beneath my iron will? Today, the world; tomorrow, the Universe! Bwa-ha-ha-ha! Simple decisions like these could mean the difference between an eternity of perpetual chaos or a new age in paradise. But how can we be sure to do the right thing? Surely, such important decisions can't be left to us mere mortals? Indeed not, this is the job of the Eternal Champion. It is he who maintains the equilibrium between good and evil, hope and despair, salt and pepper. But things have gone wrong and now nine people must fight each other. Or something like that. Yes, it's another beat 'em up, this time a 24 Meg one from Sega, complete with thin and hokey plotline. Let the tournament begin!



WE ARE THE CHAMPIONS !

Okay, thin and hokey plot first. Meet the Eternal Champions, nine of history's greatest warriors, drawn inextricably together by a mysterious character called the Eternal Champion. (Popular name, it seems.) Each one of these characters has the power to save the universe, except there's just one tiny little problem. They're all dead.

Even with all his mystical power, the Eternal Champion can only bring one of them to life. The question is, which one? There's only one way to decide – pit each one of them against each other in a series of one-on-one fights. Whoever wins can be returned to life, seconds before their death, allowing them to change their destiny. Simple, see?

CHAMPION WHITE BREAD

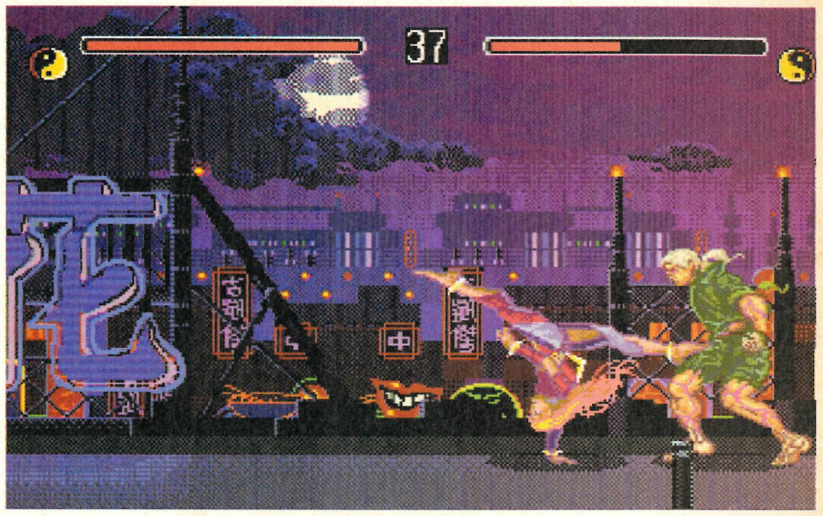
After all that nonsense, what we're left with old-fashioned beat 'em up. Three-round figh first combatant to claim two rounds being de the winner. Each character has their own ra unique attacks, based on genuine matial art Jeet Kune Do (Bruce Lee's fighting style), Mu Thai Boxing or Hapkido Cane Fighting. On top of these basic moves, the fighters can perform special attacks like fireballs or spinning punches.

It all sounds a tad familiar. But what Et Champions does have going for it is a wide options. Together with the basic one-player and two-player modes, there is also a tourn mode where up to 32 people can take part, fighting in a series of heats to determine wh the winner. There's a battle room, where a players can fight against each other, admist manner of computer-controlled hazards. The a training mode where the player can pract moves on floating spheres or even a hologr And on top of all this, there's all the standar options, allowing you to change the speed s select different backdrops or even view an i replay of the fight.

CHAMPIONS

SAM ETERNAL

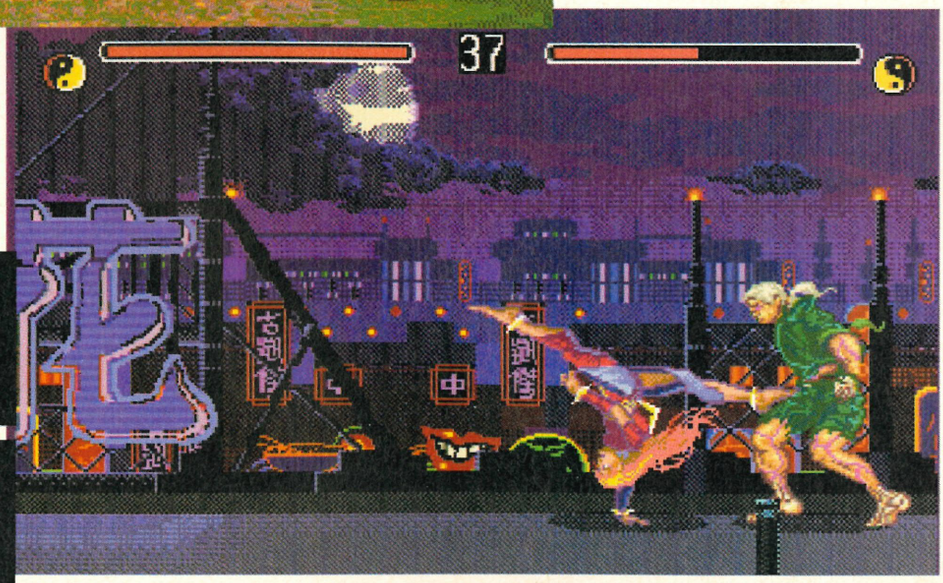
So, is Eternal Champions any good then? Well, it's not half bad. Big bagfuls of options aside, the actual basic gameplay itself is very well put together. Getting to grips with the wide range of moves is fun, especially when trying to pull off some of the more bizarre special attacks. This is made easier, thanks to the highly responsive controls. What's more, in Overdrive mode, the game plays at an incredible rate of knots, with the characters leaping, punching and kicking their way around the screen almost as fast, if not as fast as, Street Fighter 2 in Hyper mode.



ETERNAL TORMENT

However, for all these good points, somehow Eternal Champions didn't appeal to me. I'm not sure why, but perhaps it's the graphics. The backdrops, although colourful and well-drawn, just lack atmosphere. Themed to fit in with the characters, like volcanoes for Slash or a Chicago theatre for Larcen, it's all so uninspired. Likewise with the sprites. Excellently animated, but the half-cartoony, half-realistic style makes them somehow unappealing. And in general, all the graphics have a graininess that makes them ugly.

But the lack of appeal goes further than just the skin of this game. Take the difficulty level – this game is just so hard. Even after I'd concentrated on mastering one character, I still found myself being beaten into the ground quite unfairly. It drove me up the wall. Some people might call this 'highly challenging', but I'd prefer to use the term 'frustrating'. Plus, to play the game with any degree of skill, it's essential to use a six-button pad. Three button owners, forget it.



▲ **Jeez Trident, you're looking a little pasty mate. Must be that sea-food diet. Yeh, I know, you SEE food and you eat it. Haha!**

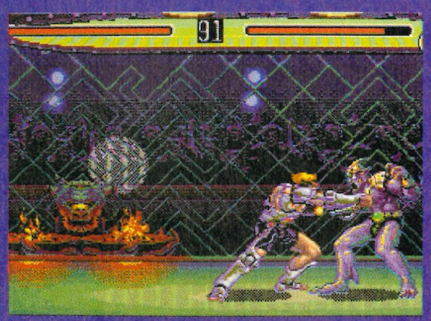
THE ETERNAL CHAMPIONS

So who are these mysterious Eternal Champions? Take a look below and all will be revealed.

RAX

He's a cyber-fighter from the 24th Century, and his chosen specialist subject is Thai kick-boxing. Once one of the greatest human kick-boxers, he turned to cyber-fighting when his sport began to wane in popularity. But this meant undergoing surgery, turning him a cyborg or RAX (Robotic Artificial Xoskeleton). He was killed seconds before becoming World Champion, when his promoter threw the fight.

▲ RAX can hover above the ground using jump-jets.



▲ This is the awesome Cyber-punch in action.

▲ Turning canes into snakes. It's all in a day's work for your local alchemist.

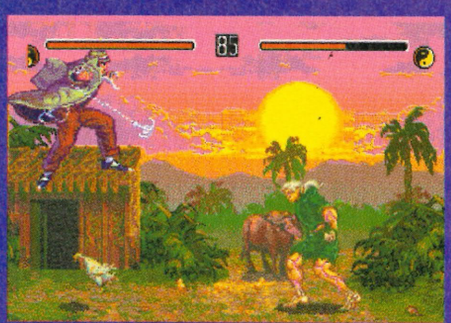
▲ Poke in the eye. Xavier can extend his cane to double its original length.

XAVIER

A 17th Century alchemist, Xavier spent most of his life trying to turn lead into gold. However, in his spare time he was a Hapkido Cane Fighter. Naturally, this weird combination made the people of his home town, Salem, a little suspicious and he was promptly burned at the stake.

LARCEN

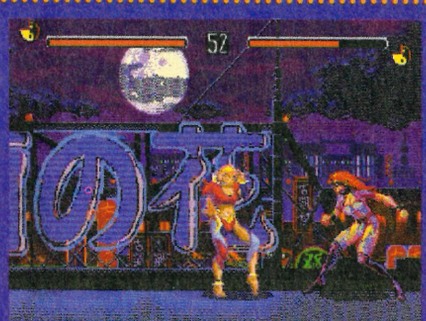
Harking from 1920s Chicago, Larcen was a cat-burglar for the mob. Unfortunately, this was a little obvious, since he went around in a trench-coat with a grappling hook strapped to his waist. Picking up on the popular fad of the day, Larcen learnt the art of Praying Mantis Kung-Fu, but alas, blew himself up with a parcel bomb before becoming the greatest cat-burgling, kung-fu-ing mobster in the whole world.



▲ Look at that technique. Cat-burglar ceiling-crawling in action.

▲ Those cat-like reflexes again. It's swingtime, as Mr Big says.

▲ An old French foot-fighting trick. Turning red and speeding up your molecules.



▲ Jetta can use her scarf as a lethal noose. As taught to her by Billy Smart in her circus years.

JETTA

Born in Russia in the 1800s, Jetta was a cousin to Czar Nicholas II. However, life as a ficticious member of Russian royalty soon became boring, so she joined the circus, learning French Foot Fighting and an Indonesian martial art called Pencak Silat. She was murdered when a saboteur cut her tension wire and safety net during a performance for the Emperor of China.

▲ The stun beam. As seen in The Amazing Adventures of Blade!

▲ Blade's personal shield absorbs 50% of all damage. Now with wings.

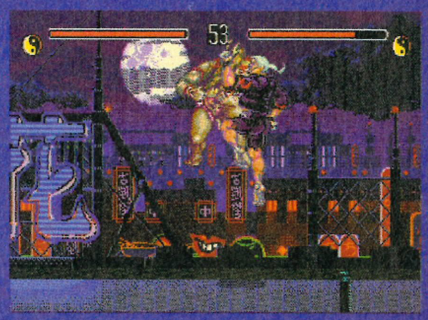
BLADE

Born in the present day, Blade was a cop in New Chicago before being fired for wearing a spandex superhero costume and wrist blades. Travelling to Syria, he became a bounty hunter and battled against an evil scientist who had created a toxin that would wipe out the Earth's population. Alas, Blade's comic book adventures ended when the goverment shot him and the scientist down, smashing the vial open. Gasp!

MIDKNIGHT

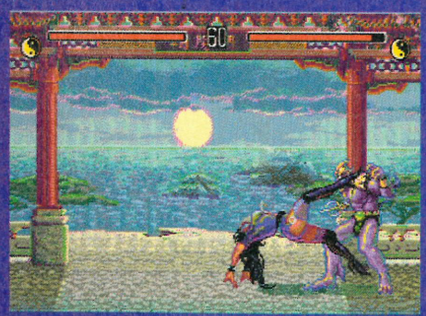
A bio-scientist from the 1960s, Mitchell Midleton Knight created a deadly virus for the CIA. A virus that would end the Vietnam War by wiping out the enemy. However, unable to bear the guilt, he stole the virus. Cornered by the CIA, he plunged into a vat of chemicals and became a vampire. Ha, of course. Searching for a cure for 133 years, he was eventually killed when a government agent plunged a stake through his heart, ending this ludicrous plot.

▲ Midknight siphons the life energy from his opponent.



▲ These eye-beams draw the enemy hypnotically toward Midknight.

▲ She can turn into a shadow, hence the name. Shadow.



▲ Ms Whiplash performs her twirling fan attack.

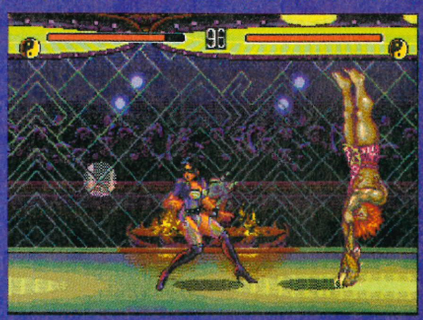
SHADOW

She's scantily-clad and she's trained in the use of dirks, throwing stars, caltrops and brass knuckles. Nope, she's not a high-class hooker, but in fact a ninja from the 1990s. Working for the Black Orchid Corporation, a secret sect that was foiled by Tin Tin in the 1930s, she turned against them, only to be dropped out of a 101st floor window. Typical.

SLASH

He's a caveman. Born in Russia, a cousin to Czar Nicholas II, he travelled to Chicago to learn Hapkido Cane Fighting, before tracking down evil scientists and falling into vats of chemicals. Not really, he just clubbed animals and ate them. The game's creators reckon he was one of the first humans to show signs of emerging intelligence, but they also reckon he was around in 699 BC. About a million years too late. What a bunch of neanderthals.

▲ Slash reckons this club swing is good, but everyone could do that in 699 BC.

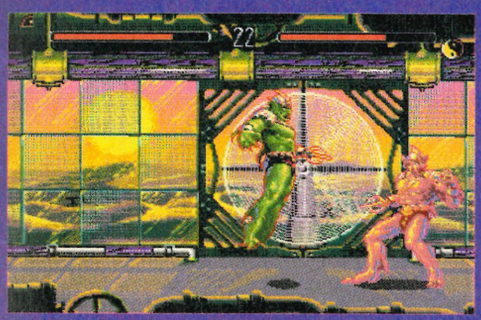


▲ Slash can fire claws from his club. Captain Caveman could do far better.

TRIDENT

More ridiculous than a hapkido-fighting alchemist, or a kung-fu Chicago cat-burglar, is Trident. An aqua-person from Atlantis, trained in the art of Capoeria, a Brazilian fighting form. Created by the Atlanteans to defeat the Romans, Trident was crushed when said Romans dropped a huge pillar on his head. So he wasn't much use at all.

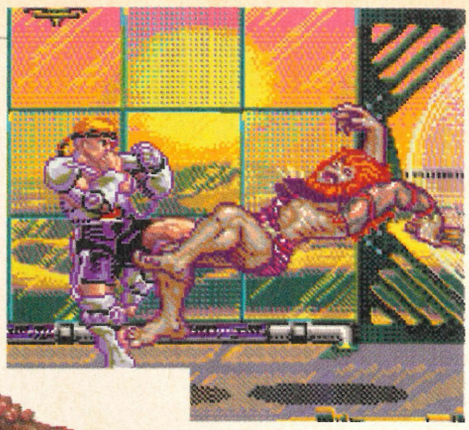
▲ Touching Trident when he's blue slows the opponent down.



▲ The green field stuns the enemies of the aqua-people.

FALLEN CHAMPION

I can see that Eternal Champions is a technically good game, but I just didn't get enough enjoyment out of it. When details of the game were first announced, the thing that was really going to set it apart from other beat 'em ups was the fact that you could use it with the Activator. Since that isn't being released over here, the game loses that novelty appeal. Nonetheless, it's still one of the best beat 'em ups for the Megadrive, and if you're beat 'em up mad, you'll definitely love it – especially since it's so hard. But unless you're terminally bored with Street Fighter 2, I think you'll find that far more appealing.



▲ **Get these burgers while they're hot! And that means you, sonny. Why, you're nothing but skin and bone.**

▲ **Yeh Xavier, I really like your new school tie. Great colours. Hey, hang on, it's caught on my bra. Ow, watch what you're doing. Stop pulling. Stop! Ooch. Akk!**

ALTERNATIVELY

95 STREET FIGHTER 2: SCE
by SEGA
PRICE: £59.99
The best beat 'em up ever, finally arrives on the Megadrive and it's brilliant! Great graphics, great gameplay. Great. Sharooga!

JUMPING JOYPADS !

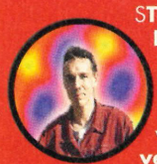
Wouldn't beat 'em ups be more fun if you could really punch and kick your opponents? Well, maybe not, but Eternal Champions takes a step in that direction, because it is the first game to make use of Sega's Activator.

The Activator is made up of a series of floor panels that form a ring around the player. Each of these panels emit an infra red beam into the air. By punching or kicking, the player breaks these beams and the message is relayed to the Megadrive, resulting in the on-screen fighter mimmicking the player's moves.

Take a look at the Activator instructions for Larcen. As you can see, most of the moves are pretty easy to perform, but some of the specials are a little trickier, requiring two or more beams to be broken.

Sounds pretty exciting, eh? Well, don't get your hopes up, because at present it looks like the Activator won't actually be released officially in the UK.

THE SECOND OPINION



STEVE MERRETT

By jeepers, this is a hard game and no mistaking. Eternal Champions may indeed be another in a seemingly endless line of Street Fighter clones, but when it comes to lasting appeal there's very little can touch this. That said, though, what Eternal has over SF2 in longevity, it loses out rather heavily when it comes to instinctive play. The game's nine characters do indeed have a lot of moves at their disposal, but they're more akin to the stilted tactics of Mortal Kombat than the fluid combo attacks of the Capcom classic. Beat 'em up fans who have already defeated Bison enough times for it to get boring could do a lot worse than look at this for a fresh challenge, but for me Eternal Champions lacks that vital something to put it alongside Street Fighter.

%RATINGS

PRESENTATION **93%**
Loads of options. Loads of presentation screens. A different Sega logo for each character.

GRAPHICS **88%**
Excellent animation on sprites, but graphics look a bit rough. Backdrops are dull.

SOUND **86%**
Excellent tunes. Spot-effects are decent enough, but lack punch.

SHORT TERM PLAY **82%**
Ridiculously high difficulty makes it very hard to get into.

LONG TERM PLAY **84%**
Very challenging, but lacks fun-factor to keep you coming back. Good two-player option.

OVERALL **82**
Technically, this is a very good beat 'em up, but not as charismatic, fun or addictive as Street Fighter 2.

CYBERPad.
Capable of programmed moves. Incapable of showing mercy.

Tired of getting wasted by your opposition? Imagine blowing away your video adversary (or your friends morale) with the touch of a single button!

Introducing CYBERPad. The Programmable Control Pad with Memory.

CYBERPad's CMOS Microcontroller Programming System lets you create your own deadly combinations for each game. Now you can jump, turn right, and kick with one button. You can even switch any button's function with another (including directions)! Its all your choice.

What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Slow Motion to fight your way through.

Available for both Super NES and Sega GENESIS/MEGA DRIVE

Try CYBERPad. Because it's fun to watch street fighters hide in the alley.

CYBERPad. EVERYTHING ELSE IS JUST A TOY.

Suncom
TECHNOLOGIES

6 Mercian Close Industrial Estate, Watermoor End, Cirencester GL7 1LT U.K. 0285 642211

CYBERPad is a trademark of Suncom Technologies. Sega, GENESIS, and MEGA DRIVE are trademarks of Sega Enterprises, Inc. Super Nintendo Entertainment

MEGADRIVE REVIEW

BY: SEGA

16-MEG

STYLE

PLATFORM

PRICE £49.99

PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

JAN 1994

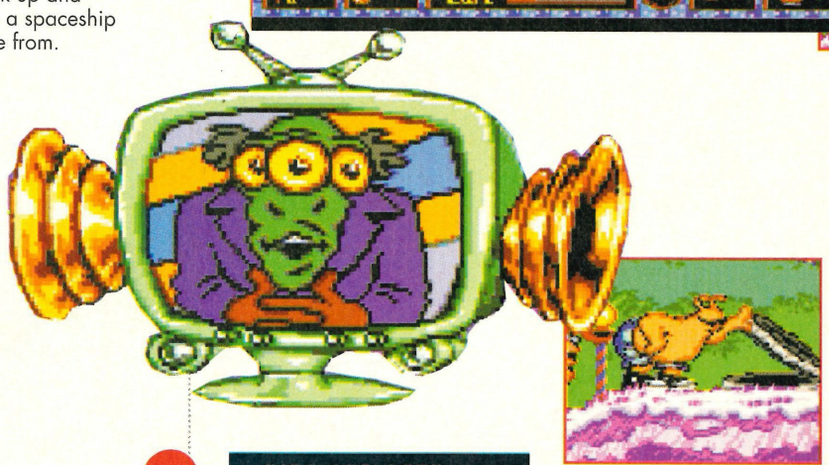
MARK HOLMES has gone a bit strange since playing Toejam and Earl 2. Now he struts around in purple velvet flares and an afro wig, shouting, "Let's jam, man," and "I got ants in my pants and I need to dance!" This game has that sort of effect on people. Mind you, the clothes are nothing new...

TOEJAM

Those two terminally funky alien dudes, Toejam and Earl, are back for their second outing on the Megadrive – a big 16Meg cart just dripping with funk. Remember how, in the first Toejam game, the freewheelin', freaky aliens had to search a map of Earth for parts of their spaceship? Well, in this sequel, the poppin' pair have just returned to their home planet, Funkotron, but they've brought back something horrible! Unbeknown to our daft duo, a bunch of human beings have stowed away on their 'ship – and a nastier crew of homo sapiens you're unlikely to meet. These hideous people are roaming around the normally peaceful planet, causing panic amongst the easy-going Funkotronians. So Toejam and Earl decide that it's up to them to rid the planet of this plague of humans – especially as the planet's news station has revealed that TJ & E probably brought them to Funkotron in the first place, bringing their popularity rating down to an all-time low!

HUMANS IN JAMJARS

So how do our two alien funkateers catch the human beings infesting their planet? Shoot them with guns? Trap them with nets? No, don't be dumb – they use their special Trapomatic Jam Jars, of course. For those of you who are unfamiliar with this particular device, it's a jam jar that can be thrown by hand, and temporarily stuns any human it hits. When the person being attacked has been on the receiving end of the requisite number of hits, he/she is instantly shrunk and trapped inside the jar, making them easy to pick up and store in a sack. These can then be chucked into a spaceship and sent back to the scumhole planet they came from.



HIDE AND SEEK

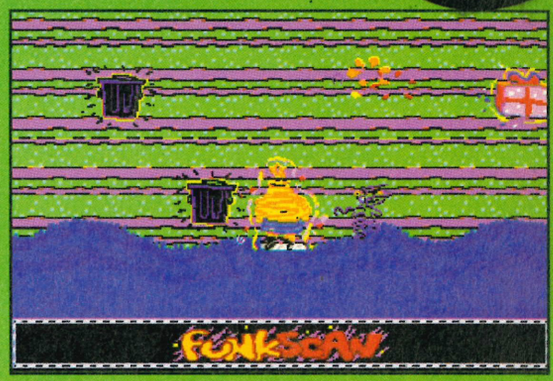
ToeJam or Earl (or both of them – like theoriginal, this is one of those great games you can play teamed up with a friend, you see) have to trap all the humans on each level before being allowed to progress onto the next location, and it's not always as easy as it sounds. Sometimes the humans just pop up as you're freewheelin' through the platform-based scenery, but they might go into hiding after taking one or two hits from the Trapomatic Jam Jars. Similarly, they couyld also be hiding in the tops of trees, behind bushes, under manhole covers or in high-up, apparently inaccessible places. Luckily, there's an arrow at the bottom of the screen, showing the direction of the nearest human, which changes to a red beacon if you're virtually on top of them. But sometimes, especially if there are a lot of hiding places nearby, it's still difficult to find those darned humies. This is where the Funk Scan comes in handy.

AND EARL 2

USE A FUNK SCAN, MAN!

You can use a Funk Scan at any time (except underwater), and it's an invaluable aid to tracing down the exact position of a human when you know there's one onscreen. Simply Pause the game, use the A button for the scan, and voila! – you get a sort of psychedelic X-ray picture of the screen, showing the location of any humans, nice presents or harmful objects. However, to use a Funk Scan, you've got to have funk. Your funk rating is shown in the bottom-left corner of the screen, and a Funk Scan costs one funk point – no funk, no scan. So how do you get the funk? You've got to find yourself a friend and lay down some funky sounds, man!

▲ I know there's a human around here somewhere – I can smell him!



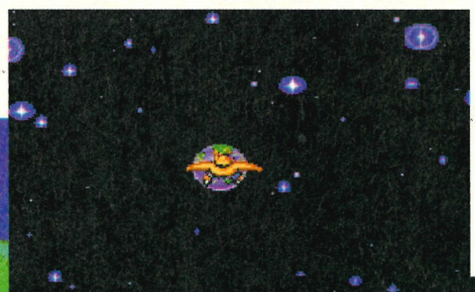
▲ Aha! There he is, just to the left of me – it's a spooky shadow hiding behind the undergrowth.

FUNKY JAM SESSION

If you feel the need to get funked up, the best way to do so is to find one of your friends and get into a jam session. Scattered throughout the game are little places like Peabo's Groove Pad – hit one of these joints and you'll find one of TJ & E's funky brothers hanging out with his ghetto blaster, just itchin' to get some two-way human beatbox noise goin' on. He'll give you a beat, and you'll have to repeat it using the three buttons of the joypad – the closer your version of the beat is to his original, the more funk you get, bumping up your funk rating. If you're way off the beat the first time, you can try again, as long as you've got a coin to put in the meter nearby. More funk can also be gained by picking up some of the presents found throughout the levels, but that's not so much fun.

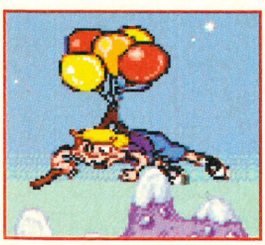
▲ Collect all the humies, load 'em up and ship 'em offa the planet.

▼ Captured all the humans? eady to go to the next level? Well, just hop on this spring-driven thing and SPOING! – off you go, via Funkotron's stratosphere.

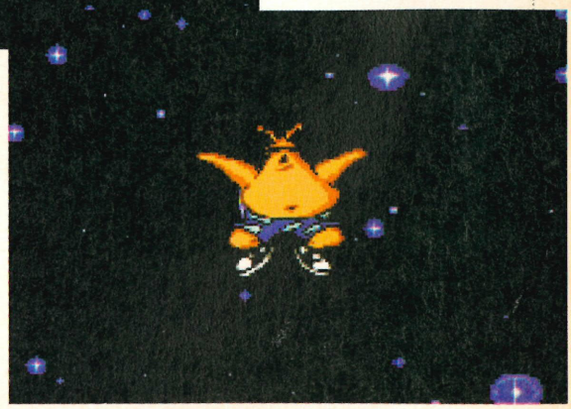


▲ Peabo's Groove Pad – it's the happenin' place to be if you're a funky Funkotronian.

▼ Earl spins out into space on his way to the next level



▲ Incoming aero-brat! Nail that sucka!



HUMAN HUNTING

Unintentionally, ToeJam and Earl have managed to infest Funkotron with the most obnoxious type of human beings imaginable – they'll burn up your energy bar with their disruptive antics. Here are some of the characters TJ & E have to track down and trap before they bring total chaos and destruction to the formerly peaceful planet.

BASEBALL BRAT

This hit-and-run homie lobs tomatoes and then does a runner, making him hard to hit.

PIGTAIL BRAT

High school minx who rushes around giggling. She'll give you a nasty pinch if you let her!

FLASH TOURIST

This trigger-happy snapper's flashbulbs will stun you, unless you shade your eyes by pressing Down on the D-pad.

LAUGHTER WITCH

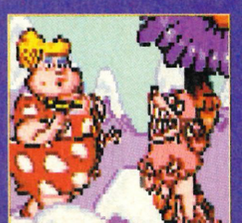
Take a hit from this flying crone's chuckle potion and you'll be helpless with laughter for a few seconds.

SPOOKY SHADOW

This ghostly being emerges from the ground when you're least expecting it.

BOX MAN:

A naked man in a cardboard box, who sings terrible opera and chucks things at you? Every game should have one!

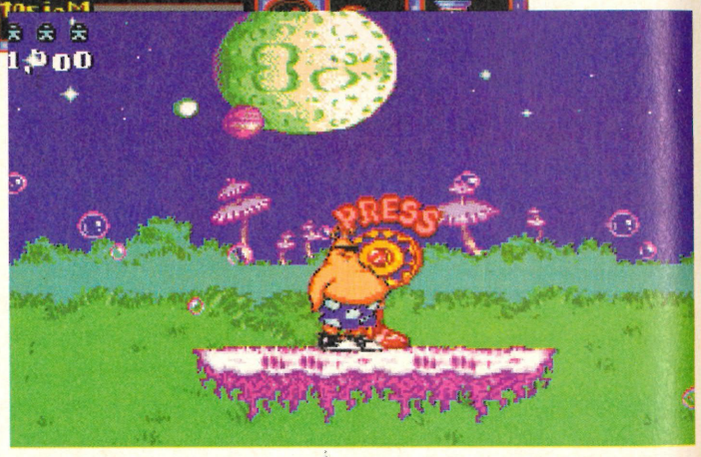


FAT WOMAN AND POODLES:

The woman's pretty harmless, but the spoilt mutts will snap at you from both directions.

WHADDYA HEAR, WHADDYA SAY?

Being a couple of freewheelin', friendly dudes, ToeJam and Earl have a whole bunch of weird alien buddies scattered throughout Funkotron. Some of them – like Trixie, the mermaid-like bestower of special powers - can only be found in secret locations, but you can also call round at any of the houses you pass by. Ring the doorbell and one of TJ&E's pals will come to the door for a dialogue-box chat – it's always worth it, as they usually give you a valuable piece of information to help you in your quest. It's a great, fun way to gain info – all the little Funkotronians are a great laugh to talk to, and if you're feeling in a devilish mood, you can keep on ringing the bell, irritating the hell out of them!

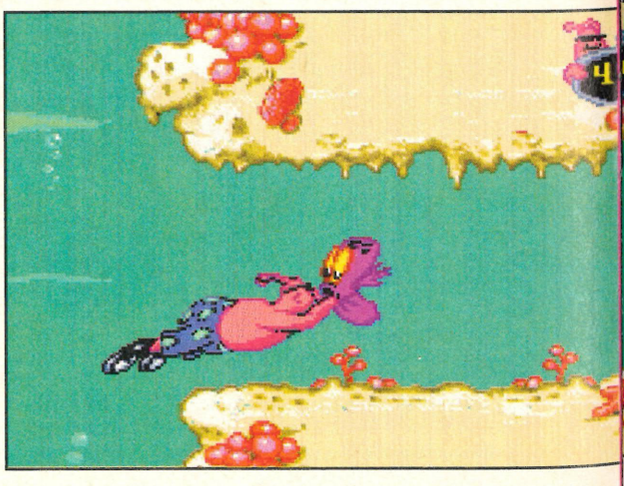


▲ **Pesky kids! Big Earl lets fly with a Trapomatic Jamjar.**

▲ **Press the button and something really secret and special will happen.**

FISH SNOGGING

There are so many neat little visual gags in the game, I just don't have the space to describe them all here. The way to get extra air (and therefore extra time) underwater is a typical example of the game's quirky sense of humour – you have to grab a fish and give it a snog, nicking the air from its lungs and giving it a bit of a shock in the process!



▲ **"Come on, baby, you know you love me."**

CRAYOLA BONUS LEVELS

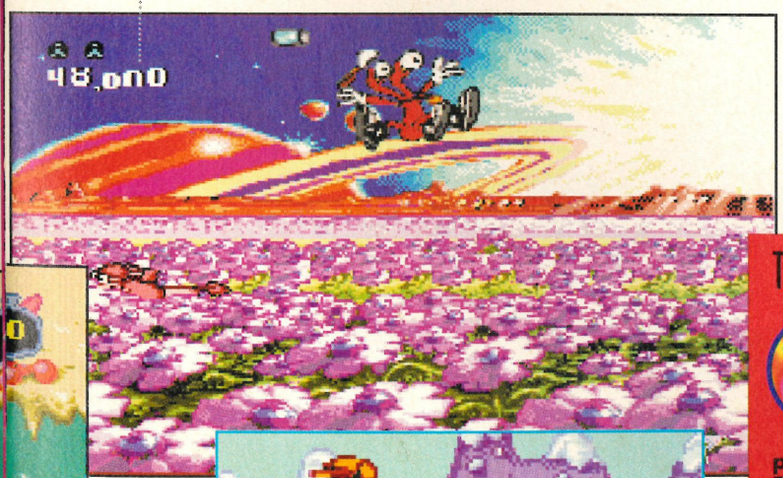
Every now and again, a secret door will be revealed. Jump into it, and you're in the crazy bonus level – everything looks as if it's been drawn in crayon! These are good places to pick up presents.

▲ **Hop through the door and you're in Roobarb and Custard Land!**

AWESOME! YEAH!

This is just an excellent game. There's so much in it, it's impossible to do the game justice in these four pages. I love the wild colour schemes of the Funkotron backgrounds, the excellent, humorously-animated main characters and the big, seriously funky tunes – the whole thing has such a fun, funny, funky feel to it, it's impossible not to have a good time playing it. It's an instant hook, and as you're freewheelin' through Funkotron, meeting all of ToeJam and Earl's funky friends, there's a constant feeling that there's always going to be something fun, fresh and interesting on the next screen – and there always is! The levels are big and varied – you'll spend a long time enjoying your exploration of them, and you won't be able to resist showing all your friends all the wild and crazy things you discover (the ectoplasm cow is a classic). All this and an excellent two-player co-operative mode too – what more do you want?

▲ **Carry out some cool acrobatics on this bouncy fungus and you'll get marked like a high-diver.**



▲ **The construction worker gives Earl the jitters if he touches him!**

THE SECOND OPINION

STEVE MERRETT

Ordinarily, humour in games just doesn't work – after all, whilst we may laugh once at a 'hilarious' death sequence, after the tenth viewing it soon proves a little irksome. Thankfully, Toejam and Early 2 combines wacky humour and visual gags with some outstanding gameplay, and the result is a sequel a dozen times better than the original. The first game didn't hold much appeal for me as I thought it was a little slow and very little seemed to happen but, in the sequel, exploring Funkotron's many continents is brilliant fun thanks to the diversity of the characters and the many features the game throws at you. Shaking trees for bonuses, fending off large cows - it's all here, and superbly presented at that. Yes, it may be another platform/puzzler, but this is one of the best I have ever played.

%RATINGS

PRESENTATION 92%
Excellent intro and inter-level sequences. Spot-on all round, really.

GRAPHICS 92%
Big, colourful sprites, crazy psychedelic backgrounds, brilliant zany animation.

SOUND 93%
If the funky tunes and zonked-out samples don't put a smile on your face, you must be dead.

SHORT TERM PLAY 92%
The novel game-play, smart visuals and funky vibe hook you immediately.

LONG TERM PLAY 90%
Loads to explore and loads of fun to be had doing it. Will keep you hooked for a good while.

OVERALL 91
Crazy, colourful platform romp with lots of fresh ideas. A must for all lovers of off-the-wall humour.

MEGADRIVE REVIEW

SUNSOFT

BY: SUNSOFT

8-MEG

STYLE

PLATFORM

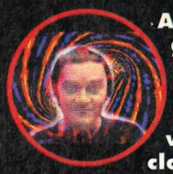
PRICE IMP

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



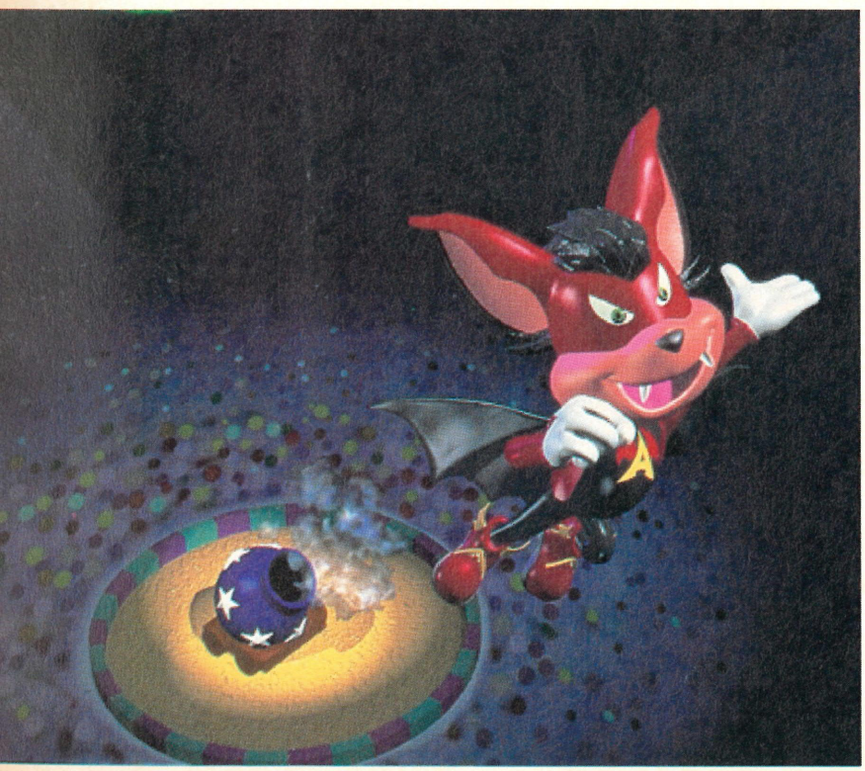
As part of MegaTech's new policy of getting celebrities to review relevant games, we asked that famous member of a circus family, JOHN MAJOR, to review Aero the Acro-Bat. But he wouldn't do it, so we gave it to office clown MARK HOLMES instead.

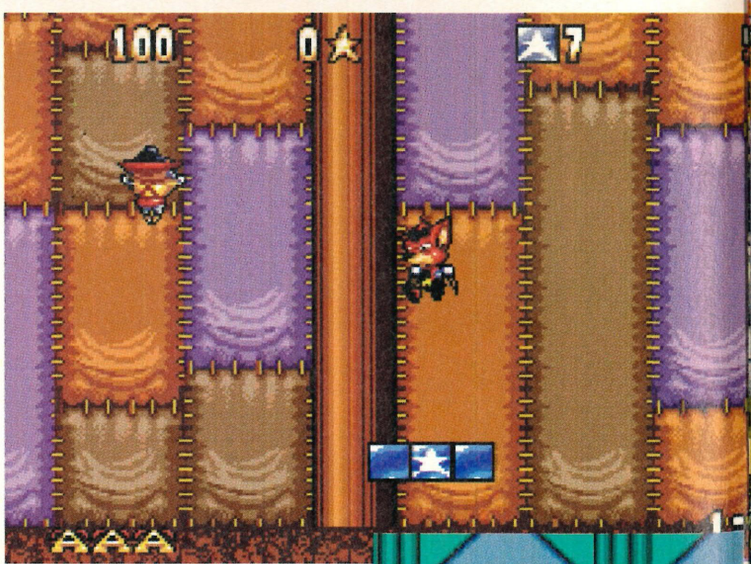
AERO TH

Aero the Acro-Bat is a big star in the circus. His death-defying skills range from the trapeze and high-wire through to the human (or should that be batty?) cannonball, not to mention unicycling and high-diving into shallow tanks of water. Yes, he's a real crowd-pleaser is our Aero, and he knows he's a star, the arrogant little pipistrel. But Aero's circus is under threat from Edgar Ektor, a bitter and twisted ex-clown whose sole aim is to close down all the circuses in the world. And guess what? Edgar, aided by his henchman Zero, has only gone and planted loads of hazardous hazards in Aero's way (as well as kidnapping his girlfriend Ariel, of course). Looks like the scene is set for yet another 'knock out the nasties and pick up the goodies' platformer, eh kids?

BATTY PLATTY

Yes indeedy, this is, in fact, another platform jobbie where you have to guide Aero through various obstacles and hazards, picking up the usual goodies and despatching the nasties on the way to the end of each level. Each 'act' (level), contains an objective, and these range from locating a key object or destroying a number of platforms before locating the exit. There are three 'worlds' – circus, funpark and the woods – comprising fourteen acts, each with a boss at the end. After these have been completed, Aero then goes on to the final confrontation with Edgar Ektor in the Musem of Horrors. Yes, yes, I know – you've heard it all before, but you never know, there might be a few new ideas in here somewhere... maybe?

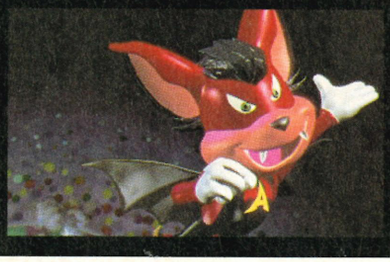




DRILLER KILLER

Well, I suppose Aero's 'drilling dive-bomb' attack is quite a novel departure from the usual bottom-bounce/destructo-weapon method of dealing with nasties. Unfortunately, it's a really fiddly and frustrating method of attack, involving jabbing the jump button twice in rapid succession whilst aiming with the D-pad. I suffered many an undeserved bat-death while getting used to it, and even when I'd got the hang of it, it seemed to be a bit of a hit-and-miss affair, especially with the more persistent baddies. Aero can send his enemies to the great circus in the sky by shooting stars at them, too – these can be picked up in various places on his travels, and two or three stars deal with most baddies quite adequately. Novel, huh?

HE ACRO-BAT



TRICK CYCLIST

So what about Aero's range of tricks, skills and moves? Well, apart from the aforementioned dive-bomb attack, he can also make use of the various circus-related props (see the 'Bat Seat Driver' box to the right). The multi-talented batlet can also pick up handy wing icons at certain points in the game, which temporairly endow him with the ability to fly (he's a 'domestic bat', you see, so his little wings will only allow him to hover for a very short time under normal conditions).

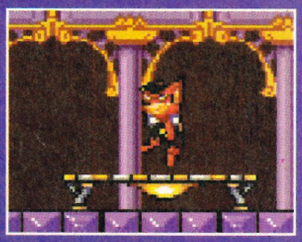
In later levels, the batty performer takes to funfair rides, barrel rides and bungee jumps. This would be quite an impressive array of acrobatic talents, but the tiny size of the main character sprite diminishes the effect of his movements so that, in effect, they don't appear as impressive as they could.

BAT SEAT DRIVER

Ooh, he's such a versatile little batlet, that Aero. He's so fearless that all you have to do is just show him any means of transport and he'll use it straight away – the more dangerous, the better. Here are just some of the hair-raising rides the death-defying little mammal takes a trip on as he makes his way through the Circus level.

Unicycle

Jump on a unicycle and Aero takes a short ride through baddie-infested tightropes. Luckily, the little bat is invulnerable when he's riding the cycle, so it's east-peasy, really.

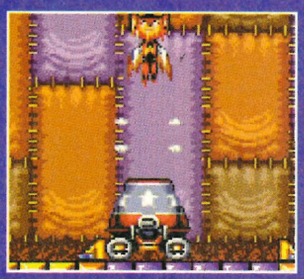


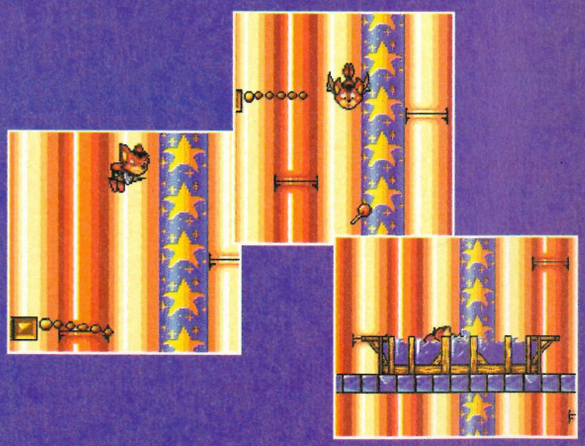
Trampolines

Pretty straightforward, realy – bouncing on a trampoline allows Aero to bounce up so he can reach higher platforms or pick up goodies suspended in mid-air. End of story.

Human Cannonball

Shoots Aero up to out-of-reach platforms. Hopping onto the cannon and pressing the jump button brings up a power meter – the height of your cannonball projection is determined by the height of the meter when you press jump again. Sometimes you have to fly through flaming rings and sometimes there are spikes directly above your trajectory, so it's crucial to get the right height on your flight.





Trapeze

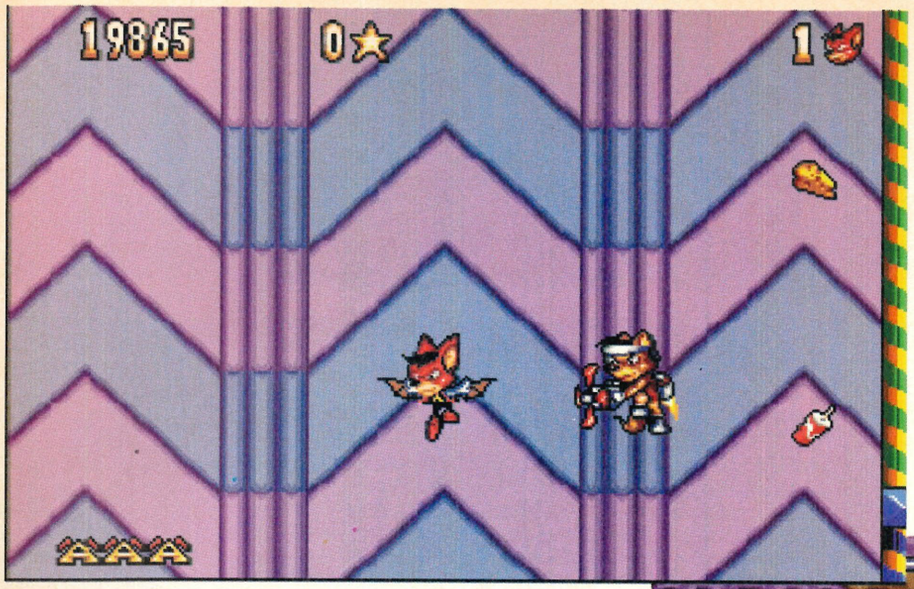
Being a natural aerial acrobat, Aero loves nothing more than a quick go on the flying trapeze. Unfortunately, there's usually a nasty acrobat to be knocked off before Aero can show off his swinging bat-flips (and it's a bit hard to control him once he's on the trapeze too).

Balloons

Aero can hitch an airborne ride by hopping on top of a rising balloon, but the first time he gets on one, he doesn't know here it'll take him until he gets there. Sometimes there are spikes above to kill him if he rises up too far.

High-Board Diving

Aero can dive off high springboards, aiming to land in a tank of water placed strategically below. On the way down, there are loads of goodies suspended in mid-air, just waiting to be collected as Aero plummets groundwards on his free-fall descent.

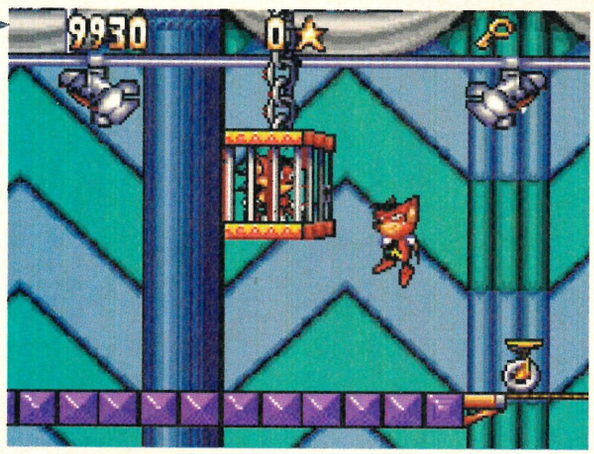


▲ He flies through the air with the greatest of ease, that daring young bat on the flying trapeze, er, human cannonball, er, batty cannonball... oh, forget it!

GOING THROUGH THE MOTIONS

I didn't have a lot of fun playing Aero the Acro-Bat. I found the attack method fiddly and duff 'continue' system which insists on returning the player to the first level. Although the backgrounds are well-drawn, they're rather sparse, and the nasties don't exactly come at you thick and fast. All this adds up to a game that looks and feels a bit 'empty' and fails to get the adrenaline pumping or the trigger-thumb itching. It's certainly not easy, and there's no doubt that it provides quite a challenge to even the seasoned gamer. But the main problem is that there's a lot more frustration than fun to be had whilst playing it. It's one of those games that pushes your patience right to the joypad-smashing limit, but doesn't offer a lot of satisfaction or enjoyment in return.

▲ "Jeez, that Ronald McDonald gets everywhere! Eat death-bringing star, bag lady from hell!"



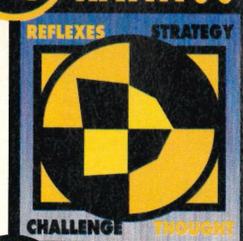
▲ "Aero, my hero – you've come to save me at last!" "Do me a favour, darlin' – I'm after that cage, it's worth a fortune in scrap metal."

THE SECOND OPINION

STEVE MERRETT

In his original Super NES form, Aero The Acrobat was a bit of a smart little platformer. Yet, for some reason, the Megadrive game comes across as a little tired and reptitive. Why? Well, in between the bouts of diving through platforms and collecting objects, the Nintendo game featured a number of sub-games to add a little variety to the action. These are missing from the Sega title, and thus platform overkill soon sets in. This isn't Aero's only problem, though, as he is often finnicky to control and, with some of the baddies needing several hits before they turn their toes up, this results in often unavoidable loss of life as you bump into a foe whilst fighting the controls. Graphically, Aero is one of the better platformers, but its repetitive and flawed gameplay hardly makes this an essential buy.

%RATINGS



PRESENTATION 60%
Very basic options. No difficulty settings. Poor inter-level screens.

GRAPHICS 75%
Well-drawn backgrounds, good animation, but the sprites are tiny.

SOUND 60%
Corny circus tunes played on a weedy old organ.

SHORT TERM PLAY 65%
Fiddly, frustrating attack method will wind you up initially.

LONG TERM PLAY 75%
Quite a challenge, but you might kill your joypad before finishing it.

OVERALL 70
Expect more frustration than fun from this mini-sprited platformer.

DON'T BE A MONSTER ASTRO-GEEK AND MISS OUT ON THE BIGGEST HAPPENING FOR 65 MILLION YEARS.

* MONSTER ~HUGE COMPETITIONS WHICH LEAVE OTHER SAD MAGS IN THE SHADE.

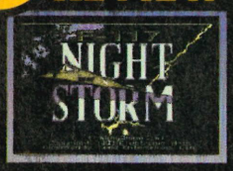
* TOP~ BANANA FEATURES WITH EUROPE'S BIGGEST STARS.

* MASSIVE NEW SIGNINGS OF FOOTBALL'S BIGGEST-EVER NAMES.

MATCH

THE BIG~VALUE FOOTY MAG WITH IDEAS YEARS AHEAD OF THE REST.

MEGADRIVE REVIEW



BY: EA

ELECTRONIC ARTS

16-MEG

STYLE

FLIGHT SIM

PRICE £49.99

PLAYERS 1

SKILL SETTINGS 5

RELEASE DATE

DEC 93

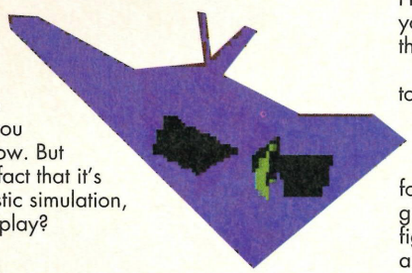
Veteran pilot PAUL GLANCEY takes to the air in his first mission since that fateful day over Pyongyang back in '69.

F117 NIG

Boy, those EA guys have certainly bitten off a big one this time. A simulation of one of the world's most technically complex warplanes on the little Megadrive, which can't display complex vector graphics for toffee? I mean, they did a good job of F-22 and even LHX Attack Chopper wasn't bad, but Stealth fighter simulations are all about dodging around radar, delivering a couple of bombs then knocking off home, avoiding contact with enemy artillery as much as possible. Okay, clever stuff, but not very thrillsome for the average Megadrive player.

GO IN LOW, UNDER RADAR

To keep things simple and action-packed, EA have cut nearly all of the technical details to a minimum, so you don't have to worry about all the complications of stealth flight. That might have been a good idea, but without those flight characteristics this might as well be a simulation of an F-15 or a MiG 29, or even a heavily-armed Jumbo Jet. If it wasn't for the famuliar black bat-shape in the external view, you would never know. But never mind the fact that it's not a very realistic simulation, what's it like to play?



▲ **The little triangle highlights the target shown in the centre display.**

BOMBS AWAY!

You can choose to fly either in arcade mode, in which you set up your own mission against fighters and ground artillery, or the campaign mode, which gives you 30 missions to complete in hot-spots such as Libya, Panama, Korea and Bosnia-Herzegovina. As you complete missions in this mode, you're given passwords so you can restart in mid-campaign. The missions are mostly bombing runs, although there are a few dogfighting bits later on.

In the bombing runs, you simply have to avoid enemy artillery for long enough to get over your targets, then when the targeting computer locks on, switch to the Downward-Looking Infra-Red display (ie, the bomb sight) and keep a laser cross-hair on the target until the laser-guided bomb is automatically released. Simple.

Sometimes you're joined on a mission by F-111 bombers, who drop the bomb for you if you mark the target with your laser, but don't hang around because these guys run out of fuel after a couple of minutes and have to head back to base. Dog-fighting is more tricky because the F117 can't carry much in the way of weaponry, and it isn't the most agile of aircraft anyway, especially not in this game.

GOING DOWN A BOMB

You start the campaign with a couple of training missions in the basic model Nighthawk, the F117A. Here we find the pilot on his first bombing run, in which he just has to spot a target for the bombardier in an F-15.

▲ **The briefing. Sounds exciting doesn't it?**

▲ **Well, the F-15s are ready, now it's just down to you to spot that target.**

▲ **Target locked in, and here come the F-15s to release the bomb.**

▲ **Switch to the Downward-Looking Infrared and keep the cross in the triangle.**

▲ **A hit! What a superb bit of simple target spotting that was.**

HT STORM

THEY DON'T CALL THIS THE COCKPIT FOR NOTHING!

In true flight simulator style, you can select lots of different viewpoints in Night Storm, so you can check for targets behind you or whatever, but this view is where the action usually is.

COMPASS: The arrow head indicates the direction of your currently selected mission objective.

AIRSPEED INDICATOR: Displays in miles per hour.

SELECTED WEAPON: And how many you've got left.

RADAR: Pretty useless, this. None of the target colour codes are explained and the range is set so wide that traces get crammed together in the middle of the screen in the heat of battle.

ALTIMETER

WEAPONS DISPLAY: Like the targeting computer, this display always lags behind your joypad by about a second. GRRR! again.

CHRISTMAS LIGHTS?: This attractive display doesn't appear to do anything, though it looks like it should.

MESSAGE BOX: Fills up with pilot chatter when something interesting happens, such as when you suddenly find out you've been ambushed, and those F-15s are being flown by NORTH KOREANS! This is one of the game's better features, surprisingly.

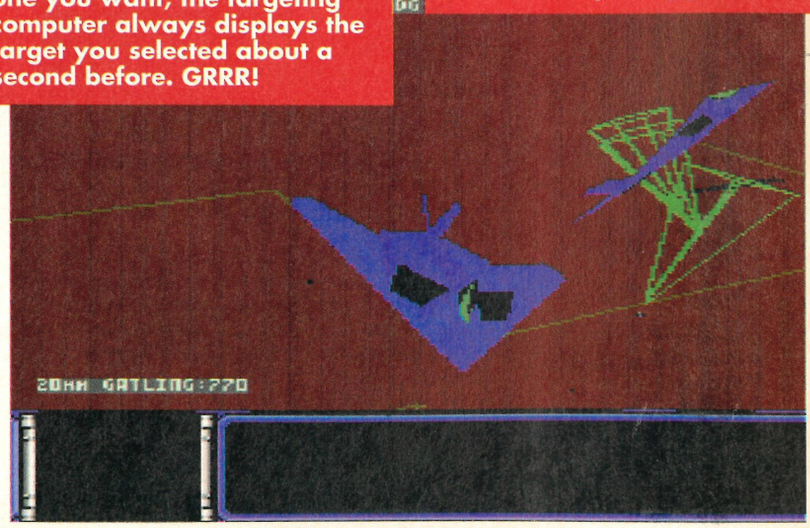
TARGETING CROSSHAIR: Only usable for the cannon, and, as the manual neglects to explain, you have to remember to fire ahead of your target.

NAVIGATION/TARGETING COMPUTER: This takes ages to update, so when toggling between targets to find the one you want, the targeting computer always displays the target you selected about a second before. GRRR!

MAYDAY! MAYDAY!

The big problem with Night Storm is that it's trying to do a lot more than the Megadrive can handle. On every flight there are lots of targets everywhere – on the ground and in the air – and it would appear that keeping track of them all and displaying them really cripples the speed of the game. The graphics are jerky, and the control response is really sluggish. And I'm not just talking about the flight controls here.

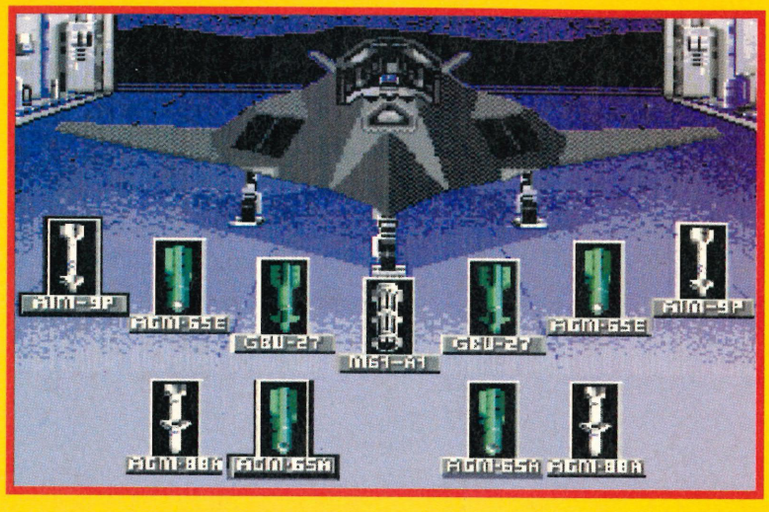
The automatic targeting system is a key control system in every mission and yet operating it can drive you mad. For a start it's incredibly stupid, and every time you activate it, it ignores the desired target, which you're flying directly towards and has just come into range and instead locks onto a tank which is six miles away off to the left. It will even lock onto an aircraft when you've armed your bombs and bombs are the only weapons on board! That alone would be bad enough, but when you try to change targets, the target cursor on the windshield moves, but the display at the bottom doesn't adjust itself until a second later, so finding the right target and locking on to it takes ages. Meanwhile you're flying right past it, so you have to turn around and start another attack run, while having lumps knocked out of your wings.



▲ **'Me And My Wing Man.' The green triangles in the background show the sweeps of the ground-based radar scans. Try not to fly into them.**

ORDNANCE SURVEY

The F117A, which you start the Campaign mode with, has only two hardpoints to carry bombs or missiles. Later on, you get the upgraded F117-C (pictured here) which is more capable of defending itself, though it still can't carry as much ordnance as you need in most of the missions. By the way, doesn't this look like a screen from a Commodore 64 game?



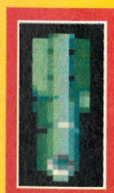
AIM-9P SIDEWINDERS: A must if you're going to get into air-to-air combat. Short range, but just fire and forget.

AGM-65E: Laser-guided air-to-ground missile which is pretty feeble. You need two hits to destroy most targets with these, which is a pain in the butt considering how.

GBU-27: 2,000 lb Paveway bomb which is far easier to deliver than any of the missiles.

M61-A1: Very useful 20mm chain gun. Run out of bombs and you can use it to take out ground targets. Makes most of the missiles look useless.

AGM-88A: Homes in on radar signals so it's just the thing for taking out those radar trucks which you don't really need to take out anyway. Rubbish.

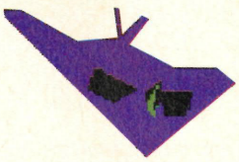


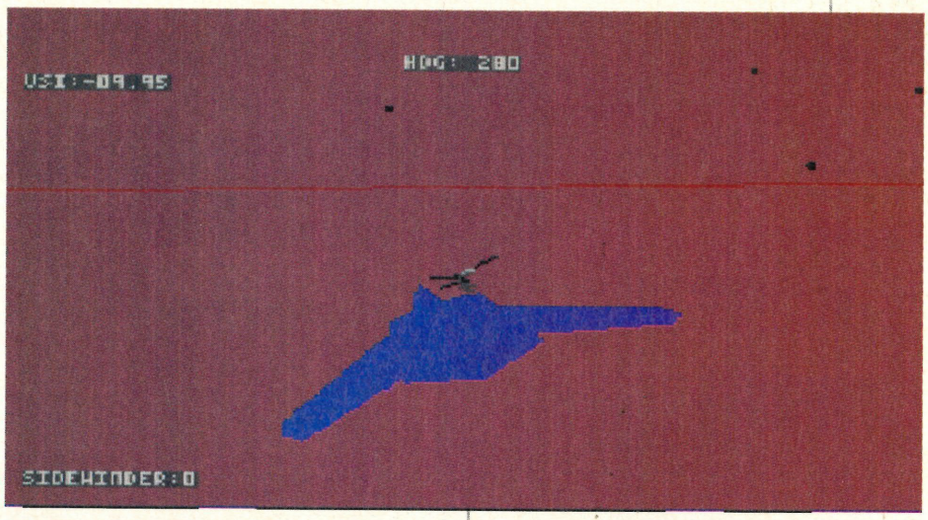
AGM-65A: TV-guided air-to-ground missile. You have to steer this one to the target while it's in flight and that's pretty difficult when the controls are so unresponsive. Forget it.

SHE'S GOING DOWN!

There are plenty of other things wrong with Night Storm, such as the surprisingly skimpy manual. There are all sorts of things which aren't explained, such as what the colour-coding on the radar screen means, why an apparently accurately-targeted bomb mysteriously sail miles off target, and why you always have to fire your cannon ahead of any moving target (hey, you might think it's obvious, but I can see a lot of newcomers to this sort of game wasting a lot of bullets).

The controls are also over-complicated. As in LHX Attack Chopper START has to be held down while you hit other buttons to activate certain functions. This isn't so bad if they're functions you only use occasionally, but this method is used for functions you need to use constantly, like selecting targets, and the slow response means that you find yourself working a second ahead of the controls and you're selecting bombsight mode and pausing the game when you didn't mean to.





▲ **Closing in on some ground artillery. Or is it just a stick?**

▲ **Oops.**

▲ **Double oops.**

TIME TO BALE OUT!

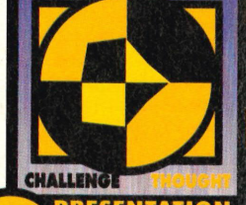
Reviewing this game has been painful, partly because all its faults drove me to smashing up my best joypad in fury and partly because I really enjoyed F-22 and LHX so I was looking forward to something equally enjoyable. In fact, it's inferior in almost every department, and the few nice touches are swamped by a mass of gameplay flaws. What a disappointment.

THE SECOND OPINION

MARK HOLMES

I didn't go as far as smashing up a joypad whilst playing this game, but I agree with Paul wholeheartedly about the incredibly high frustration factor. The main culprits are the control system, which is about as unresponsive as you can get, and the incredibly slow speed the game runs at. I must admit I'm not a big fan of this type of flight sim, especially on the Megadrive – the machine just can't handle these games as well as, say, a PC. As it stands, I've had more high-speed thrills racing slugs uphill than playing this.

% RATINGS



PRESENTATION 60% – Good, but skimpy manual and unresponsive controls.

GRAPHICS 53% – The vector graphics are so slow, the game could be running on a Commodore 64.

SOUND 86% – Better music than a lot of EA games. Effects and speech aren't bad either.

SHORT TERM PLAY 52% – The sluggish control response will drive you mad!

LONG TERM PLAY 60% – Most missions are fairly simple. Only difficulty is coping with the controls.

OVERALL 56 – Potentially a very enjoyable air combat game, completely ruined by unresponsive controls and slow gameplay.

THE TOTAL CD SOLUTION

PLAY IMPORT CD GAMES ON YOUR MEGA-CD™ WITH PRO CDX CARTRIDGE!

- PLAY US & JAPANESE CD GAMES ON ANY MEGA-CD™
- ALLOWS EUROPEAN MEGA-CD™ TO WORK WITH IMPORT MEGADRIVE™.
- SIMPLE PLUG-IN CARTRIDGE. NO MODIFICATIONS NEEDED.
- ANY CD GAME-ANY MEGA-CD™ -ANY MEGADRIVE™. ALMOST ANY COMBINATION ALLOWED!!

THE CDX PRO CART IS THE TOTAL CD SOLUTION

£49.99 INC. P&P

UNIVERSAL ADAPTER

NOW YOU CAN PLAY IMPORT GENESIS™ GAMES ON YOUR MEGADRIVE™!!

- PLAY U.S. AND JAPANESE CARTS ON YOUR MEGA-DRIVE™ .
- SIMPLE PLUG-IN CARTRIDGE .
- EASY TO USE-SWITCH BETWEEN U.S.A. OR JAPANESE CARTRIDGES.
- NO MODIFICATIONS NEEDED.

£14.99 INC. P&P

★ IMPORTANT
THESE PRODUCTS ARE NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

NO NEED TO WAIT

With CDX Cartridge and the Universal Adaptor there is no need to wait for UK versions of the latest games. Now you can play the latest US & Japanese blockbusters as they are released!

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP
222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

MEGADRIVE™, GENESIS™ & MEGA-CD™ ARE TRADEMARKS OF SEGA ENTERPRISES

MEGA-CD REVIEW

MEGADRIVE REVIEW

BY: PSYGNOSIS

CD-ROM

STYLE

SHOOT EM UP

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

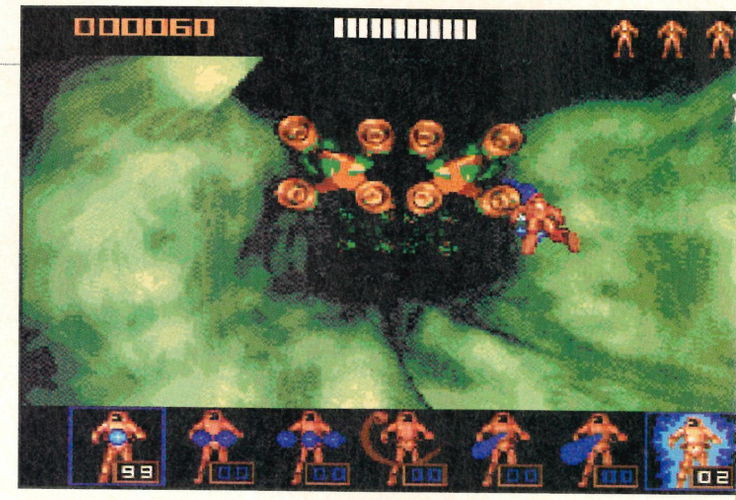
TBA

PAUL GLANCEY breaks the rule of a lifetime and enters another man's body to bring you this review of Psygnosis' latest CD title.

MICRO

Microbiology has turned into a dirty game. Vast lawsuits are flying thick and fast between the CyberTech and Axiom corporations as each claims the other has violated genetic patents and stolen technology worth billions of dollars. The directors of Axiom, sensing that they could lose their case and be liable for damages that would bankrupt the whole corporation, have decided to take control of the president of CyberTech, Mr Krosby, with the help of his own company's invention, the Microcosm project. The invention makes it possible for matter and living organisms to be projected into R-Space, effectively shrinking them to microscopic size, so that they can be injected into an unhealthy body to perform micro-surgery from the inside. Now Axiom have used a disgruntled CyberTech technician to inject an army of miniaturised robot craft into Krosby with the aim of implanting a device in his brain which will make him act on Axiom's commands.

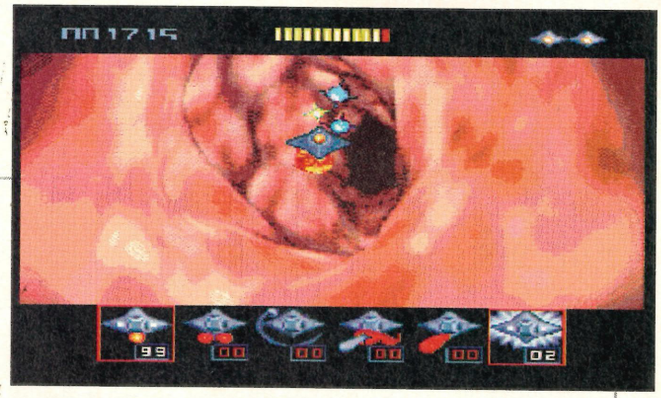
Fiendish plot, eh? And it's discovered by CyberTech just too late for them to stop the injection. The only way to save Krosby is to shrink down a laser-armed submersible pod, complete with pilot (ie you) and inject it so that it can travel the body's highways and byways, tracking down the Axiom agents and destroying them before they do any serious damage.

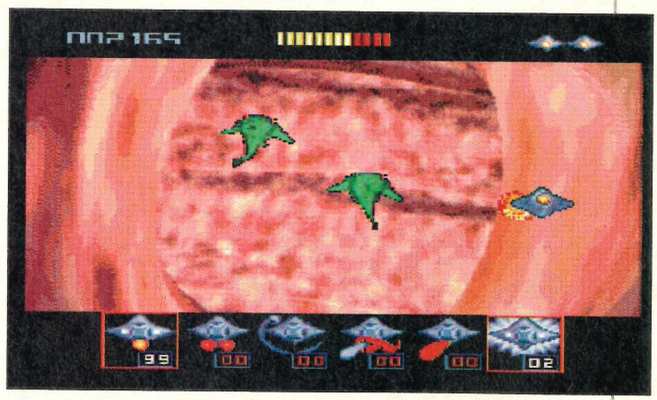


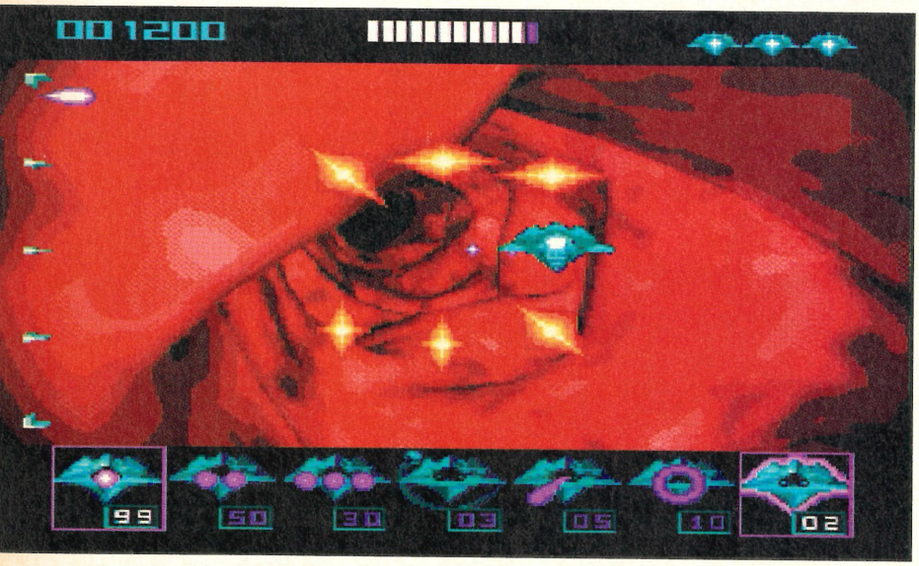
▲ Here we are in Mr Krosby's brain, and, boy, has he got a headache! Launch the Nurofen torpedoes!

HEAD JOB

Once you're injected into Mr Krosby's cephalic membrane (which is in his head, fact fans) you have to pilot your pod through five of his bodily departments. From his head, you travel down to his lungs, then towards his femur (thigh bone), back up his leg to his heart valve, then up again to clean out his brain. While you're doing this, you get a 3D view from behind your little bloke as he scoots down a pre-set course of veins and channels, dodging the odd protrusions and, of course, the armies of microbots that zap past, launching missiles. You get your own set of weapons, of course, starting with a simple rapid-fire laser and building up to what appears to be a plasma doughnut launcher, depending on which icons you grab from the remains of blasted enemies.







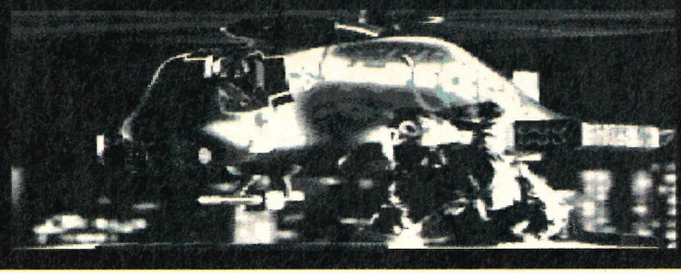
▲ The excitement mounts as the Hunter hurtles towards the heart valve in hot pursuit of the Axiom suicide ship!

MULTI-FUNCTION SWAP-SHIRTS

At certain stages of the game, you even get to swap ships for different tasks.

After getting to Krosby's femur and defeating a (relatively) gigantic guardian boss robot, you discover a deserted Axiom base. The agents inside have fled and, in a last-ditch attempt to get a result out of the mission, they're piloting a ship into the president's heart, where it's rigged to explode and kill him instantly. You have to trade in your pod for a hunter ship and chase the agents, blasting away at their ship to destroy it before it reaches its target. If you don't knock down the energy gauge at the side of the screen to zero before it reaches the heart valve, you've blown it.

COSM



GRAINY DRAMA

At times like this, the drama is heightened by a little sequence of full-motion video. In fact, FMV is strewn throughout the game. There's a five minute intro sequence, there's a mini-movie at the beginning and the end of every level, and even the background graphics are pre-rendered 3D images which are played direct from the disc. Very good they are too, although you might not think it from these pictures.

As usual, the Megadrive's restricted colour palette has meant certain colours can only be displayed by blending differently-coloured pixels together in a cross-hatching pattern, and this makes everything look very grainy. But while they might not look amazing when they're still, the effect isn't so bad when they're moving. Flying down the veins does remind you of those Tomorrow's World reports about shoving cameras in tubes down people's throats.

The enemy ships are also pre-rendered 3D models, so they don't look like your usual flat sprites. They fly into view, spin, turn back towards you and then zip off the top of the screen, looking like real little spaceships.

DANCING DAYS

The music and sound effects are good too. The lasers emit a satisfying blam, and the soundtracks are actually the work of '70s synth god, Rick Wakeman. What's slightly annoying, though, is the way that the sound sometimes isn't properly synchronised to what's going on onscreen. The lengthy intro is impressive to look at, but the speech on the soundtrack lags about half-a-second behind the visuals. The injection sequence resembles a Brazilian soap opera being shown on Channel 4, in which the translation from Spanish to English has messed up the lip-synch.

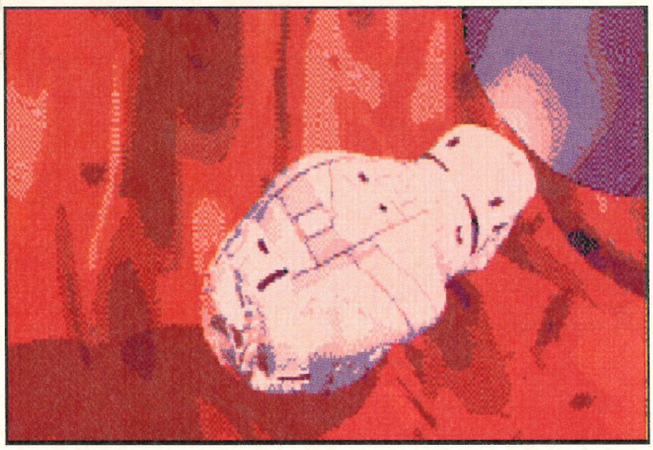
MICROCOSM FAILS THE SIX HOUR TEST

Fancy presentation aside, though, Microcosm is a simple shoot 'em up, so in a way it's like Silpheed or Sewer Shark in which the atmosphere created by the flash graphics and sound holds your interest, rather than the gameplay itself. That sort of thing works on me these days, and the fact that the shoot 'em up action is actually pretty decent as well, made me think nice things about Microcosm... until about six hours after I started playing it, when I finished the game. Yep – six hours. I could hardly believe it! Just when I was really getting into Microcosm, it was all over.

Now I'm not bad at shoot 'em ups, but I know a lot of people who are better than me, and I'm sure that they could finish this game in an afternoon if they wanted to. It's not that it's super-easy and it's not that I didn't enjoy playing it either. It's just that you get to what feels like about halfway through the game and... that's it.

For this sort of money, I expect a game that lasts a bit longer than that, and I'm sure you would too. So unless you're something of a beginner at this sort of thing, I'd recommend you spend your money on Thunderhawk or Batman Returns, which at least have more meat on their bones.

▼ **"That's the last time I buy those cheap roasted chestnuts."**



▲ **The pod is injected into a pink part of Mr Krosby.**

THE SECOND OPINION

TOM GUISE

I don't usually care for these Mega-CD games which are 90% graphics and 10% gameplay, and I wasn't impressed with this. It's not all bad and, though they probably don't look too smart in these screenshots, the graphics do look good when they're on the move – the graininess adds a mysterious Dr Who swirly effect. But what lets the game down is the short-lived action. I would expect most players to be able to clock it in a couple of hours. It's okay fun I suppose, but for forty of my Staff Writer pounds I expect more entertainment.

% RATINGS

PRESENTATION — 86%
Smart full-motion video sequences, but a few rough edges.

GRAPHICS — 83%
A bit grainy, but body sequences and mini-movies are impressive.

SOUND — 87%
Pleasant synth tracks play in the background. Reasonable effects.

SHORT TERM PLAY — 84%
Doesn't look like much to start with, but quite playable once you get into it.

LONG TERM PLAY — 55%
Any moderately-skilled player should have this beaten in a couple of days, tops.

OVERALL — 60
Could have been a good game if it wasn't so short-lived.

MEGADRIVE REVIEW

DATA EAST

BY: DATA EAST

8-MEG

STYLE

BEAT 'EM UP

PRICE IMPORT

PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

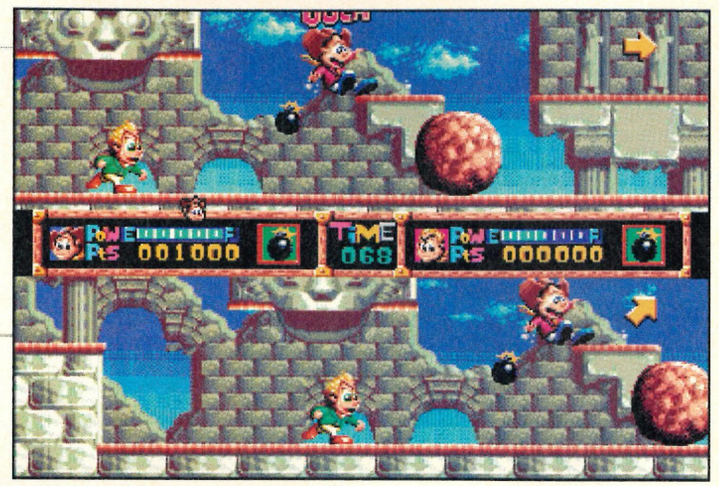
OUT NOW

IMPORT WARNING!
The version of the game used in this review was an American Genesis version and may not work on official UK Megadrives.

Time after time, TOM GUISE chased after women, only to be beaten by another man. Unable to bear it any longer, he turned to his Megadrive for solace, only to find this! Aargh!

DASHIN' DESPERADOES

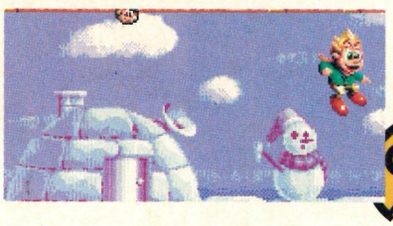
Women. They've just got to have their own way, haven't they? I mean, it's always the men that have to ask them out, never the other way round. Always the men who have to get them presents. Always the men that have to run across arctic wastelands to fetch them hidden jewels. Always the men that have to rescue them when they're kidnapped in pink vans or airships. At least that's the sexist drivel preached by Data East's latest game, Dashin' Desperadoes.



DO YOU COME HERE OFTEN ?

Yes indeed. Taking the already excessively sexist world of video games a step further, Dashin' Desperadoes is the story of two men and their quest for WOOMAAN! The object of the their affections? Well, she's a simple sort. Young, blonde cartoon woman seeks similarly cartoon-like male companion. Must be able to run across scrolling platform landscape. Will take first man to arrive.

And that is the aim of the game.



▲ **Look, it's a platform game, so of couse it's got to have an ice level, hasn't it.**

THAT DRESS WOULD LOOK GOOD ON MY FLOOR!

Whether playing in one or the two-player mode, the action always takes place in split-screen, with the computer playing the second character in one-player mode.

However, in one player mode, your rival kidnaps your girl in the third stage of every world and it's up to your dashin' hero to rescue her by smashing up the villain's escape vehicle.

FUNNY, YOUR SHIRT MATCHES MY SHEETS!

There are six different worlds, ranging from the Wild West to the arctic. What's more, each one is filled with its own particular hazards. There are fire hydrants in the city, monkeys in the jungle and even yetis on the ice level. Avoiding these hazards is the key to successfully beating your rival to the girl, although there are other methods. Speedy cowboy boots can be collected, as can various projectile weapons which can be used to halt your opponent in their tracks. Best of all though, each suitor has a deadly roly-poly attack which flattens their opponent like a pancake.

GET LOST? YOU MEAN ME?

Actually, Dashin' Desperadoes is quite a laugh. It's fast-paced and each of the levels is cleverly-designed. Fairly enjoyable in one-player, the real fun comes from racing against a friend. However, for all its initial appeal, Dashin' Desperadoes somehow lacks that addictive pinch. The simple formula of racing across the levels, coupled with the uninspired boss sections in one-player mode, soon become too familiar and that's when the fun wanes. One for rental, perhaps?

%RATINGS

REFLEXES STRATEGY

CHALLENGE THOUGHT

PRESENTATION 79%
Standard intermission screens and options.

GRAPHICS 84%
Cutesy looking, but the sprites and backdrops are good.

SOUND 80%
Pleasant tunes and spot-effects. That old gratey speech problem though.

SHORT TERM PLAY 82%
Instantly playable and pretty good fun. Strong two-player appeal.

LONG TERM PLAY 65%
The fun fades all too soon. Even in two-player mode.

OVERALL 72
A jolly-looking, fun platformer that lacks lasting appeal.

TO GET THE BEST FROM YOUR SEGA

GET THE BEST OF MEAN MACHINES – OUT NOW!

MEGADRIVE REVIEW

TENGEN

BY: TENGEN

8-MEG

STYLE

PINBALL

PRICE £39.99

PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

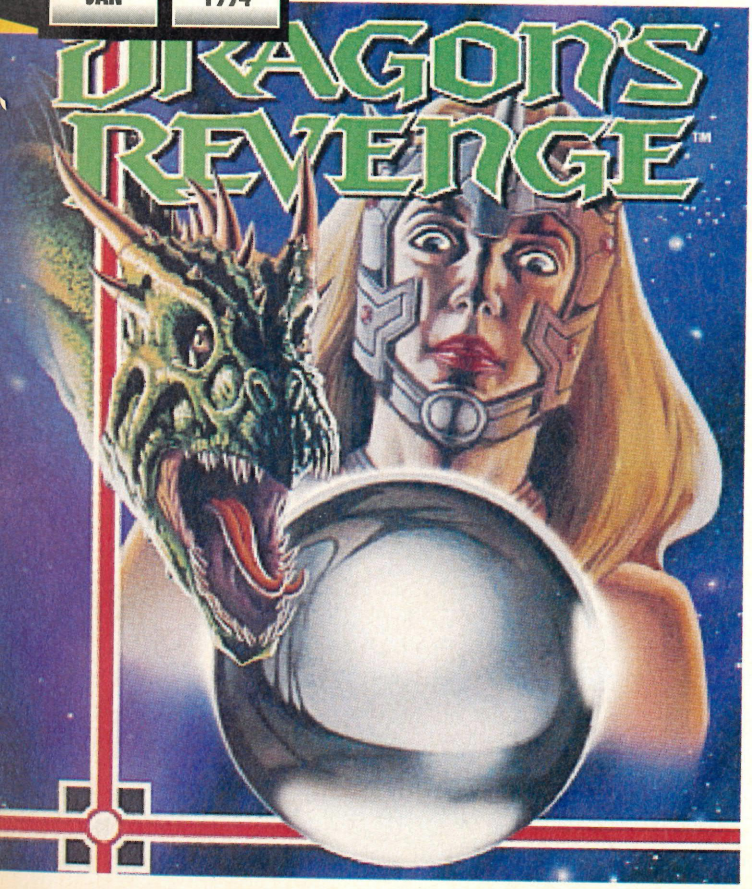
JAN 1994

STEVE MERRETT hails from near Bognor Regis, you know. Yeah, sunny Bognor where the amusement arcades have just taken delivery of 'What The Butler Saw' machines and 'Shove Ha'Penny' tables. But with an eye to the future, he's more than prepared to try out this new pinball malarkey...

DRAGON

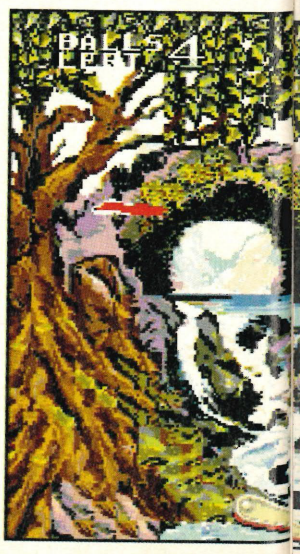
OK, are you sitting comfortably? Then we'll begin. In the valley between the mountains of Kareggedor sits the seemingly ideal village of Kallin's Keep. However, behind this peaceful facade hides a dark secret, for the villagers live in fear of a huge Dragon which lives at the top of one of the mountains, and demands sacrifices whenever he feels hungry. But if that sounds bad, it's about to get a whole load worse. The last person to be sent up to the dragon's larder was the beautiful but conniving Darzel, who has since struck a deal with the fiery-breathed lizard for her continued existence. So now, rather than just eating anybody, the dragon only snacks on beautiful young maidens. Obviously, with all the young wenches gone, this means the Kallin's Keep family line will be ended (not that the, er... older ladies of the community mind though, I bet!), so it was decided to try and overthrow the dragon and his new consort once and for all.

Blimey, and there I was thinking Dragon's Revenge was a pinball game! Still, behind the convoluted plot, this is the eagerly-awaited sequel to the incredibly successful Dragon's Fury. And this is what it does...



THERE BE DEMONS

Bearing in mind the 'olde worlde' plot, Dragon's table is a dark, stone-clad affair which is overlapped with all the usual bumpers and flippers. Standing just over three screens high and two wide, the table is split into three main sections, each of which contains a portal to a smaller sub-level. The B button activates the plunger and spangs the ball into play, while the D-pad and B button send the three sets of flippers into action. Now stop me if you've heard this before, but the basic aim of Dragon's Revenge is to acquire as many points as possible, but whilst doing so you're also invited to have a pop at Darzel and, eventually, kill the dragon. To do this, hitting certain sections of the scenery unleashes hordes of patrolling creatures, which must be taken out with the ball. On doing so, an arrow is then lit indicating that the pathway to bonusdom is clear.



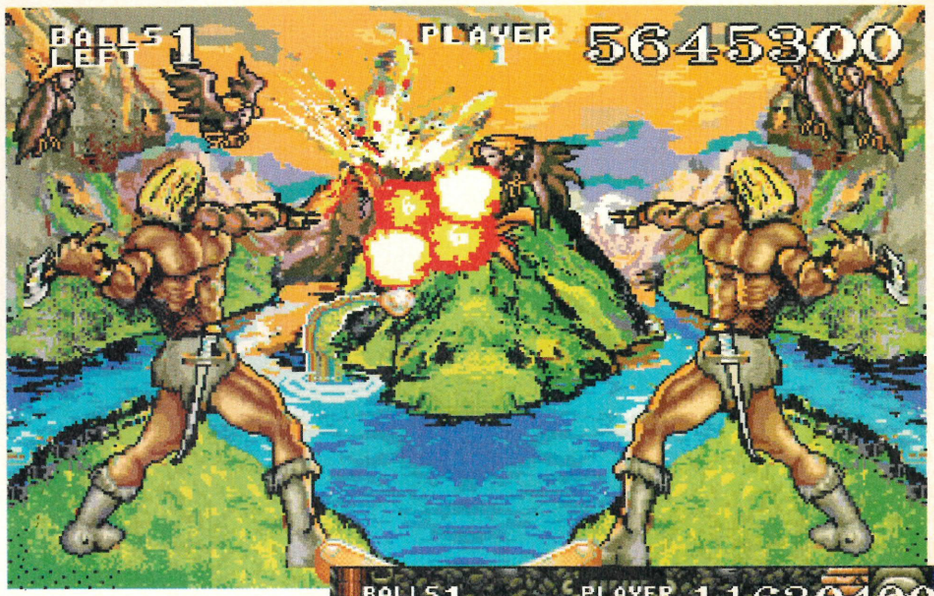
S REVENGE

VERI-TABLE BONUS

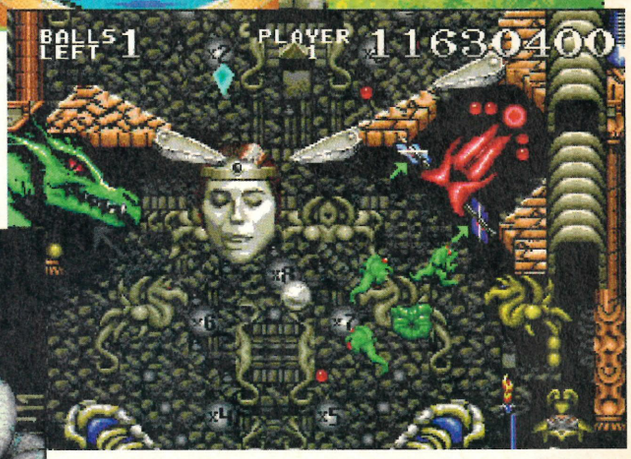
The bonus stages themselves are single-screen affairs which contain a series of creatures scuttling about. As with the main table, these must be taken out until the screen is cleared, and this process is repeated until one of the fair maidens miraculously escapes from the dragon's larder in a bubble. All that remains then is to hit the bubble a few times until the young snack is safe, for which the player is duly rewarded with a golden ball which quadruples the value of everything hit. This all sounds very nice, but the one problem with the sub-games is that they use one of the most atrociously dull colour schemes known to man. As you flip the silver ball upscreen, it tends to be hidden by the similarly-coloured backdrops and assorted targets. Similarly, for reasons known only to themselves, Tengen have added a slight 3D perspective to these sections so that the ball shrinks as it travels upscreen to indicate depth. Sadly, it just looks as if the ball is indeed shrinking and, consequently, rather crap.

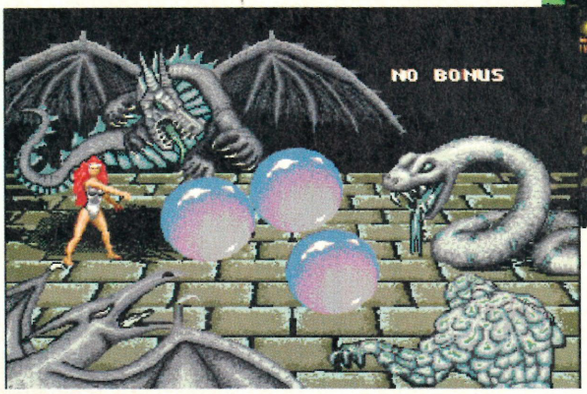
IT'S ALL IN THE BALL CONTROL

Of course, the most important thing in a pinball game is just how realistically the ball moves, and this is where Dragon's Revenge fails dismally. As the ball is sent spanging around the screen, it behaves far from logically – speeding up when you least expect it, or getting stuck before whizzing across the screen at a phenomenal rate. Similarly, the assorted bumpers also suffer because of this, and the result is an often unpredictable game. Yes, there has to be a certain element of surprise in a pinball game – unlike EA's Virtual Pinball which went completely the other way – but Dragon's Revenge doesn't follow any real pattern, and thus leans towards the unrealistic.

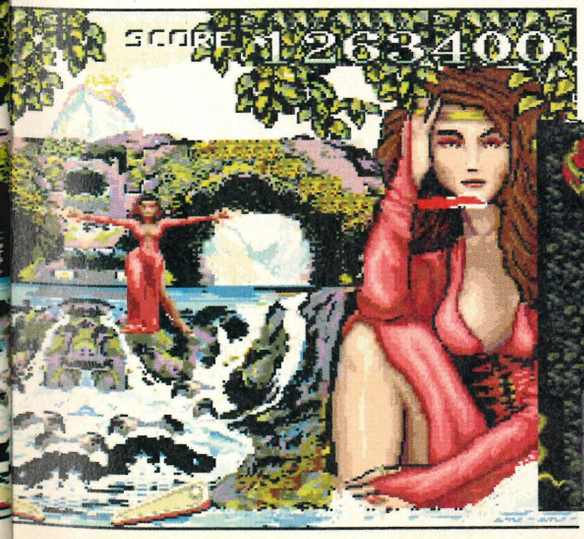


▲ **Phew! Look at those incredible graphics. Are they awesome or what? (Snigger.)**





▲ **"Oooh. Aaaah. And other intentionally erotic but actually rather daft-sounding noises."**

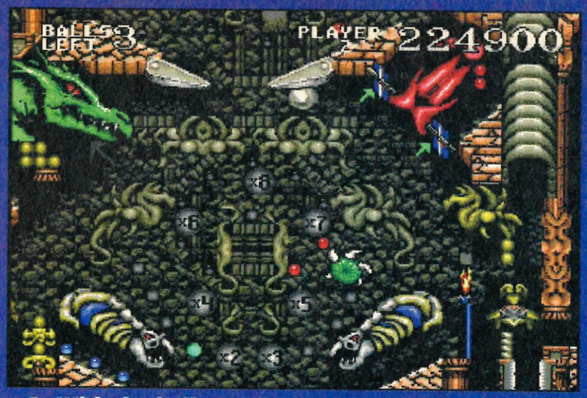


▲ **"So let's meet this week's contestants on Blind Date..."**

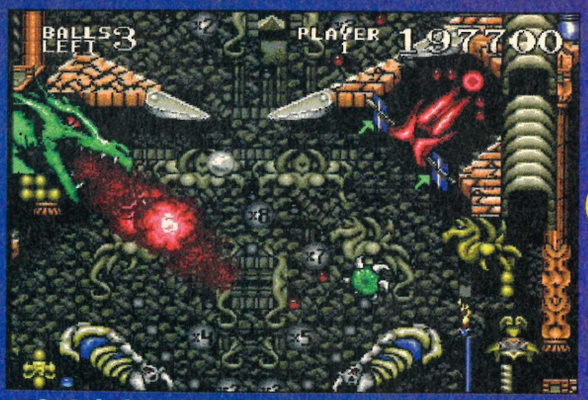
OUT OF PLAY

It's a real pity that Dragon's Revenge fails at such an important hurdle, but it also stumbles at a few others. Whilst there are indeed a good variety of sub-levels to enter, actually getting there can be extremely tedious, as the same old objects must be hit time and time again. To be fair to Tengen, perseverance sees the player eventually progress into the dragon's throat, but doing so necessitates so much work on the player's part I doubt if many people will feel it's worth the effort. So there you have it. As with cinematic failures such as Alien 3 and Predator 2, Dragon's Revenge is a sequel which fails to live up to its expectations. It's by no means a complete travesty, but would-be Tommies are better off with its predecessor.

●To attain a huge score, the key is to get hold of a golden ball which quadruples the value of anything it hits. Sounds great, eh? Well, here's how to get one.



▲1. With the ball sent into play, first hit it into the mouth of that rather scary dragon on the left.



▲2. Ooh, look – it's breathing fire. Wait until that clears and...

▲3. ... ten or so little blue things appear from its mouth in a rather nice formation.

▲4. As they wander around in a little circle, pick them off one at a time.

▲5. On doing so, a blue arrow pointing into the dragon's gob is lit. Aim for it.

▲6. Ta-da! A bonus stage. Now just hit everything on the screen until they give up the ghost.

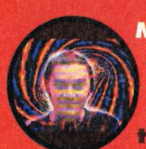
▲7. A girly in a bubble appears, so spang the ball off this for a while and...

▲8. ... that much sought-after golden ball is all yours (for a while, anyway).

TIMED SEQUENCE

DURATION: 3 MIN

THE SECOND OPINION



MARK HOLMES

Another pinball game, eh? That makes two in as many months, after Virtual Pinball last month. Although this game is more enjoyable than VP, it seems the creators of Dragon's Revenge have been caught between the desire to produce a game with a real pinball 'feel' and the wish to add fantasy elements that a real pinball table cannot provide. Unfortunately, the result is a basic table with a few weird nasties wandering around to be picked off, with the addition of the awful sub-levels to tie in with the ridiculous 'magicke worlde' plot. And the ball boings around like a well-used superball that's gone a bit sticky, rather than a rock hard steelie. I wouldn't buy this if I were you, but it's worth having a look at just for the hilariously bad graphics on the sub-levels.

%RATINGS

74% PRESENTATION
Not exactly a huge array of options, but a nice attract sequence.

82% GRAPHICS
Detailed but drab. Could have done with a little more brightness.

66% SOUND
A few laughable 'erotic' effects, and very little else of note.

81% SHORT TERM PLAY
Pinball games are always fun for a while, and this is no exception.

62% LONG TERM PLAY
The lack of variety on the main table means you probably won't bother with all the sub-levels.

OVERALL 69
A disappointing follow-up to the best Megadrive pinball table to date. Some very basic faults nip its longevity in the bud.

YOU CAN'T PLAY YOUR SEGA WITHOUT IT!

SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

EVERY MONTH ONLY £2.25

AVAILABLE FROM 10th DECEMBER.

MEGADRIVE REVIEW

DUNE II

BATTLE FOR ARRAKIS

Another Dune game, another morning spent mining for Spice. Yes, back by popular demand, it's your favourite Megadrive Dune game reviewer, GUS SWAN, who goes down t'pit on Arrakis (again).

BY: VIRGIN

8-MEG

STYLE

STRATEGY

PRICE TBA

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

JAN 1994

HYPER! HYPER GAME AWARD

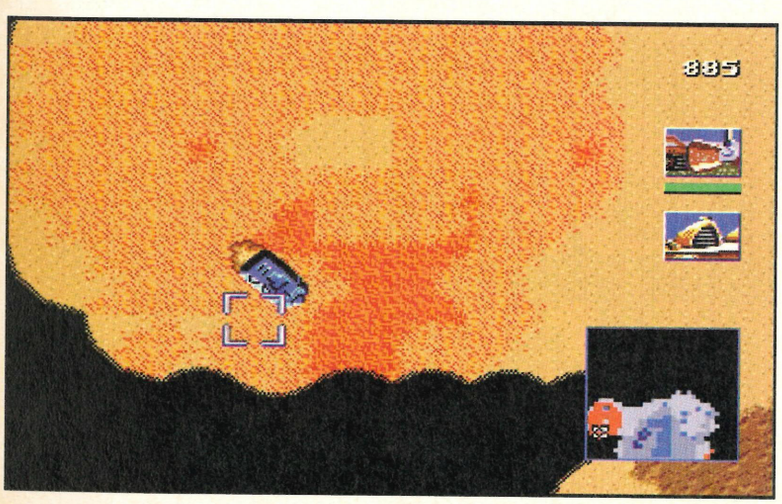
Wouldn't you know it, you wait twenty-seven years for a Dune video game, and then two come at once. What is the resurgent interest in this dramatic sci-fi saga? Well, it would appear that someone at Westwood Studios, the people behind this game and Dune CD, got enthused by the concept of the spice melange and the complex politics of the Padishah Empire. In this second case, it seems that they had a good idea for a game, too, since Dune II turns out to be one of the tastiest strategy games ever devised for a console.

SCHWARTZ IT

The object of the game is simple: mine spice. Spice is unique to the planet Arrakis, but is in plentiful supply. The mysterious substance is produced by an underground reaction between tiny organisms and water. The resultant mass is the most precious substance in the universe. Everyone wants a slice of this particular action, and a whole spice-mining industry has built up around Arrakis. You choose one of three 'Houses' with a mining interest on Arrakis. Racking up spice credits and squeezing out the competition is your aim.

HOME BODY

Spice production centres around the bases built on the few rocky areas of the planet. Your base spreads out from a central command centre. Buildings are built as units, each serving a purpose in the refining process. Your base requires certain things: money to be built, space to expand, and power to function. Money comes in the form of spice credits, and you are initially given a small initial grant. Power comes from windtraps, which are building units themselves. Initially, you'll want a refining centre. This comes complete with a harvester, which goes in search of spice fields. When the harvester returns, its cargo becomes credits. As you progress, other buildings become available, serving advanced functions – vehicle plants, for instance. The important factor to remember is cost. Any one on these babies costs an arm and a leg, and in a barren sector it may be using a sledgehammer to crack a nut. This aspect of judgement makes Dune II a subtle game to master.



TO WAR !

If you feel like cracking heads, it's simply a matter of moving your units into hostile territory. By locating and destroying an enemy base, you automatically conquer a sector (there are 21 in total). Battles are fought in real-time, making Dune II pretty unique amongst strategy games. It also makes it all too easy for a sneak attack to be launched against you as you concentrate on the enemy. Learning to juggle loads of forces, and also leaving defences at your base, are ways of dealing with the real-time aspect.

NO BEAUTY

Dune II could not be accused of being a particularly pretty game. However, those who realise gameplay is more than skin deep will instantly recognise a completely compulsive gaming experience. The icons and screen layout are adequate, and the scrolling is fast. It's just that there's not much variety. Also, thrill-seekers and those who like their fun instantly will not be enamoured with the idea of a long session with Dune II. Some sectors require a couple of hours to bring to a climax. There's no quick relief on offer here, but prolonged ecstacy is assured.

% RATINGS

PRESENTATION 83%
A commendable tutorial sequence and adequate options.

GRAPHICS 67%
Bland, small and unchanging, but nevertheless well designed.

SOUND 71%
The music is horrible, which mars the sound FX.

SHORT TERM PLAY 91%
Shockingly playable from the first moment. Original and logical.

LONG TERM PLAY 92%
A seriously upped difficulty level on the higher sectors. Immense value.

OVERALL 91
An all-time great strategy game, which benefits from a real-time setting.

A FULL MONTH DOESN'T NEED TO PASS BEFORE YOU CAN GET YOUR HANDS ON A BRILLIANT SEGA MAGAZINE!

SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

FOR MEAN MACHINES READERS WHO CAN'T STAND THE AGONISING WAIT OF A MONTH FOR THEIR NEXT EDITION, HERE'S THE PERFECT SOLUTION!
FROM DECEMBER 10th WE'LL BE PRODUCING BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE. AVAILABLE EVERY MONTH TWO WEEKS AFTER MEAN MACHINES, THE SEGA MAGAZINE WILL FEATURE THE LATEST IN NEWS, PREVIEWS, REVIEWS AND INSIDE INFO DIRECT FROM SEGA IN EUROPE, JAPAN AND AMERICA!

THE SEGA MAGAZINE. £2.25 MONTHLY – FROM THE MAKERS OF MEAN MACHINES SEGA.

AVAILABLE FROM 10th DECEMBER.

MEGADRIVE REVIEW

BY: VIRGIN

Virgin

8-MEG

STYLE

PLATFORM PUZZLE

PRICE £39.95

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

JAN 1994

STEVE MERRETT's idea of a longboat is something he can get from a Wimpy with bananas in it. Still, we gave him Virgin's latest regardless...

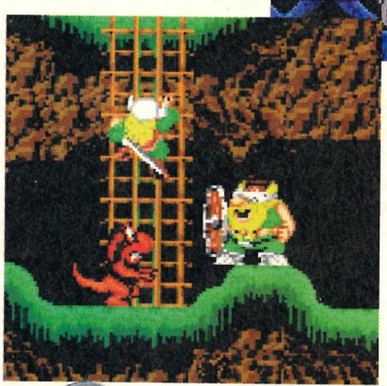
THE LOS

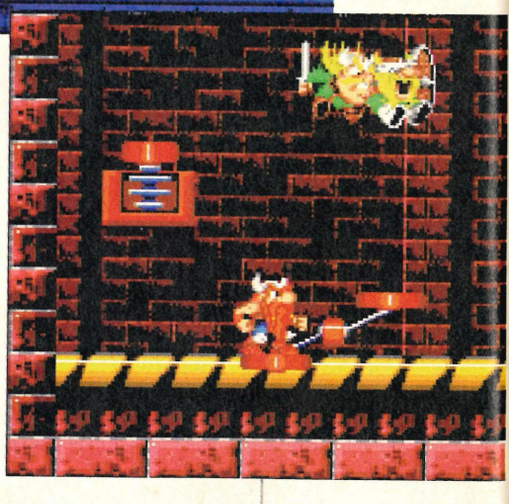
Converted from Interplay's critically-acclaimed Super NES puzzler, Virgin are up for a bit of norseplay as The Lost Vikings materialises on to the Megadrive. After a routine collection mission by the mighty Crutonian empire, three hapless viking warriors – Erik, Olaf, and Baleog – have found themselves whisked away to form part of a series of exhibits in a weird alien museum. Realising that they're destined to spend the rest of their lives being stared at by bug-eyed creatures and their bratty kids, the illustrious trio hatch a remarkable plan of escape – fight their way out.

Of course, this all sounds very easy, but the Crutonian ship is a sprawling craft littered with deadly traps and blood-thirsty guards. Thankfully, each member possesses a useful skill – Baleog is an excellent archer, Olaf carries a shield, and Erik can jump. These abilities must be put to use in the game's four time zones before the vikings can return home and recount their time-travelling tales to the local womenfolk and disbelieving kids.

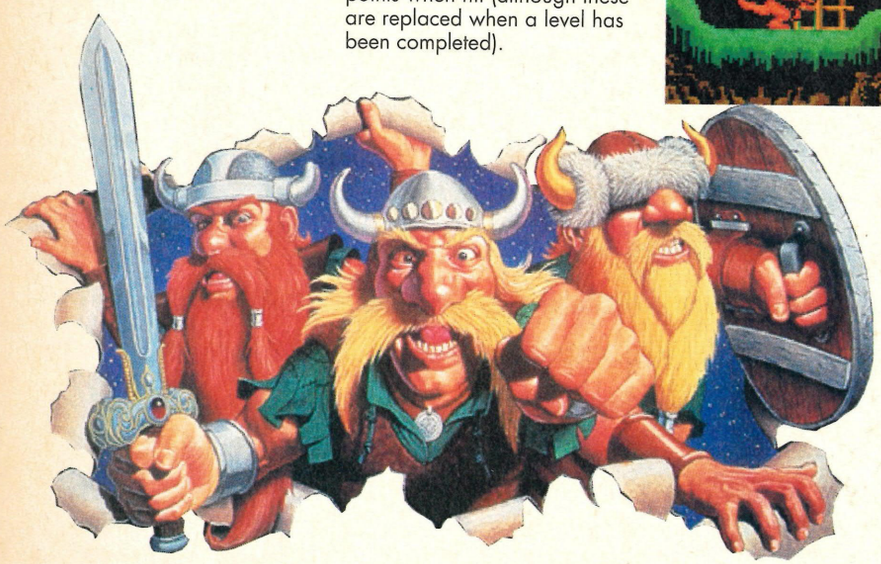
BOWELS

Baleog and co's mission starts deep within the bowels of the Crutonian ship. Having escaped from their holding pen, they are free to explore the platform-laden decks for an exit, providing they use their aforementioned skills, that is. For, no sooner have the trio started mooching about, than all manner of both ship and enemy-based hazards start making their debut. Cruton guards appear from the wordwork, and the ship features a nasty line in electrical barriers and floor traps which deduct one of the character's three health points when hit (although these are replaced when a level has been completed).





▲ **"Hey, Olaf, your pet looks as if he needs his litter tray."**



TRIPPING

Using the assorted ladders and lifts to get around, the hapless heroes' task is made easier thanks to the addition of help boxes and trip switches. The former are found during the early stages, and ease the player into the game's many intricacies by offering useful advice on the ship's security system or the use of any keys, food or useful goodies the vikings find. Each character can hold four items in their capacious pockets, and these can be selected, used or passed between characters. For instance, in the first stage a bomb is needed to destroy the ship's computer, but a large chasm means neither Baleog or Olaf can get to it. Similarly, tripping the aforementioned switches allows the trio to turn off key barriers and enter previously inaccessible areas of the ship, but Baleog's archery skills are needed to knock them into the 'off' position.

VIKINGS

CHARACTER DETAILS

Each level starts with the terrible trio grouped together, ready for action. You can switch between characters at any time – here's a guide to their specialities...

ERIK THE SWIFT

Clad in red, Erik is the fastest member of the team and the only guy who can jump. Using these unique abilities, he can also stand on Olaf's shield to reach greater heights, or run so fast he smashes straight through walls!

BALEOG THE BESERKER

Armed with a sword, close combat is this guy's speciality. However, it's in the bow and arrow department that he really excels. A well-placed arrow is perfect for tripping switches or picking off any oncoming foes from a distance.

OLAF THE STOUT

The lardiest of the gang, but one of the most useful. His sturdy shield is perfect for dflecting shots from the Crutons and their defence systems, and also allows him to hang-glide safely from great heights.

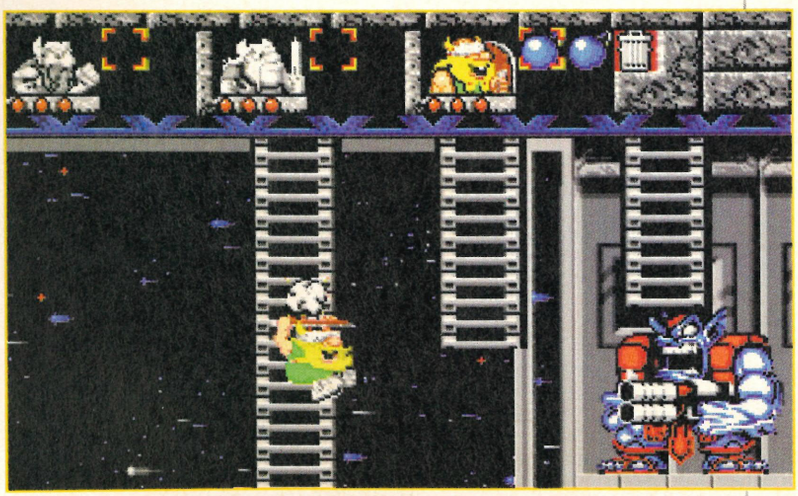
THE SECOND OPINION

TOM GUISE

I can't say I like this game much. It's just too slow-paced. All this swapping-between-characters business makes it such a chore to play. Admitedly, you had to do something similar in Lemmings, but the difference there was that all your lemmings were continually wandering towards doom – it added a real edge to the proceedings. Here, your vikings just stand where you left them and you have to lead them one-by-one toward the end. Very monotonous indeed. A shame really, because this game is very well made. There's a good balance between the platform and puzzle action and some of the levels are ingeniously constructed. For real platform-puzzler thrils and spills, I'd still go for Lemmings or Krusty's Super Fun House. However, if you've got those then you must be a bit of a fanatic, so this could appeal to you.

TOMATOR SOURCE

The basic aim of the game is to make it to the exit point of each stage. In all, the game consists of thirty-seven levels – which are broken up into batches of six to make up the six time zones – paving the way for the final battle against the Crutonian commander, Tomator. Having left the ship, the vikings are left to pool their resources in ancient Egypt, a massive cave system, and a weird world which defies description. The many objects they collect en route should equip them for their final battle against Tomator.



INDIFFERENT STROKES

Whilst not breaking any new ground, The Lost Vikings is a very enjoyable puzzler. Making the most of the trio's skills requires a lot of lateral thinking, and some of the later problems are positively ingenious. The main problem, however, lies in its lack of pace and variety. The levels are certainly huge and plentiful, but the action is extremely slow-moving and the assorted aliens which pop up only cause any problems if the player is struggling with the control system. It's difficult to define what makes a good arcade/adventure, and The Lost Vikings certainly has most of the ingredients, but I still came away feeling rather indifferent to it. By no means a masterpiece, but a rather enjoyable piece of norse code.

%RATINGS

PRESENTATION 73%
Password system is a welcome addition to this mammoth game, but very few options.

GRAPHICS 77%
Backdrops are a bit bland, sprites aren't very impressive, but they're both adequate.

SOUND 63%
Very little of note, but a few nice effects here and there.

SHORT TERM PLAY 87%
The game eases you into its many puzzles, capturing your imagination.

LONG TERM PLAY 81%
Whilst there are plenty of levels, it can get a little reptitive at times.

OVERALL 83
A smart little puzzle/platform combo which doesn't have that edge to make it a real classic.

NOW YOU CAN PLAY THE MOST
EXCITING ARCADE GAME OF THE
YEAR IN YOUR OWN HOME.
*ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.
LET
ENFO
1P 000042
CREDIT 01
2P 000048
CHINATOWN
RELOAD YOUR GUN
1P 0000000
CREDIT 05
2P 0000000
PRESS START
1P 0000000
CREDIT 03
2P 0000000
PRESS START
LETHAL ENFORCERS
KONAMI
KO

HAL RCERS

REALISTIC **COPS-ON-THE-STREET** ACTION

SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING, MULTI-STAGE BATTLE FOR JUSTICE.

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA-CD

SEGA MEGA DRIVE

NAMI

MEGADRIVE REVIEW

BY: SEGA

8-MEG

STYLE

SPORTS

PRICE £49.99

PLAYERS 1-2

SKILL SETTINGS N\A

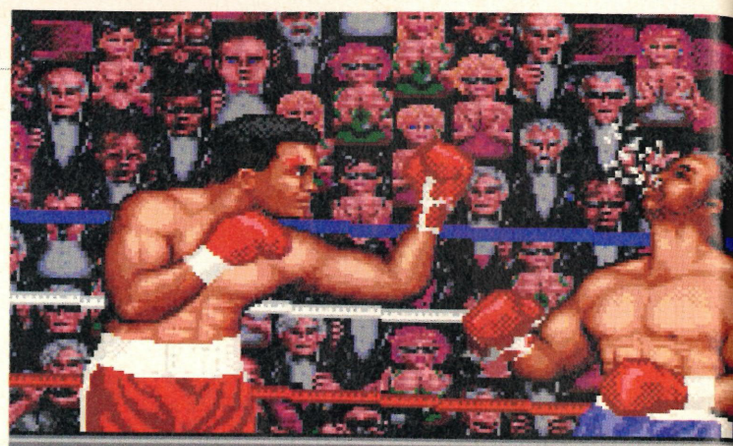
RELEASE DATE

JAN 199%

MARK HOLMES got to review Sega's new boxing game, mainly because of his nickname, 'Master of the Ring'. However, he was dubbed with this alias because of his addiction to Chicken Madras - it's nothing to do with his fighting abilities.

GREATEST

Yes, I know - if you're a bit of a fan of all things pugilistic, and you've played all the boxing games that have come out for the Megadrive, you're probably looking at the screenshots and groaning: "But this just looks like a tarted-up version of Evander Hollyfield's Real Deal Boxing, that sad game that was reviewed in MegaTech way back in August last year!" And you'd be right. But hang on a minute, because althought it's graphically almost identical to Hollyfield, the gameplay has benefited from the old souping-up treatment and, as you'll find out as you read on, there are a few more additions that help to fill up this big 16-Meg cart. So don't write it off as a no-hoper just yet.



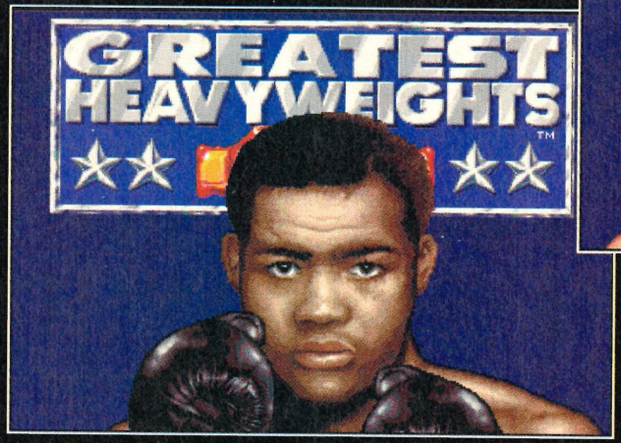
SO WHAT'S NEW ?

The first obvious difference between Real Deal Boxing and this new update is the fact that you can choose to fight as one of eight famous world heavyweight champions (hence the name – Greatest Heavyweights – geddit?), rather than just one – Mr Hollyfield himself. You still get Real Deal's 30 fictitious, ready-made boxers, all ranked in order of fighting prowess, to choose from too. But the whole thing has been made more interesting, from a boxing fan's point of view, by the fact that the game allows you to replay great heavyweight championship fights from the past, or even to stage a fight between two famous fighters from different eras. The cart has enough memory for you to create and save two boxers of your own too, giving you a total of 40 fighters to choose from, spanning a wide range of abilities. So you'll be ble to play well-balanced contests against all your mates, whether they're brilliant or crap, because this range of choice gives you a fine handicapping system.

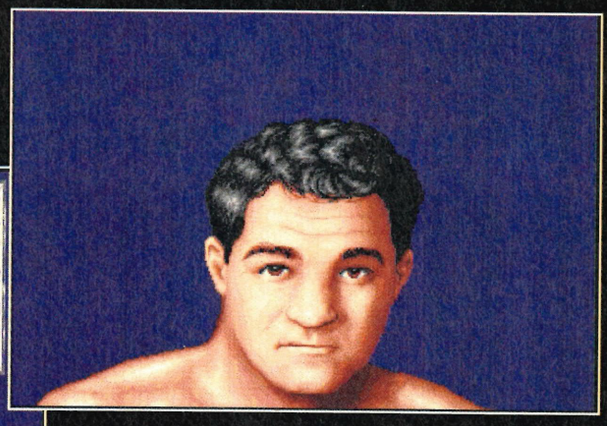
HEAVYWEIGHT GREATS

The eight heavyweight champions of the world span over seventy years of boxing history, and the in-game sprites represent the boxers' physical characteristics pretty well - Larry Holmes, for instance, is the biggest and has the longest reach, whilst Rocky Marciano is short, stocky and bullish. Each heavyweight great even has his own neat little sound-bite sample - if you're fighting as Muhamad Ali, for example, pressing all three buttons will make the Louisville Lip taunt his opponenet with: "I'm so pretty," or "What's my name?"

Here's the roll-call of heavyweight champeens to choose from...



Joe Louis: Held the crown from the 1937-49.

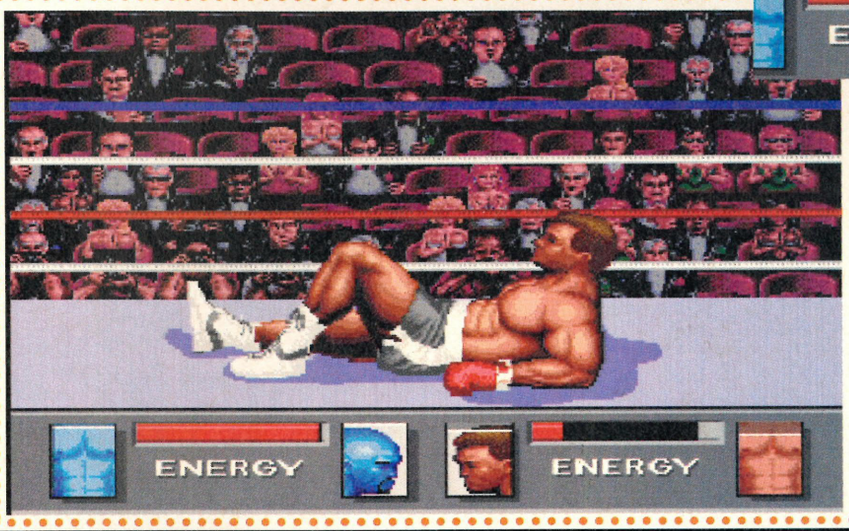


Rocky Marciano: Unbeaten holder of the title from 1952-56.

HEAVYWEIGHTS

PUNCH DRUNK

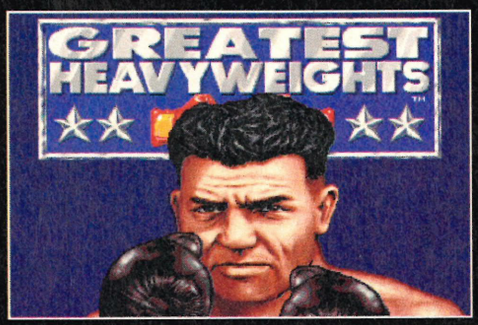
Greatest Heavyweights shares Real Deal's control system – the A button throws a punch with the left hand, the C button throws a right-hander, while the B button puts your guard up. Depending on which direction you're holding the D-pad, you'll get a jab to the head (Up), a cross or hook to the head (Right), or a body-shot (Down). Uppercuts are the most damaging punches, though – they're thrown by holding down B and pressing A or C simultaneously for a left or right-hander. The game is also compatible with the new six-button pads – the top row of buttons deal out the uppercuts, while the bottom row produces the other head and body shots, according to the direction the D-pad is being pressed, and the middle button on each row blocks. Personally, though, I found it easier to play with a three-button pad.



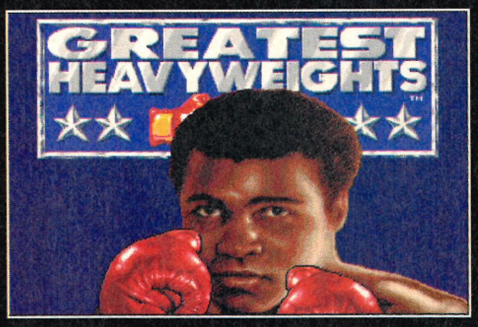
THE DAMAGE DONE

Real Deal's damage-meter system has also been inherited by Greatest Heavyweights. There are meters for head and body, which are drained as the fighters take more and more punishment – the more drained they become, the further each punch will knock back your main energy bar. When your energy bar is fully drained, the next punch you take will knock you down – then it's a case of frantically bashing the A button to revive your fighter, and then hitting the C button to bring him back to his feet (you hope).

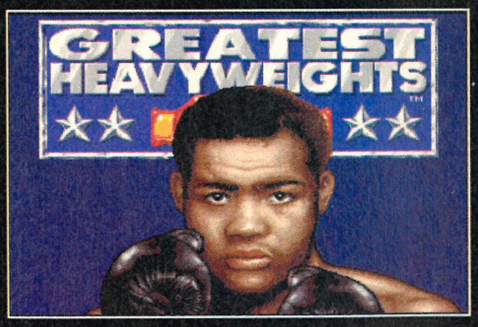
Punch stats are shown at the end of each round, with a percentage of blows landed against punches thrown. In the event of the fight going the distance, the scores of the three judges are tallied up to give a winner on a points decision, just like in real boxing.



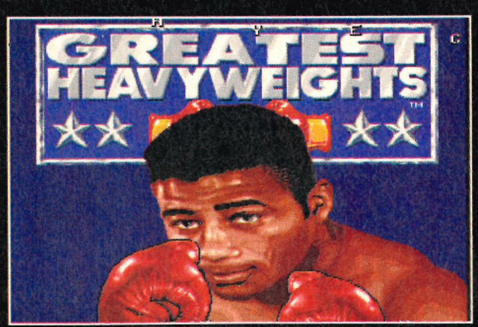
Jack Dempsey: Champ from 1919-26.



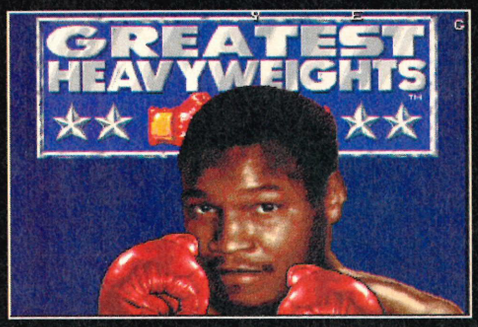
Muhammad Ali: Three seperate terms as champ from '64-79.



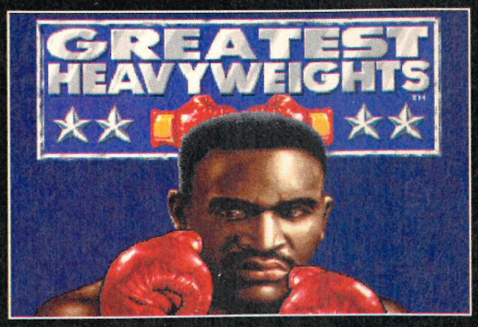
Joe Frazier: Top man between '70-73.



Floyd Patterson: Took over from '56-'62.



Larry Holmes: Held the title from late '70s to mid-'80s.



Evander Hollyfield: Just regained his world heavyweight titles from Riddick Bowe.

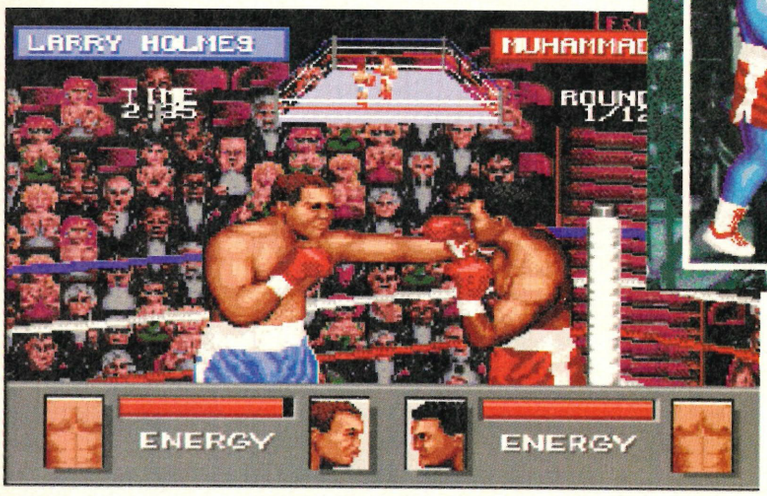
THAT'S MY BOY !

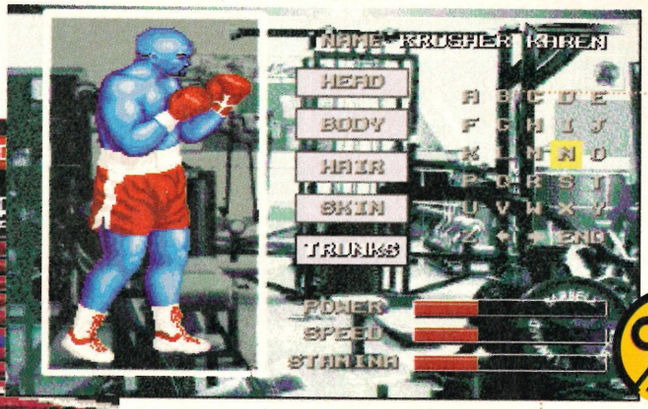
There are three ways to play Greatest Heavyweights – exactly the same as Real Deal, funnily enough. You can play a one-off Exhibition bout, you can enter the Greatest Heavyweights Tournament in which your heavyweight great takes on each of the other seven greats in turn, or you can create your own boxer and set him off on a career of his own.

Hey, guess what? The 'New Career' feature is almost identical to the same feature in Real Deal. Call your fighter whatever you want, and then put together you Frankenstein-like creation from the selection of heads, bodies, hairstyles, skin colours and trunks – I knocked together a lovely blue-skinned baldie called Karen. You can then tailor your boy's fighting characteristics by adjusting the power, speed and stamina bars at the bottom of the screen – more power means less speed and stamina and so on.

Then you set your scrapper on the path to glory – first he takes on some real weakling opponents, but, of course they get harder the further your fighter gets on the way to riches and brain damage. After each fight, you get to train your fighter up for his next battle – win a bout, and you can choose three of the eight training regimes, but lose a fight and you can only pick two. The different regimes help to build up different characteristics – road work, for instance, builds stamina, whilst humping loose weights in the gym will increase your fighter's strength. As I said earlier on, the cart can save up to two customised fighters, and you can resume their careers whenever you want.

▲ **Well, who's your money on – Marciano or Ali?**





▲ **Krusher Karen, the world's first blue-skinned transsexual heavyweight contender, under construction in the 'create your own fighter' screen.**

THE SECOND OPINION

TOM GUISE

I've never played Real Deal Boxing, so Greatest Heavyweights is a new experience for me, and I quite like it. The game has a good boxing atmosphere to it. The spot-effects are authentic, with good punching sounds, end-of-round bells and crowd cheering, and the speech is great. Likewise with the graphics. The heavyweight champions bear a good likeness to their real-life counterparts, and all the fighters are well animated. It's fast, it's playable, it's challenging, and the two-player mode is fun too, especially when using the past champions. However, this game has one major flaw. It's just too simple. Although all the punches are instinctive and effective, there just aren't enough of them. After a few games it starts becoming a tad shallow and repetitive and you're left wanting room to do more. That's where Muhamed Ali comes in – there's so much more to it. Greatest Heavyweights is good, but Ali is where I'd put my money.

WHAT'S THE REAL DEAL ?

I guess this is kind of a success, in an EA-update sort of way. Greatest Heavyweights is a definite improvement on the sad effort that was Real Deal Boxing – the extra Megs have been used to speed the gameplay up dramatically, beef up the sound and add some really neat samples, as well as adding seven great heavyweight champions to the roster of boxers on offer. The faster gameplay helps to give the game more of a real boxing feel, and makes it a lot easier to string together combinations of punches. The addition of real heavyweight champions from the past will add to the fun for real boxing fans, enabling you to recreate classic heavyweight championship fights from the past or pit champs from different eras against each other.

However, compared to Muhammad Ali, the graphics have a stiff, two-dimensional look, in that old-fashioned, cut-off-at-the-crotch sort of way. The graphics in Greatest Heavyweights are sharper and the sprites are bigger, but they just don't move in such a realistic way as Ali's. The control system is very basic too, giving a more limited range of fighting moves, and the whole thing doesn't give you the feeling that you're right there in the ring, punching the crap out of your opponent. So, despite all the extra features, Greatest Heavyweights loses on points to the greatest – Muhammad Ali Heavyweight Boxing.

% RATINGS

PRESENTATION 88%
Excellent intro screens, loads of fighters to pick, construct your own fighter option.

GRAPHICS 79%
Big, well-defined sprites, but stiff two-dimensional animation.

SOUND 83%
Pretty good, hard-hitting FX, neat sampled speech.

SHORT TERM PLAY 81%
Simple to control. Even retarded button-bashers can plug in and play straight away.

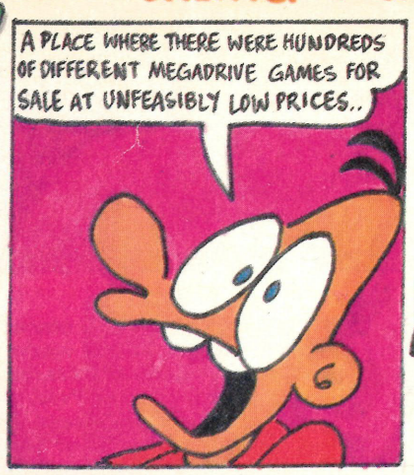
LONG TERM PLAY 77%
Limited gameplay, but Tournament and construct-a-fighter features give some durability.

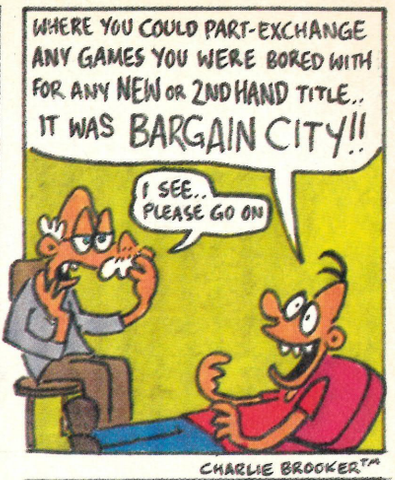
OVERALL 79
Souped-up version of Real Deal Boxing that fails to take the heavyweight crown.

NEW BRANCH OPENING SOON IN EALING – PHONE US FOR DETAILS!

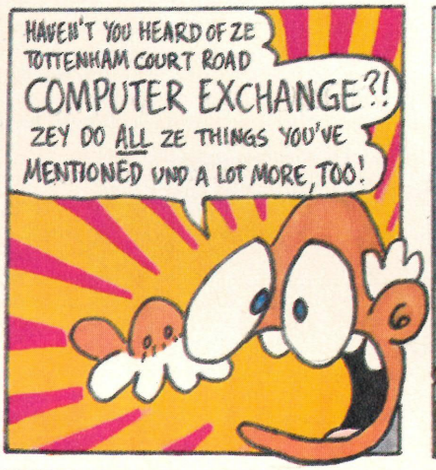
Computer Exchange

Here's TOBY!





CHARLIE BROOKER™



NEW STUFF

GAME	£	GAME	£	GAME	£
ABRO THE ACROBAT	34.95	GAUNTLET 4	34.95	SENSIBLE SOCCER	34.95
ALADDIN	34.95	GENERAL CHAOS	34.95	SHINING FORCE	39.95
ASTERIX	34.95	GUNSTAR HEROES	34.95	SHINOBI 3	34.95
BARTS NIGHTMARE	34.95	HAUNTING	34.95	SUPERED	39.95
BASEBALL 2020	39.95	HOOK	34.95	SONIC BATTLE & ROLL	39.95
BILL WALSH COLLEGE FOOTBALL	34.95	JAMES BOND 3	34.95	SONIC CD	34.95
BLADES OF VENGEANCE	34.95	JOE MONTANA CD	34.95	SONIC SPINBALL	34.95
BOXING LEGENDS OF THE RING	34.95	JURASSIC PARK	34.95	SPIDERMAN X-MEN	39.95
CHUCK ROCK 2	34.95	LANDSTALKER	47.95	STREETFIGHTER 2 SCE	47.95
CLIFFHANGER	34.95	LETHAL ENFORCER CD	44.95	SYLVESTER AND TWEETY	34.95
COOLING SPACE HEAD	34.95	MICRO MACHINES	34.95	T2 ARCADE GAME	34.95
CRASH DUMMIES	37.95	MADDEN 94	34.95	THUNDERHAWK CD	34.95
DARIUS DESPERADOS	39.95	MOHAMMED ALI BOXING	34.95	TURTLES TOURNAMENT FIGHTER	40.95
DAVIS CUP TENNIS	34.95	MORTAL KOMBAT	44.95	ULTIMATE SOCCER	34.95
DEMOLITION MAN CD	CALL	NHL 94	34.95	VIRTUAL PINBALL	37.95
DUNE CD	34.95	PINK PANTHER	37.95	WIMBLEDON	34.95
EA FIFA SOCCER	39.95	RUGBY	37.95	WIZ AND LIZ	34.95
EGGO CD	34.95	SANDRA	34.95	YOUNG INDY	34.95
F1	39.95	REBEL ASSAULT CD	CALL	ZOMBIES ATE MY NEIGHBOURS	34.95
F15 STRIKE EAGLE	34.95	ROBOCOP VS TERMINATOR	34.95	ECCO	34.95
FLASHBACK	34.95	ROCKET KNIGHT ADVENTURES	34.95		
FLASHBACK CD	CALL	ROLLING THUNDER 3	39.95	AND MEGADRIVE 2 ONLY £69.95	
		ROYAL RUMBLE	41.95		

THESE ARE MAIL ORDER PRICES, OUR SHOP PRICES ARE JUST A TAD MORE EXPENSIVE

2ND HAND STUFF

SAVE YERSELF WODGES OF CASH WITH OUR HUGE SELECTION OF 2ND HAND TITLES - THE BIGGEST IN THE U.K! JUST CALL TO SEE WHAT'S IN STOCK! ALL GAMES *FULLY GUARANTEED!* HIP HIP HOORAY!!!!!!!

WANNA BUY SOMETHING? THEN CALL THIS NUMBER WITH YOUR CREDIT CARD AT THE READY!

071 388 2613

OR USE THE FORM ON THE RIGHT!

Access OR.. VISA

VISIT ONE OF OUR BRANCHES AND BROWSE YOUR LITTLE HEART OUT!!!

143 WHITFIELD STREET
(NEAR WARREN STREET TUBE)
LONDON W1P 5RY
OPEN 10-7 MON-SAT, 12-5 SUNDAYS
071 388 2613

260 TOTTENHAM CT. ROAD
(INSIDE "HI-FI SURPLUS STORE")
LONDON W1
OPEN 9.30-6.30 MON-SATURDAY
071 580 6397

DEAR TCR COMPUTER EXCHANGE – PLEASE SEND ME THE FOLLOWING ITEMS..

_____

_____

_____

I ENCLOSE A CHEQUE/P.O. PAYABLE TO "TCR COMPUTERS" (ADD £1-50 FOR P+P) FOR THE SUM OF £ _____

PLEASE TICK

☐ I'D ALSO LIKE YOUR FREE CATALOGUE, IF YOU DON'T MIND.

☐ OH YES, AND A COPY OF "SUPERKAYLO", CHARLIE'S HILARIOUS COMIC (£1-50)

☐ I'M JUST TICKING THIS BOX FOR THE SHEER HELL OF IT.

CUT IT OUT, YA TURKEY!

POST THIS COUPON, TOGETHER WITH YOUR NAME ADDRESS + PHONE NUMBER, TO...
TCR COMPUTERS (MAIL ORDER)
143 WHITFIELD STREET,
LONDON W1P 5RY

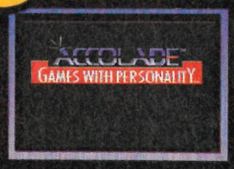
RAAA!

ALL OFFERS SUBJECT TO CHANGE + AVAILABILITY. I.D. MUST BE PROVIDED BY THOSE WISHING TO SELL OR EXCHANGE THEIR GOODS. TRADE ENQUIRIES WELCOME. GOT ALL THAT? GOOD.

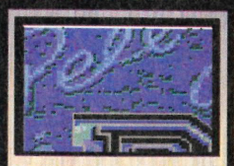
MEGADRIVE REVIEW

"Pelé, yeah! - he was a brilliant footballer. I bet this game's gonna be a real corker!" whooped MARK HOLMES as he grabbed Accolade's Pelé. We didn"t have the heart to tell him the truth.

PELE



BY: ACCOLADE



8-MEG

STYLE

SPORT

PRICE TBA

PLAYERS 1-2

SKILL SETTINGS 1

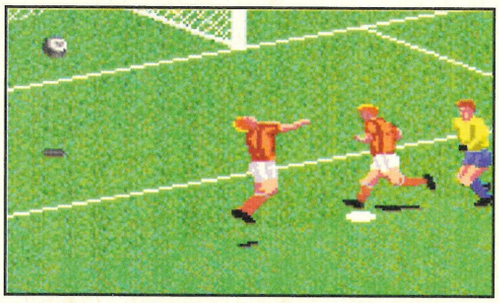
RELEASE DATE

TBA TBA

In the late '60s and early '70s, one of the most famous football players in the world was a man called Edson Arantes do Nascimento. Better known by the name of Pelé, or his nickname, 'The Black Pearl', he scored over 1,000 goals in his club career, playing for Santos of Sao Paolo. He was also a permanent fixture in the all-conquering Brazilian national team which got to keep the original World Cup after winning it for the third time in 1970. The man is nothing short of a true sporting legend, and now he's given his name to the latest footie offering for the Megadrive. So, does the game live up to the man whose name it carries? Let's find out, shall we, footie fans?

A GOOD KICKING

Plug in Pelé! and the first thing you get onscreen is a couple of quite neat digitised routines, showing the man himself scoring in the famous all-white Santos strip, and then being congratulated by his team-mates. If you ever have the misfortune to play this game, make the most of these images – they're the best thing you'll see onscreen while this particular cart's in your Megadrive slot. Yes, it's all downhill after that, and the best course of action is to linger over the options screens as long as possible, to delay the awful inevitability of actually having to play the game.



▲ **Best part of the game: Pelé scores for Santos in a neat full motion clips.**

TWO-WAY PLAY

So what do we have on offer in the options department? Well, it's pretty standard footie game fare, although there's no state-of-the-art four-player option. What you do get is the usual Exhibition/ Tournament/Cup choice, the chance to alter game duration, pick formation, check out your team roster, etc. As far as the teams on offer go, there's a worldwide selection to choose from, but they're just fictitious squads named after world cities. Pelé's old club, Santos, aren't even included, although there is a made-up team from Sao Paolo. In fact, the only time you actually see the man himself is in the aforementioned digitised routines, and when he gives advice on which formation to go for, in the form of scrolling text boxes on the options screens.

FUNNY FOOTBALL

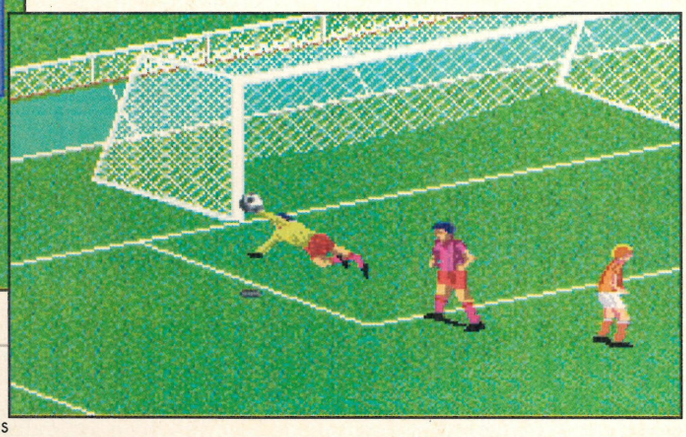
Nothing in my recent experience of playing the latest Megadrive footie games had prepared me for the shock of what was to come, as I kicked off my first game of Pelé! It was like watching some horrendously mutated version of EA's FIFA Soccer – a version which had been attacked by a vicious computer virus that wastes away good gameplay, a version that should have been locked away in a cupboard and left to die. You see, the pitch is viewed from an isometric viewpoint, similar to FIFA's, but there the similarlity between the two games ends. Whereas the EA game gives you incredible animation, superb sound and realistic gameplay, Pelé just gives you a pain in the gut, because you're laughing so much at the sad, inept nature of the game. We were literally rolling around on the floor, clutching our stomachs, with tears of mirth running down our cheeks, after the first two-player game. It's that laughable.

COMEDY OF ERRORS

Unfortunately, after the first game, the comedy element wears off and the whole thing just gets plain frustrating and boring. For a start, the combination of large, ungainly sprites on a relatively small pitch gives you the impression you're playing in the Land of the Giants. The sprites themselves look and move like Stanley Matthews with a bad case of lumbago – they lumber around the pitch, looking as if they're in need of Zimmer frames. The perspective is rendered so badly that it's virtually impossible to aim your passes and shots – when you first start playing, it's easy to fire off a shot at goal and end up giving away a throw-in. And whichever team you pick, they all have striped shirts, which can make differentiating between the teams difficult.

The referee is incredibly annoying – whenever a foul is called (which is ridiculously often), the screen goes black for half-a-second before the ref appears in a little digitised routine, blowing his whistle. You don't even get to see the player you've fouled writhing around in agony! Why they wasted so much memory space on these little full-motion digitised routines is beyond me – the space would have been put to much better use in improving the sprite animation and gameplay.

▲ **"I've had enough – I refuse to be a sprite in this game any longer."**



SAD SOCCER

Oh dear, oh dear. I could go on for ages about the faults in this tragic piece of software – the penalties where you have to indicate the way you're going to kick the ball (no surprises for the goalies there); the fact that your team fails to make a defensive walls when your opponent has a free kick just outside the penalty area; that it's incredibly difficult to beat the goalies, causing goal-starved matches – the goalie actually seems to 'hoover up' the ball with an invisible force-field whenever it comes anywhere near him; and the way sliding tackles look more like the player's collapsing from an asthma attack than lunging in, trying to take the ball – and that's not the full list of follies to be found in Pelé. To cap it all off, your players don't even have enough artificial intelligence to beat the offside trap, resulting in too many offsides and too much of that annoying referee footage. I was even called offside from a corner kick on one unbelievable occasion!

IT S AN INSULT

I'm sure that Pelé must be squirming with embarrassment at this abomination. The programmers, a Canadian bunch called Radical Entertainment Team, should be ashamed of themselves for bringing the great man's name into such disrepute by producing such a horrendous game. All I can say is, avoid this like the plague – get FIFA Soccer if you want a footie game for your English Megadrive.

THE SECOND OPINION

STEVE MERRETT

Good grief! I really cannot believe what an atrocious games this is. Pardon me, but this is 1994 we're approaching, isn't it? Obviously not, because Accolade's game is stuck firmly in the '70s – Pele's heyday, ironically. First of all, since when has soccer been played on a square pitch? Secondly, why does every team in the game's footie universe wear stripey shirts? And thirdly, didn't anybody at Accolade bother play-testing this to see if it actually bore a resemblance to the sport the great Brazilian excelled in? Honestly, this is just so bad. The ball control is inaccurate, the players unresponsive, and the goalkeepers insist on catching the ball with one hand! It also suffers from some extremely stupid features – for instance, when taking a penalty, a line gives the goalie an indication of which way it's going to be kicked! I detest this game. In these days of FIFA and Sensi, footie games have to be really special to succeed. And this is as far from success as Barnet are from snatching the title from under Man United's nose.

% RATINGS

PRESENTATION 70%
Reasonable options, some nice digitised full-motion footage.

GRAPHICS 40%
Hilarious. Crippled-looking sprites, arthritic animation, terrible perspective.

SOUND 60%
A range of crowd noises, but they sound like refugees from St Trinians.

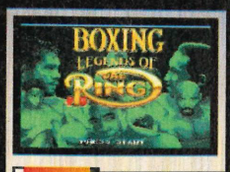
SHORT TERM PLAY 55%
Slow, frustrating gameplay, but worth a look if you fancy a belly-laugh.

LONG TERM PLAY 45%
You'd have to be a masochist to play this for any length of time.

OVERALL 50
The Charlie Drake of football games, and a slight on the great Pelé's name.

MEGADRIVE REVIEW

BY: ELECTROBRAIN



8-MEG

STYLE

BEAT 'EM UP

PRICE IMPORT

PLAYERS 1-2

SKILL SETTINGS 1

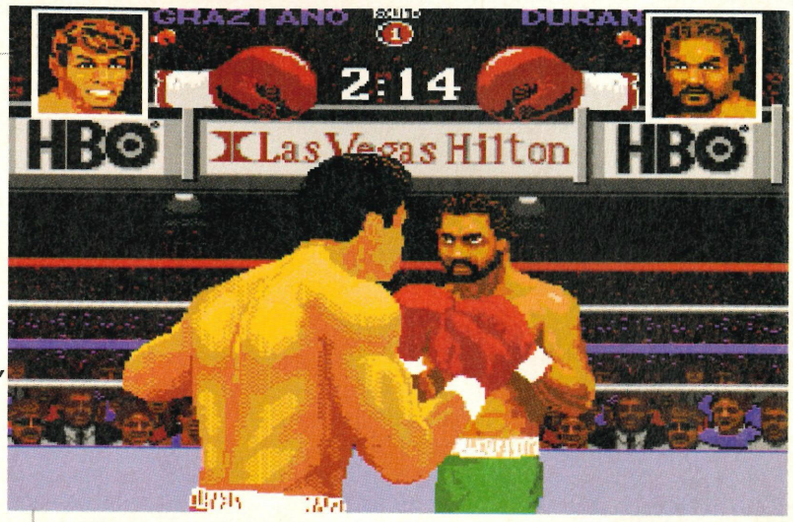
RELEASE DATE

OUT NOW

Slurred speech and a desire to star in Panto – STEVE MERRETT is definitely punch drunk, but here's his last foray into the ring before a winter season as Widow Twanky.

BOXING LEGENDS OF THE RING

I've never really seen the appeal of being a boxer, myself. I mean, it's all very well earning wads of cash by eventually KO-ing your opponent, having received numerous punches to the dome yourself. But personally I'd like to be able to spend my winnings with a clear head, instead of buying crap jodphurs which my befuddled brain insists are the height of fashion. And all boxers seem to talk with lisps. In fact, my apathy towards boxing extends right through to computer game conversions. Ordinarily, boxing games are the most limited beat 'em ups you can get – stand oppoisite/to the side of your opponent, and use one of three punches to knock them out. Great. Granted, Sega's newie (reviewed on page 74) offers a little more, but this Electrobrain effort was never going to be a contender, as far as I'm concerned.

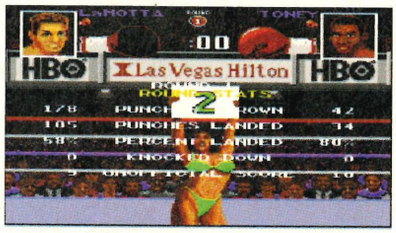


▲ That's not Roberto Duran, it's Jeremy Beadle – hit him!

ROUND ONE

As the title suggests, Boxing Legends offers the player control over one of a number of famous pugilists, including Sugar Ray Leonard, Roberto Duran, and Rocky Graziano. Having selected your fighter, the game begins, and unveils what is possible the only neat thing in the entire game – the fight perspective.

The action is viewed from slightly behind your fighter, with the three buttons, in conjunction with the up and down movements of the joypad, unleashing flurries of high and low jabs and uppercuts. What follows next are a few tedious rounds of hitting your opponent and hopelessly trying to block his punches in an attempt to floor him. Yeah, I know that this is what boxing is all about, but an exciting video game it maketh not.



YER OUT!

So, once again another boxing game is left to join the pile of no-hopers littering the great gym in the sky. Boxing games can be fun – as demonstrated by the old Punch Out coin-op – but Boxing Legends only succeeds in the graphical department. It looks really smart with its big, recognisable fighters (although a bit more animation would have been nice), but there just isn't enough gameplay or variety to keep you glued to the screen. Oh yeah, one rather humorous things Tom Guise noticed was, in the backdrop characters, you can see where the graphic artist has flipped his crowd image to save on memory. Because of this, there's a really strange-looking woman sitting next to two Saddam Husseins, watching the fight with her one big eye! Well, it's certainly more entertaining than the game...

% RATINGS

PRESENTATION 77%
Decent fighters pics, good intro screens and the expected busty woman with the round card.

GRAPHICS 73%
Huge, recognisable sprites, but lack of animation results in jerky movement.

SOUND 53%
A few farts and whistles from the crowd; grunts and punch noises for the fighters.

SHORT TERM PLAY 54%
Er, there are quite a few boxers...

LONG TERM PLAY 26%
... but when you find out they're all virtually the same, you'll soon stop playing.

OVERALL 37
Not enough variety and, consequently, comes across as the Joe Bugner of boxing games, ie. best forgotten.

HANDS UP

IF YOU WANNA PARTY WITH THE BIGGEST STARS IN HEAVY METAL THIS CHRISTMAS!!

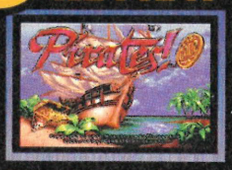
THEN JOIN BON JOVI, GUNS N' ROSES, SKID ROW, LITTLE ANGELS, PEARL JAM AND MILLIONS MORE IN RAW'S 100 PAGE CHRISTMAS SPECIAL!

RAW

THE WORLD'S LEADING HEAVY METAL FORTNIGHTLY!

ON SALE DECEMBER 22!

MEGADRIVE REVIEW



BY: MICROPROSE

8-MEG

STYLE

STRATEGY

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 4

RELEASE DATE

OUT NOW

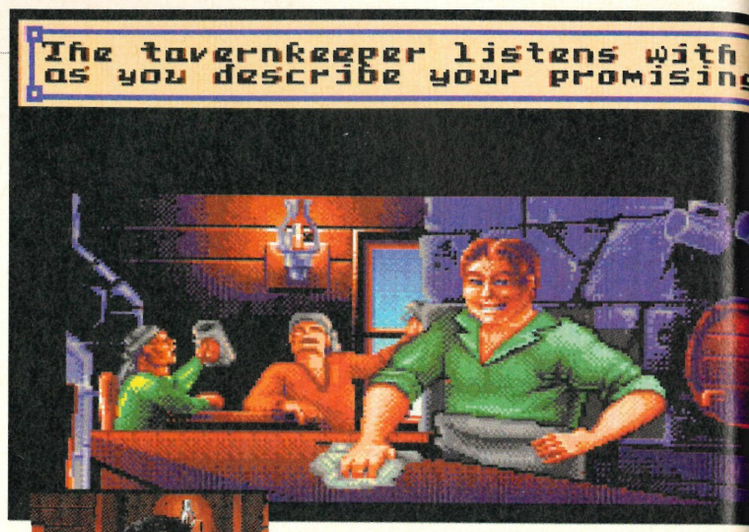
Should a deck need swabbing or a mizzen mast need raising, GUS SWAN is your first mate. So MegaTech piped him aboard the HMS Freeloader to boldly sail the stormy waters that form MicroProse's Pirates' Gold. Hello sailor!

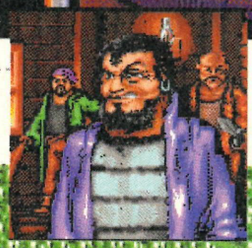
PIRATES

The image of pirates is fixed for most people by the character of Errol Flynn. Those great movies of the '30s, in which everyone had a stripey shirt, an eye-patch, a false leg and played the accordian, gave us the romantic and happy picture we attribute to the pirate. What crap! Pirates were a cruel and rotten bunch, renowned for their violent natures and assorted vices. Nevertheless, MicroProse thought it would be a good idea to create a game where capturing ships, stealing things and bombing innocent settlers was the main aim. Before you rub the Brasso on your rusty cutlass, though, I must issue the statutory "This Is a Strategy Game" warning. Having got that out of the way, it also needs to be mentioned that this isn't a particularly heavy strategy affair. In fact, lots of little action bits form the basis of piracy, and keeping your pirate fleet together is relatively simple. This is strategy for the masses!

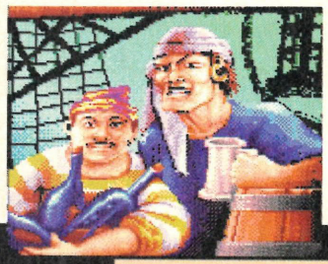
AHOY, ME HEARTIES

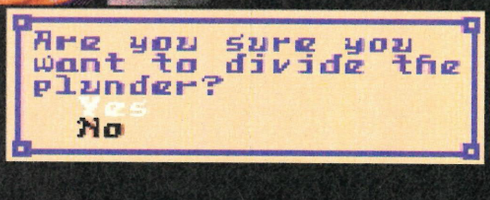
As you might suspect, Pirates' Gold centres around two activities – your adventures on land, and those at sea. The boat sections are by far the most enjoyable, though, as that's when you get to approach other ships and blow a hole in their side before stealing all their collated booty. The process begins with the crow's nest sighting the ship (nice little speech sample here). Depending on the type of vessel approaching, you decide whether to attack or sail away. If you attack, you get to control the ship, trying to get the enemy within firing range. When the ship is sufficiently holed, it's time to pull up close enough to leap aboard and take on the ship's Cap'n in a fencing scene. Although the fight is influenced by the number of crew on each side, it's basically a simplified beat 'em up where, if you knock your opponent onto his knees, his treasures and supplies are yours for the taking. Now let's go to town...





▲ **"Hello, Mr Tavernkeeper. Could I interest you in a personal endowment pension plan?"**



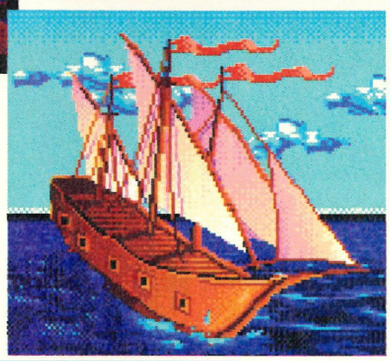


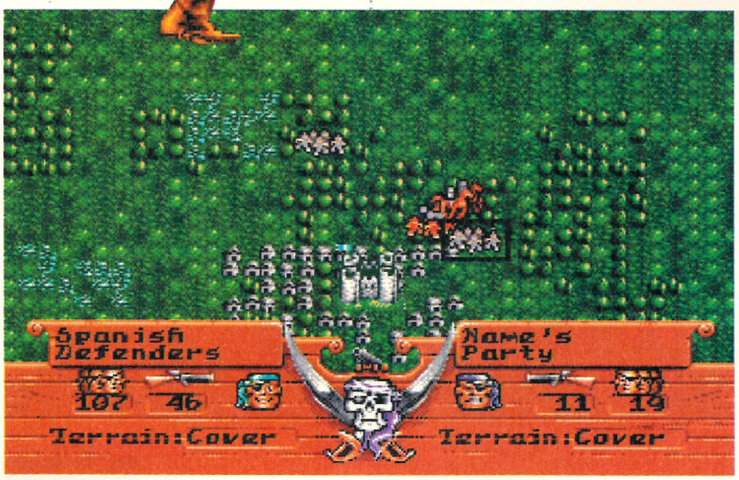
▲ **Black Jake had been warned time and time again not to blow off near the open fire. His refusal to take any notice whatsoever was a fatal mistake.**

GOLD

LAND LUBBERS

The game's many Caribbean towns all look rather similar, but the general atmosphere is quite atmospheric. Towns consist of a bank for splitting the booty, a shop, a tavern, a shipwright's, and the Governor's mansion. The Governor's place and the tavern are by far the two most interesting, though. The regulars at the pub often give a whoop of merriment and join your band, and there's an endless stream of sinister types with information and bits of treasure map. At the mansion, you can receive the orders of the Crown (or France, Holland and Spain if you're a mercenary) and even get yourself hitched. The 'trouble and strife' is worth visiting occasionally for titbits of gossip and, ahem... well, months at sea can be very hard on a man. Know warramean?





A LIFE ON THE OCEAN WAVE

That's the basis of the game. The options are easily selected from a series of menus and icons, and the game's huge play area is similarly easy to negotiate. Journeying across long distances is shown via a large scrolling map, with occasional hazards like storms, reefs and land masses interrupting your passage. You can also land, and attack ports from the undergrowth, which brings in a different battle screen for extra variety. You'll also have to explore land to see if the bits of treasure map are telling the truth. Oh, and you have a long-lost sister that you might want to seek out, too.

That's the nature of the game. You go around stealing things, getting banged up in prison every so often and then building yourself up again. It's all pleasant, but hardly ecstatic fun, which will begin to run out of steam after a while. New quests crop up, and there are four skill levels to ascend, with new responsibilities on offer if you're up to the challenge, which is a nice touch. Pirates' Gold is a good strategy game, with reasonable if not excessive depth, but is maybe just a bit too accessible early on.

THE SECOND OPINION

STEVE MERRETT

Shiver me timbers and ahar, Jim Lad, this is an old fave brought bang up to date and no mistakin'. Pirates' Gold is an updated version of an old C64 fave of mine. In terms of content, nowt has changed – the same happy mixture of sailing the seven seas and anjoying the odd scrap is there, and as much fun as ever. However, also still present is the repetitive nature of the original, and this is a real pity. Much as I enjoyed acquiring more treasure and enlarging my crew, the process is a very finite one. Yes, the game does throw the odd mission at the player – rescuing a Governer's daughter, for example – but these are still only the same missions with the fair maiden replacing the filthy lucre. Fun for a while, Pirates' Gold lacks the lasting appeal necessary for a worthwhile buy. As such it cannot be recommended.

% RATINGS

PRESENTATION 87%
Very well done, with an atmospheric set-up and good control.

GRAPHICS 72%
The stills are very nice, but battle scenes are a little basic.

SOUND 71%
The speech samples are very good but the hornpipes are hopeless.

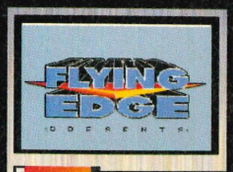
SHORT TERM PLAY 84%
Absorbing gameplay at first, and easily accessible.

LONG TERM PLAY 76%
A bit too aimless and limited as you progress.

OVERALL 82
A worthy strategy game that looks pretty and is pleasant to play.

MEGADRIVE REVIEW

BY: ACCLAIM



8-MEG

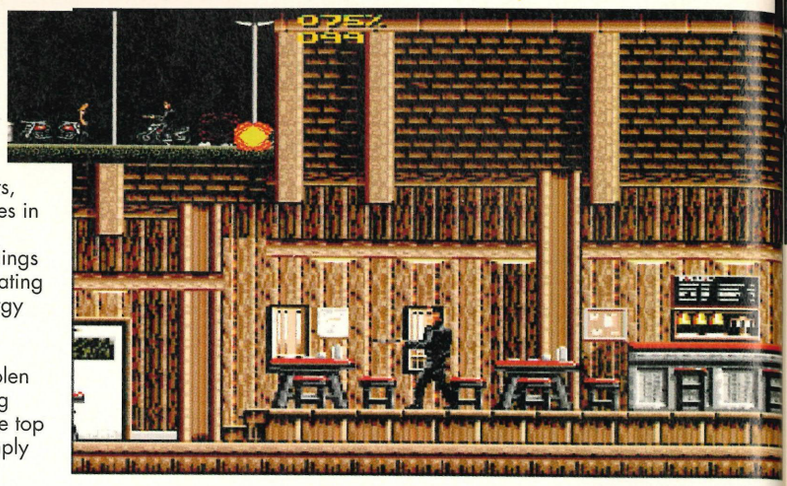
TERMINATOR 2

ACCLAIM/£44.95

Well, 1993 is almost over and in steam Acclaim to snatch the 'Worst Game Of The Year' award. Yessiree, forget the incredible action scenes and morphing bits of the film, Acclaim's vision of T2 is that of a ridiculous-looking romp which brings new meaning to the word appalling. A mixture of sideways-scrolling sections where the surprisingly thin Arnie sprite searches for objects, and horrendously laughable isometric driving bits, everything about the game is sub-standard. Although it ties in with the film quite closely, T2 fails in terms of graphics, playability and lasting appeal. Searching the many buildings in the arcade/adventure scenes is slow at best and frustrating at worst, as wave after wave of policemen sap your energy before you can draw your gun.

The worst has been saved for the driving bits. Controlling a minuscule representation of Arnie on his stolen Harley, the player is left to scour the isometrically-scrolling roads in search of the next location. An icon system at the top of the screen informs you where to go, and the rest is simply a matter of avoiding the traffic as you try to get there. However, colliding with a car shows that Arnie's T100 endoskeleton and his Harley are in fact made of rubber, as contact with anything sends him rebounding thirty feet down the road! In addition, Arnie can also drive the bike backwards!

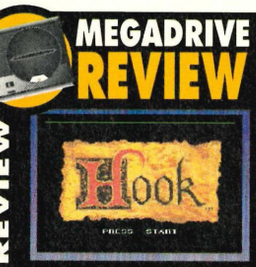
You'll be hard pressed to find a more inept game than this. It's absolute trash and Acclaim should be ashamed that they're actually releasing it.



▲ Arnie creaks through another room in the worst game this year.

OVERALL 12%

MEGADRIVE REVIEW



BY: SEGA

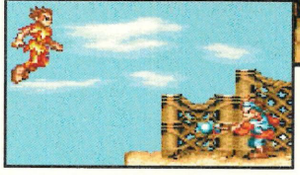
8-MEG

HOOK

SONY/£44.95

Recently released in its bells 'n' whistles Mega-CD form, Sony have now unleashed their slightly truncated version of Spielberg's movie duffer on cartridge. Basically, if you're familiar with the CD-based platformer, the only difference between the two is the absence of digitised sequences in the cart game.

Controlling Peter Banning/Pan, Hook drops the player in the middle of Neverland in search of his kids who the ever-evil Captain Hook has kidnapped. The game is a platformer with Pan leaping and fencing his way past the Lost Boys who guard Neverland, before recruiting them and heading for Hook and his army. Although the platform idea is nothing new, Hook uses its limitations better than most. Several attack ideas have been lifted from the film – the fat kid's roll, for example – and these help tie the two closer more than, say, Robocop 3. If there is one problem with Hook, though, it's the controls. Pan is often rather slow to react, and dodgy sprite detection also causes more than a few problems. Still, flawed as it is, Hook still proves moderately playable. But playable enough to warrant the price? Naaaaah...



▲ Peter Pan being attacked by a bloke called Stan.

OVERALL 64%

MEGADRIVE REVIEW

BY: SEGA

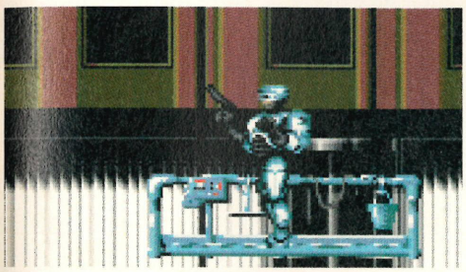
8-MEG

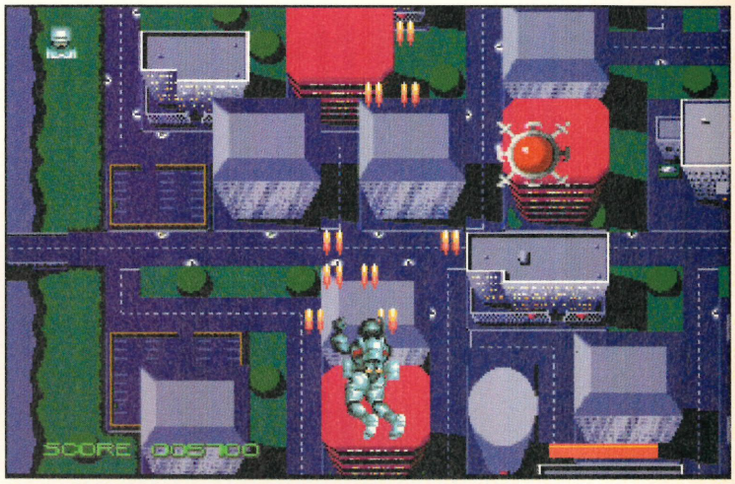
ROBOCOP 3

ACCLAIM/£44.95

Following on from The Addams Family, Robocop 3 is another game licensed by Acclaim from Ocean. With the film in development limbo and unlikely to appear in the UK until the middle of next year, it's up to the game to introduce us to Officer Murphy's many new capabilities. The plot tells of a proposed buy-out of the OCP conglomerate by a Japanese investor, with the newcomers preparing to rebuild Old Detroit – evicting the current residents using SWAT teams and similar strong-arm tactics. Enter Robocop to uphold the law and try to get to the bottom of things – including sorting out the clash of directives created by his new owners' illegal methods. Sounds quite promising, doesn't it? Wrong.

Despite the smart scenario, Robo 3 is another pot-boiler shoot 'em up, with Robo wandering the streets collecting three-way-firing guns and the like whilst popping off the assorted felons littering the screen. Other obstacles appear to make life harder, but it's nothing we haven't seen before, and nothing special. In fact, the only nice touch in the entire game is a jetpack section which shows off Murphy's new abilities, but that alone isn't enough to save this waste of space. Not one of Ocean's best, and it makes you wonder why Acclaim bothered acquiring it.

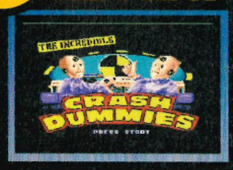




▲ **Jetpack section: best part of a sad game.**

OVERALL 37%

MEGADRIVE REVIEW



BY: SEGA

8-MEG

CRASH DUMMIES

ACCLAIM /£44.95

Leaving a trail of crumpled Volvos in their wake, The Incredible Crash Dummies smash onto the Megadrive in Acclaim's latest platformer. Controlling the leader of the Dummies, Slick, your task is to make it to the marker point at the end of each stage. However, as can be expected, this isn't as easy as it sounds, and each stage contains a number of hazards – colliding with them has the effect of removing Slick's limbs, one at a time. Starting in a nearby car park, Slick's adventures eventually take him into a massive factory where every conceivable hazard gets in his way.

Crash Dummies had real potential, compared to past Acclaim licences. It could have been a game where the player engineered fantastic stunts – as seen in the excellent Game Boy and Game Gear version – but instead Acclaim have trotted out another platformer. Graphically, it's no more than adequate, with the loss of Slick's limbs the only original idea, and the levels are bland and often frustrating thanks to some often unavoidable collisions. In all, Crash Dummies is a missed opportunity, and you'd be better off sitting through the ads a number of times than playing this – and that's saying something.

▲ **Go on, crash, dummy, crash!**

OVERALL 47%

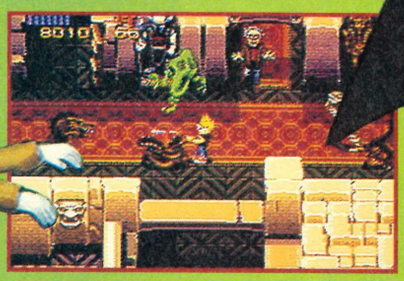
SEGA

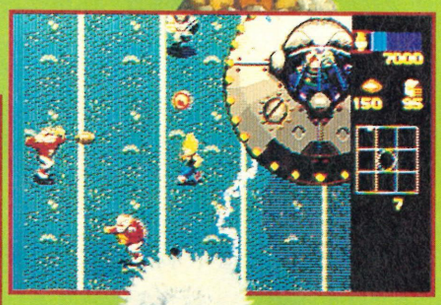
MEGA DRIVE

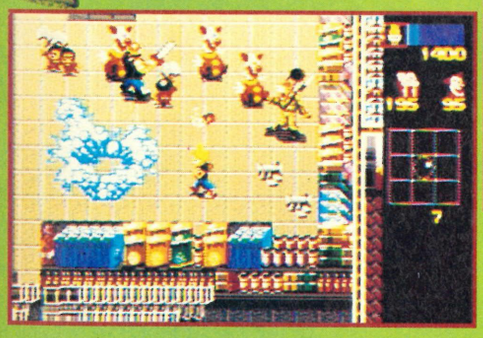
55 monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and **it looks like it's up to you.**

ZOM



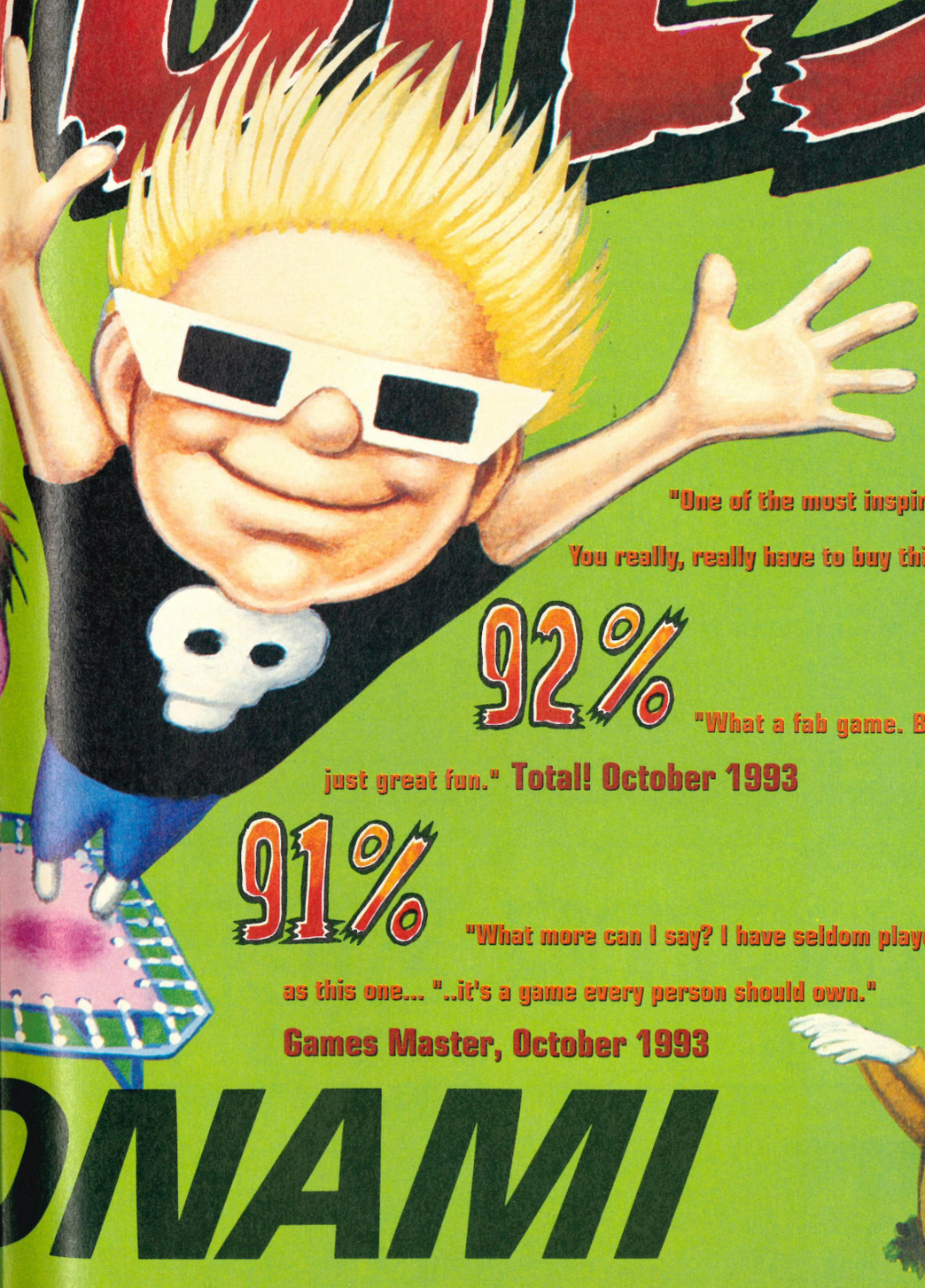




KO

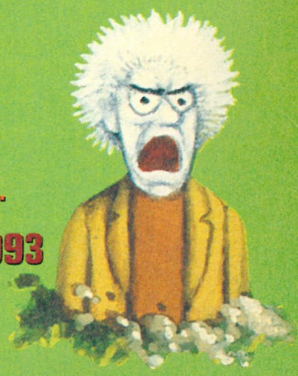
SUPER NINTENDO™
ENTERTAINMENT SYSTEM

BIES



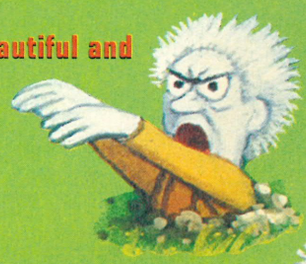
94%

"One of the most inspiring new releases in years. You really, really have to buy this." NMS, October 1993



92%

"What a fab game. Big, beautiful and just great fun." Total! October 1993



91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."

Games Master, October 1993

ONAMI

SEGA SELLERS

GREATER LONDON

DISCOUNT VOUCHER

£1 OFF

our already rock bottom prices when you buy your next purchase at any of the stores listed on this coupon

WEST LONDON
309 Goldhawk Road, London W12 8EZ.
Tel: 081 741 9050
10 am - 8pm
Retail sales & Mail Order

ROMFORD
Unit 33/34 Romford Shopping Hall, Market Place, Romford Essex RM1 3AB.
Tel: 0708 744338
10am - 8pm

LAKESIDE
Unit 616 Pavilion Building, Lakeside Shopping Cente, West Thurrak, Grays,
Tel: 0708 890800
10am - 8pm

WALTHAMSTOW
231 High Street, Walthamstow,
Tel: 081 503 6633
9am - 6pm

NAME .....
ADDRESS .....
.....
.....
POST CODE .....

This voucher can not be used in conjunction with any other offer or promotion.
NOT TRANSFERABLE. Offers ends 30th June 1993. Only one voucher per game.

LONDON N17

ARROW VIDEOS
88 Bruce Grove, Tottenham, London N.17 6RU
Tel: 081 808 4425/081 885 3956

THIS MONTHS OFFERS					
Mortal Kombat	£42.95	Batman Returns	£24.95	Tazmania	£22.95
Jurassic Park	£34.95	Corparations	£19.95	Agassi Tennis	£29.95
Cool Spot	£29.95	Super Smash TV	£19.95	Chuck Rock	£24.95
Busby	£29.95	Little Mermaids	£19.95	**SEGA MEGADRIVE GAMES ALL NEW - PRICE £17.99**	
Mig 29	£34.95	Shadow of Beast 2	£19.95		
Streets Of Rage 2	£24.95	Predetor 2	£19.95	688 Attack Sub	
Jungle Strike	£29.95	Side Pocket	£19.95	M1 Abrans Tank	
P.G.A Golf 2	£29.95	James Bond 007	£19.95	Allisia Dragon	
Road Rash 2	£24.95	Homealone	£19.95	DJ Boy	
Bulls V's Blazers	£24.95	Super Monaco GP 2	£22.95	Alien Storm	
Global Gladiators	£24.95	LHXAttack Chopper	£22.95	Golden Axe	
Mega-Lo-Mania	£29.95	F22	£22.95	Golden Axe 2	
Another World	£29.95	Lemmings	£22.95	Gynoug	
Ali Boxing	£29.95	Dungeons & Dragons	£24.95	Last Battle	
Micro-Machines	£32.95	Speedball 2	£19.95	Road Rash	
Flashback	£29.95	Tail Spin	£24.95	Revenge Of Shinobi	
Super Kick-Off	£29.95	Marble Maddness	£19.95	Spiderman	
Ecco The Dolphine	£29.95	James Pond 2	£19.95	Strider	
Streets of Rage	£22.95	Immortal	£22.95	Toe Jam and Earl	
Lotus Turbo Challange	£22.95	Cue Ball	£19.95	Crackdown	
E.A. Hockey	£22.95	Olympic Gold	£24.95	Arrowflash	
NHLPH Hockey 93	£24.95	WWF Wrestling	£22.95	Mercs	
Sonic Hedgehog 2	£22.95	Two Crude Dudes	£22.95	Terminator	
Aliens 3	£22.95	Splatter House 2	£19.95	Ghoules & Ghost	
		Tiny Toons	£22.95		

For mail order please add £2.50 P&P
Cheques & PO's payable to Megatrone Videos Ltd

HERTFORDSHIRE

HERE IN ESSEX

The BIGGEST, CHEAPEST and the BEST Computer Games Shop

is at *43 BROOMFIELD ROAD, CHELMSFORD*

(just round the corner from the bus station)

OPEN 10am til 8pm 7 DAYS A WEEK

Special Reserve
The Games Club

FOR A FREE 12 PAGE COLOUR CATALOGUE PLEASE CALL OUR MAIL ORDER SALES LINES ON

0279 600204

EAST SUSSEX

£2 OFF ANY SEGA PRODUCT

WITH THIS ADVERT

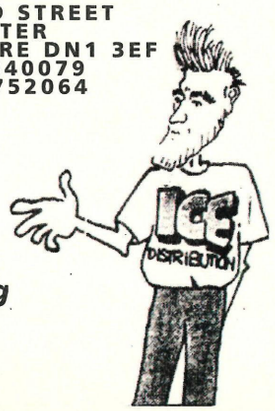
BYTES-N-PC'S
212A HIGH STREET, UCKFIELD
EAST SUSSEX
TEL: 0825 769103

SOUTH YORKSHIRE

ice DISTRIBUTION

6 CLEVELAND STREET
DONCASTER
SOUTH YORKSHIRE DN1 3EF
Tel: 0302 340079
Fax: 0302 752064

The Management And Staff At Ice Distribution Wish To Thank All Our Customers For Their Support During 1993 And Now Onwards Through 1994.



VISA

"BEWARE OF IMITATORS"

Access

SOUTH YORKSHIRE

ice DISTRIBUTION

6 CLEVELAND STREET
DONCASTER
SOUTH YORKSHIRE
DN1 3EF
Tel: 0302 340079
Fax: 0302 752064

YORKSHIRE'S NO.1 CONSOLE RETAILER
IMPORTS ARRIVING DAILY

£3 OFF ANY GAME

WITH THIS VOUCHER.
Voucher valid until the end of February 1994.
(£3 off full RRP of game)

STOCKIST OF SNES, NEO-GEO, MASTER SYSTEM & GAMEBOY.
VISIT OUR SHOP FOR ALL YOUR CONSOLE NEEDS
FOR MAIL ORDER PLEASE ADD £1 P&P
STOCKIST OF MANGA VIDEO

VISA

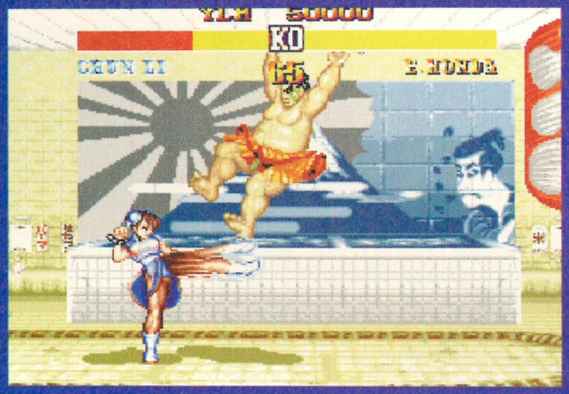
Access

TECHNIQUE ZONE

Hello and welcome. Tips, cheats and all things neat – this is the place to find them. So if you have a gem of advice or a nugget of information, then send it in to TECHNIQUE ZONE, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. We are waiting.

STREETFIGHTER 2: SCE

It's a complete load of rubbish this game, but if you're unlucky enough to own it, well, we hope these cheats will help you glean some enjoyment from it. Haha, just kidding, the game's just fine. Honest. You can thank Paul Shotton of Longton, Stoke-On-Trent for these.

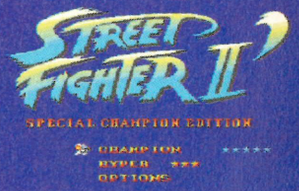


INCREASE SPEED IN CHAMPIONSHIP MODE

Yep, to give Championship Mode the same speed settings as Turbo Mode, watch the intro at the beginning of the game, and when the screen stops scrolling up the building, enter DOWN, Z, UP, X, A, Y, B, C on pad 1. Now go to the main menu and voila! – speed stars appear next to Championship Mode. Sharoo!

SAME CHARACTERS IN MATCH PLAY

Select the Match Play Option and press DOWN, Z, UP, X, A, Y and B and C together on control pad 2. A chime should sound and now both players should be able to select the same characters. Sharoo sharoo!



SPECIAL MOVES ONLY

When the Capcom Logo appears at the beginning of the game, enter DOWN, Z, UP, X, A, Y, B, C. You have to complete the sequence before the logo vanishes, so be quick. And what does it do? Well, now you can play all the characters using their special moves only. Sharooga!

ALADDIN

Yes, yes, a good film, but not a great film. A little bit overhyped, don't you think? And the game? A good game sure, but a great game? Possibly not. Hype again, see. Well anyway, here's a cheat for it. The greatest cheat ever made. Ever! Should you wish to skip a level, just press PAUSE and enter A, B, B, A. This teleports you instantly to the end of the level. See, fantastic! Surely this one is worth eight Golden Joysticks, at least. That one's from Ian Issott of Preston. With lyrics from Tim Rice.

No it is a good film. Sorry. And the game, yeh, great too. But hey, just look – another Aladdin cheat. Now this really is something. Well done Mr Parkes from Bulwell. What a fine sounding place you come from. For extra continues and extra games on the bonus stage, just follow this 'greatest ever' technique. Go through the second level without touching any of the blue marker points and collect all the gems. That's nine in all. And all the Genie faces too. When you come to the end, kill yourself on the spikes that stick up from the ground. The game will now restart from the beginning of the level, but you get to keep all your gems. Now just walk left and there's an extra life. You can now repeat the process, stopping at the street peddlar to buy extra continues. Plus, you also keep your genie faces, so you get loads of goes on the Genie bonus screen. Obvious, yes we know. But you didn't think of it, did you?

MICRO MACHINES

Hey, it's Ed 'Pinky' Lomas with some cheats for Codemaster's excellent racing game. You have to enter these cheats while actually playing the game, although you can pause it, and if entered correctly, the 'bonus' chime should sound. Right, here goes.

To make your vehicle go faster, press UP, DOWN, A, B, LEFT, RIGHT, C, START.

If you want to increase your vehicle's grip on the track, press A, UP, B, DOWN, C, LEFT, START, RIGHT.

Crashes not powerful enough for you? Try this. C, UP, LEFT, RIGHT, A, B, A, C.

Fancy making those one-player opponents a tad tougher? LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START, DOWN should do the trick.

Still not hard enough? Boy! Okay. LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A, DOWN. Enough now.

Oopf, one more. For infinite lives, press B, DOWN, C, DOWN, UP, DOWN, LEFT, DOWN. Well done, Pinky. A round of applause, ladies and gentlemen, please.

GUNSTAR HEROES

Finally, here's a little nugget of info about Gunstar Heroes from that Paul Davies chap of Mean Machines. When the little flying pods – you know, the ones that release goodies – pass overhead, wait until they drop the power-up. Now leap up and kick them very hard and, and would you believe it? Two more power-ups should drop out. Now that's what we call magic!

SHINOBI 3

Pinky has also sent in a cheat for the Ninja Master's third Megadrive outing, and it's almost exactly the same as the one for Revenge of Shinobi, bizarrely enough! On the options screen, put the S.E. TEST to 'Shuriken' and set the number of shurikens to '00'. Wait for a bit and sure enough, the noughts will turn into the infinity symbol. That's unlimited shurikens to you, junior.

TECHNIQUE ZONE

Robot shoot 'em ups. These games are a dime a dozen on the Megadrive, but there is one that rises above the quagmire of blasting games – Ranger-X. More than just a shoot 'em up, this is one game that requires a bit of thought and patience to beat. Well, for those of you lacking in both thought and patience, here's a complete guide to the game, as devised by MegaTech's very own jet-packing unicyclist, Tom Guise. Take it away, Rocket Chimp!

RANG

RANGER-X

Ranger-X's robot warsuit is more than enough to get him through the game, provided you master the use of it. Here's a four point guide on how to make the most of your Ranger-X.

POINT 1. LIGHT

Always replenish Ranger's life-energy at the Power Conversion Units (PCUs) dotted around the game, even if it means going back to them. The power used to run these machines is gained from light, so always identify each level's light source and recharge whenever possible.

POINT 2. FLIGHT

When using the Ranger's jet-pack, keep an eye on the temperature gauge. When it reaches orange always glide down to a safe surface to recharge. There's nothing worse than having the jet-pack cut out above something hazardous.

POINT 3. JETCYCLE

Don't just leave the jetcycle to follow Ranger around. It's a very useful accessory. Try riding around inside it as much as possible. Not only does this provide you with an extra shield, but also gives you homing fire against most enemies.

POINT 4. DIRECTIONS

Ranger X's control method allows you to shoot in one direction and move in the other. Learn to use this to your advantage, reversing away from baddies and shooting at them at the same time.

THE SIX-BUTTON JOYPAD

If you have a six-button pad you can control the movement of the jet-cycle seperately from Ranger-X by using the X and Z buttons. However, what most people don't know is that you can do the same thing using the three-button pad, by holding the directional pad down and pushing it left or right.

LEVEL ONE

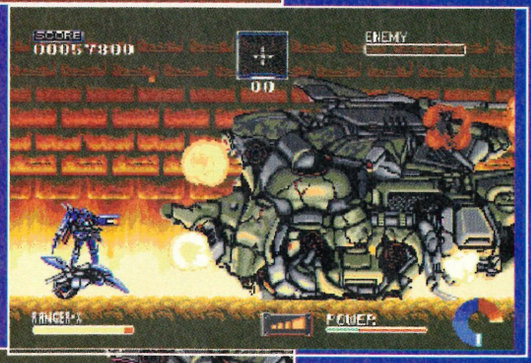
There are six targets on this level. Stand on the jetcycle to shoot each one. When a large fireball appears above the target, fly up and back to avoid it. Use the jetcycle's homing cannon on the enemy walkers and fly up to face aeriel attackers at the same level.

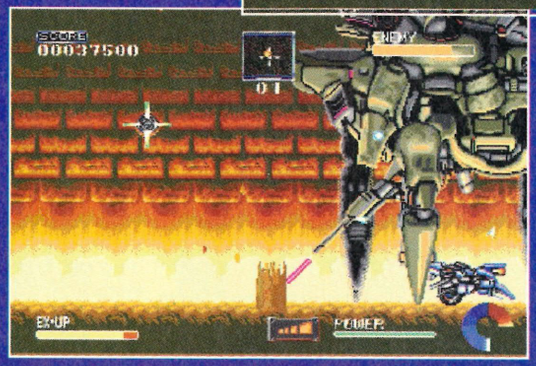
BOSS ONE

Let it come on screen and then drive underneath it, avoiding its floor gun. Shoot until its legs explode. Move out of the way before the body drops.

Now stay over the left-hand side of the screen, shooting with the bike's homing cannon. This destroys missile attacks, but you may have to move slightly to avoid the bullets.

If your energy gets critically low, leave the bike and aim directly for the boss's weapons using the Seeker-Flamer. Eventually it will explode.





GER X

LEVEL TWO

There are five targets on this level. When you start shooting them, they release deadly glowing debris which homes in on you. Get rid of them by shooting. Disarm the numerous gun-turrets by destroying their generators. Light sources can be found by shooting away grey stalagtites on the ceiling. This light kills the deadly sperm that is released from boulders and egg-clusters. Use the boulders to crush the floating tanks and push the robots at the end-of-level into the acid pool. There is a Seeker-Charge weapon by a PCU in one of the upper caverns at the beginning of the level.

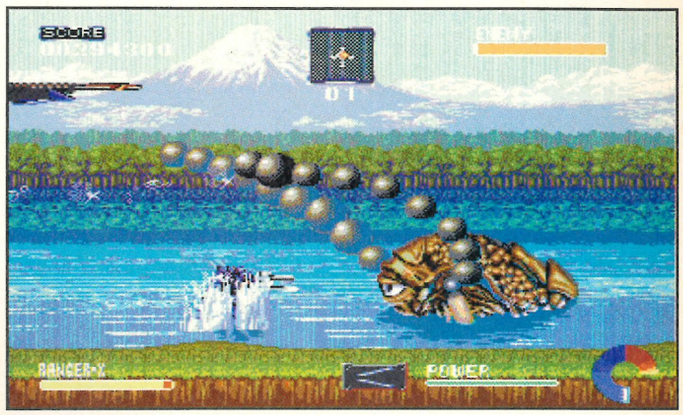
BOSS TWO

Drive slowly down the tunnel, standing on the bike. When the planes fly out of the hangars, shoot them with the Seeker-Charge. Watch out for their laser beams.

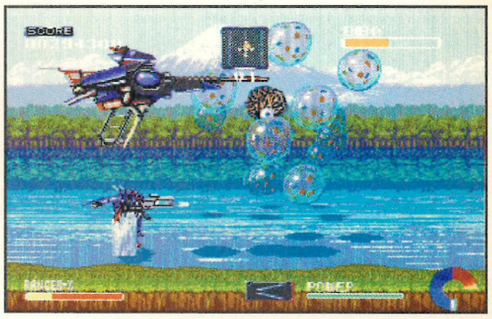
After the sixth plane has been destroyed, a giant four-segment caterpillar appears. Reverse away, shooting it in the eye with your normal gun. When it sprays rockets or mines into the air, halt under the gap in the spray. Destroy the rockets and mines by shooting them.

When the caterpillar has only two segments left, stand on the floor and fire at it with the Seeker-Charge. Duck to avoid the huge beam it fires. When only one segment is left, it charges at Ranger-X. Keep shooting it in the eye, and fly over it when it charges, staying in the air until it returns. Keep this up until it explodes.

LEVEL THREE



Stay inside the forge at the beginning of this level, and wait until all the targets have landed. Then fly down to the second one from the left and collect the Seeker-Falcon icon beside it. Return to the forge and switch to this new weapon. Now take out each target from left to right using the Seeker-Falcon. Avoid confrontation with too many baddies by flying from one target to another. Power can only regained when above the canopy of the trees. Funnily enough, there are apples in the trees, which, when shot down and collected, provide life energy.



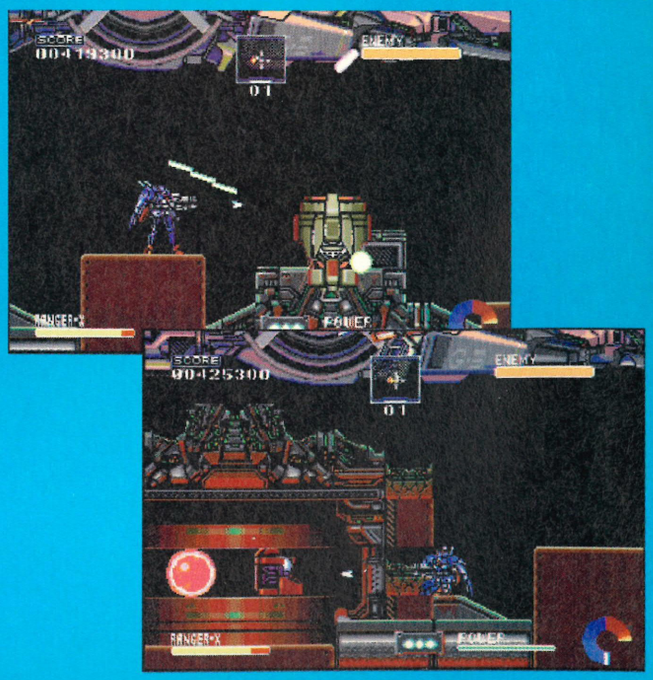
BOSS THREE

This boss sprinkles deadly liquid at Ranger X from the ends of its tentacles. However, it can only aim these sprinkles when it opens its eye. Stand in front of it and shoot the eye when it opens. Now move to a new spot as it re-aims and wait until the eye opens again and repeat the process. Touching its body does no harm.

When its energy is half gone the boss goes under water, before returning in a new form. Stay at one end of the screen and shoot at the eye. When it gets close, duck around it and move to the other side, repeating the process. Ranger can move past the deadly bubbles when they swing into the background. If Ranger can afford a bit of energy loss, use the Seeker-Flame on the eye when it's close.

LEVEL FOUR

There are seven targets on this level. The best way to destroy them is by using the Seeker-Charge, but avoid the floating mines they spew, these cannot be shot. Use the various ledges and floating platforms to recharge Ranger's jet-pack. The wall-crawling machines shoot particles that disrupt Ranger's jet-pack so avoid flying above mines when tackling them. It's best to either fly up or drop down when shooting the enemy jetpackers, don't stay still. Power can be gained from the apartments with their lights on, it's quicker if you shoot the windows out. Also shoot the windows above the third target to reveal the Proton Storm icon. It's the most powerful weapon in the game.



BOSS FOUR

Move from left to right, taking out all six of these gun turrets with the Seeker-Charge. Watch out, their blasts come from directly above.

When the middle turret is destroyed, Ranger can tackle the central core underneath. Always shoot into the side not directly open to the red orb. This causes the orb to spin round. Fly up before the orb fires out of the tunnel. Now move to the other side and continue this processs until it blows up.

TECHNIQUE ZONE

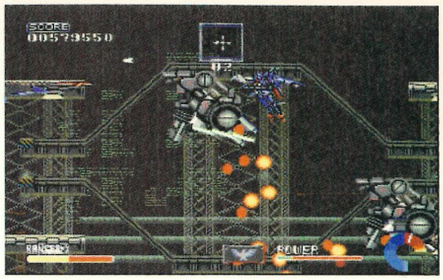
LEVEL FIVE

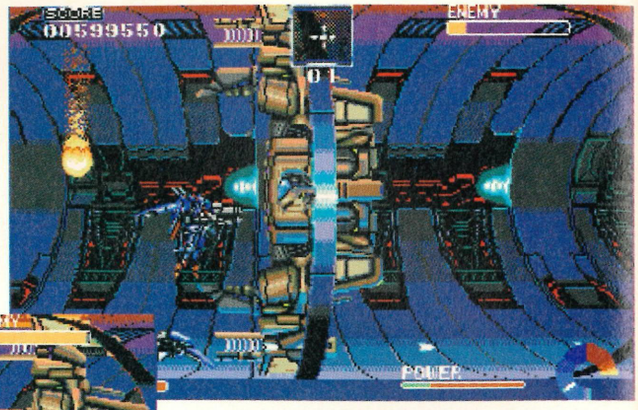
The eight targets on this level are massive gun-turrets. Use the Seeker-Falcon on them, flying quickly away when they spew fireballs your way. Keep it up until they drop down the screen, exploding. The Falcon is also the best weapon to use on the other enemies, especially the small fork-like craft that stay behind you. These appear when Ranger moves into a spotlight beam, but this is also the only way to get power. There is a Plasma-Blast icon in the pit just to the left of the first spotlight. Keep an eye out for the four mini-PCU's that are dotted around the latter part of the level.

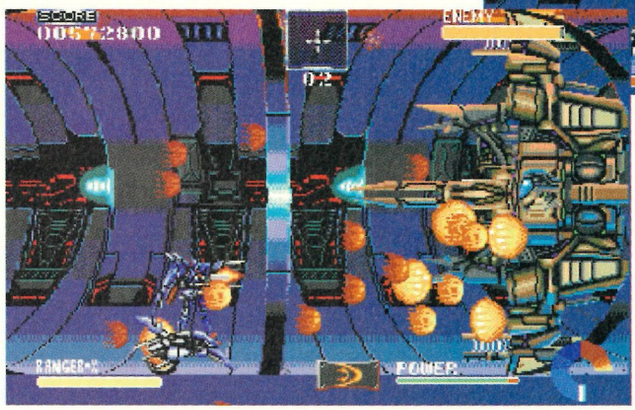
BOSS FIVE

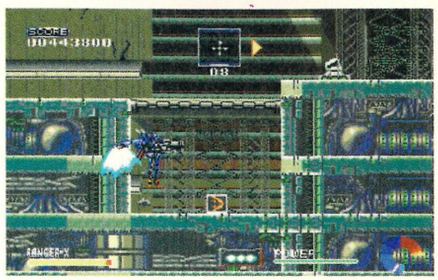
Travel down the tunnel until Ranger reaches the first part of the boss. Use the Proton-Storm weapon on it. This should destroy it totally. If it doesn't, then shoot at the small ship at the centre.

When Ranger comes to the second part of the boss, again attack the ship at the centre. Avoid the fireballs that wend up and down the screen. When charged up, fire the Proton-Storm again. It shouldn't take more than two of these to destroy the boss.









LEVEL SIX

Each of the twelve targets on this level are fixed up by four supporting struts. These struts have to be destroyed. Avoid the red targetting laser, as this causes the target to fire masses of fireballs at Ranger-X. Use Seeker-Falcon on the shielded robots and planes. Knock out the force-fields by shooting at their power sources. Be careful of being blown into the force fields by the large fans. On the later half of the level, an enemy in the background fires at Ranger. Just keep moving to avoid his blasts. These blasts can be shielded when in tunnels. Destroy the penultimate pair of targets using the Proton-Storm.

THE FINAL TARGET

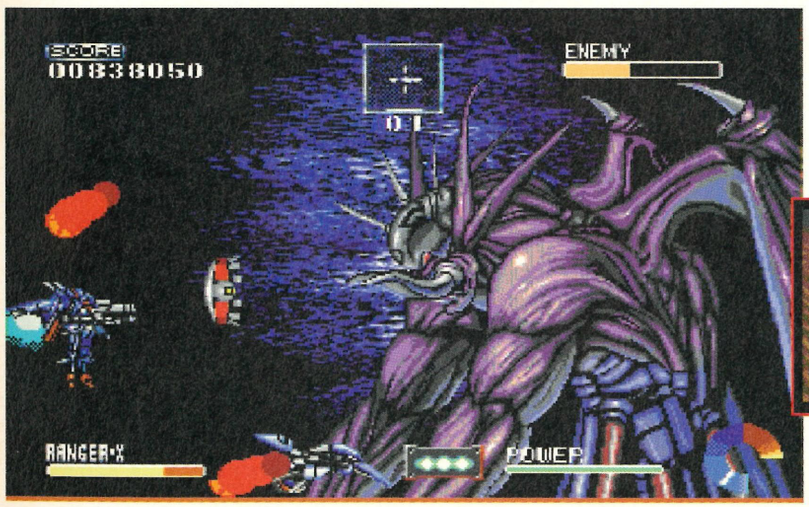
Arm the Proton-Storm before the jetcycle vanishes. Avoid the missiles and destroy the top gun. When this is destroyed, aim for the central red part of this target. You can only shoot it when it extends, blasting a large fireball out. Destroy the floating fork-like reflectors that fly out of the target, as these keep the fireball bouncing around the screen. Continue shooting at the red-section and eventually the fireballs get smaller before the target expires.

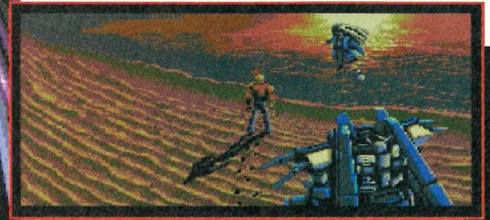
BOSS SIX

Before facing the boss, Ranger must first drop down a vertical tunnel. Just fly up or down to avoid the blue photon blasts the enemy ship fires, as you can't destroy it.

At the bottom of the tunnel the final boss awaits. Keep shooting at its head and use the Proton-Storm whenever it charges up. Shoot at the swarms of little flies, but avoid getting caught up in them.

After taking a certain amount of damage, the boss puts up a shield, repelling Rangers attacks. Steer around and use the shield to bounce the boss's attacks back at him. Finally, the boss blows deadly dust at Ranger X. Just avoid this and keep shooting and using the Proton-Storm and he eventually blows up. And that's it, fellow rocket-chimps, you've won the game.





Fin.

SWAP YOUR GAME IN MINUTES

EXCLUSIVE TO MEGA DRIVE OWNERS

Fed up with sending your games to swap companies only to wait weeks or months for your chosen game to arrive - or worse still, receive nothing?

THEN TRY THE MEGA SWAP LINE !!
We have hundreds of Mega drive games ready to swap TODAY!!

Simply Ring **0891 - 501080** to hear today's swaps. When you hear one you want, reserve it, and it's yours! Send in your exchange game and payment of £5.00 and we'll send your chosen game by return post - 1st Class!!

DON'T DELAY, RESERVE THE GAME OF YOUR CHOICE!
These are just a few of what's on offer:

ALADDIN
MORTAL KOMBAT
GUNSTAR HEROES
JUNGLE STRIKE
COOL SPOT
ROCKET KNIGHT ADV.
JURASSIC PARK
DAVIS CUP TENNIS
RANGER EX
FLASHBACK
MICROMACHINES
SHINOBI III
PGA TOUR GOLF 2
BUBSY THE BOBCAT

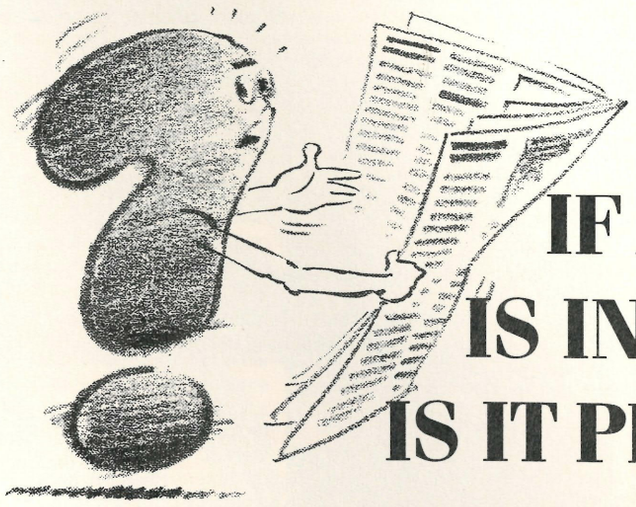
Guarantee -
We promise to send your chosen game by 1st Class post on the same day we receive your exchange game and payment - or your money back!!

£3.50 £1.50 P OST & PACKAGING

Postal Orders/ Cheques for £5 payable to "MEGA SWAP LINE" Send to:- 33-35 Taylor Road, Kings Heath, Birmingham. B13 OPG.

MEGA SWAP *Line* 0891 501080

Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible cost of call £3.60. MegaDrive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.



IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper. A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us. To find out more about the role of the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

BATMAN RETUR

EPISODE TWO: THE DRIVIN

Atomic batteries to power, turbines to speed. It's Batmobile time! The driving section of Batman Returns CD is one of the most impressive console games you'll ever see, however, it's also one of the hardest. Fear not though, because boy wonder, Tom Guise, is here to save the day. To the batpoles.

THE ROGUES GARAGE

The aim of each Batmobile level is simple– wipe out all road-users before the bat-timer runs out. Easy enough, except that Gotham drivers fight back! Here's a quick guide to the vehicles Batsy faces on his Sunday drive, and how to beat them.

SKULL-RIDERS

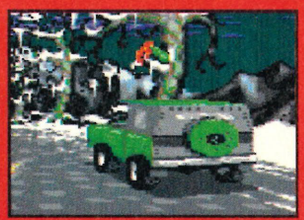
On level one, these bikers are very easy to beat. Just shoot and bash them from behind. They throw sticks of dynamite, but these are easily avoided. On levels two and three however, these motorcyclists fire rockets. Avoid driving behind them and smash them from the sides.

WHITE JEEPS

Appearing only on level one, these vehicles don't shoot at all, but try to ram the Batmobile off the road. Shooting takes a long time to destroy them, but constant bashing normally does the trick.

PINK CAR

It's extremely easy to ram and shoot these level one baddies. Avoid loitering around the sides of them though, as the passengers shoot out of the windows.



GREEN JEEPS

On levels two and three the jeeps are very tough indeed. Bashing them from the sides, in order to knock them into roadside obstacles, whilst shooting continuously, is the quickest way to beat them, but watch out for the dynamite they throw.

RED CARS

These vehicles appear on levels two and three and prove pretty deadly. Shoot and ram them off the road by htting the back corners of the car. Avoid going near their sides and if caught in the flames, brake until out of trouble.

LEVEL 1: THE STREETS OF GOTHAM

STAGE 1: This first stage is pretty simple, consisting of only six skull-riders. Watch out for the three missile-filled bat-cans that appear after the second bike.

STAGE 2: Things get a little tougher on this stage, with jeeps joining the skull-riders. Bash them into the buildings whenever possible and remember to look out for the bat-cans after beating the first two bikes.

STAGE 3: JACK IN THE BOX

Hiding in the back of this truck is a giant jack-in-the-box. When it flashes red, move to the other side of the road to avoid being hit by the head. Keep shooting and it soon blows up.

STAGE 4

Joker cars join the action now. There are three bat-cans after the first two cars and another three appear after the first jeep.

STAGE 5

Eleven vehicles to beat on this stage. Fortunately, ten of them are bikes. Smash them all out of the way quickly and face the final car.

BOSS 1: THE FIRETRUCK

Drive at top speed and overtake on the right. If timed correctly, the Batmobile should drive into the right-hand ladder just as it extends, knocking one of the firemen off. Now brake to a stand-still to avoid the flamethrower.

Accelerate up to speed again. Overtake on the left and hit a fireman off the left-hand ladder as it extends. Brake again to avoid the flames.

Repeat this procedure. If, when you overtake, the ladder fails to extend or the flames start before you get there, brake and try again from the other side. Once all three firemen are knocked off each ladder, drive at a safe distance, moving left and right to avoid the flames, shooting at the truck until it explodes.

BAT-TIP 1.
One of the quickest ways to dispose of baddies is to smash them off the road, into roadside obstacles, destroying them instantly. Simply drive up close to the vehicle, veer away and then steer sharply in, bashing it from them side. This is much more effective when performed on a corner, hitting them outwards. Especially useful against the tough jeeps.

NS CD
SECTION

LEVEL 2: A WINTER WONDERLAND

STAGE 1
It might look quite chilly, but this is where things start to hot up. There are six vehicles to face on this stage. Try to knock out the bikes as quickly as possible, as the jeeps take up the most time.

STAGE 2
Eight baddies this time. The trick is to try to smash each one into the trees. With a little bit of practise this is pretty easy to do and saves loads of time. The two bikes are easier to just shoot though. There three bat-cans after the first bike.

STAGE 3: THE JOKER TANKER
This massive truck veers left and right, spraying flaming oil onto the road in front of the Batmobile. Stay back, but in range and keep shooting at the face on the back. Veer quickly right to avoid the flame, which will follow the Batmobile's path, and when the flames stop, move back to the centre of the road and repeat the procedure. Should you drive into the flames, stop or you'll get caught in them. Fire off your rockets if the timer runs low.

BOSS2: CANNON TRUCK
Drive at top speed and as soon as the truck appears, start shooting at the back of it.. When the first snowman cannon-sled flies out of the back, drive onto the right-hand side of it, bashing and shooting it.

Now move over to the left, continuously shooting, and when the next snowman sled appears, smash it from the left or behind. Be careful to avoid the large cannon-balls the truck fires between releasing each snowman sled.

Repeat this procedure, always hitting the cannon-sleds from the side their cannons aren't pointing in. If the Batmobile gets close enough, ram the truck from behind. Keep shooting and the truck soon explodes.

STAGE 4
Twelve baddies. The jeeps take up the most time. Try to ram them into the statues or the stone bridges. There are three bat-cans after the first two pairs of bikes.

STAGE 5
Tunnel time! Use the walls to smash up the vehicles. There are twelve in all. When faced by a bike and a car, always attack the car first.

BAT-TIP 2.
Whenever possible, drive at top-speed off hills propelling the Batmobile into the air. This is extremely useful against the skull-riders, not only allowing the Batmobile to sail over their rockets, but can also causing devastating damage if the Batmobile lands on top of the cyclists.

STAGE 4
Twelve more vehicles, but they aren't too tricky. Three bat-cans appear after the jeep has been destroyed.

STAGE 5
A massive tally of sixteen vehicles. It's easier to lose all your energy than to run out of time here, so take it a bit easier on this endurance test.

LEVEL 3: CITY LIMITS

STAGE 1
Things really get hard now with fourteen vehicles to face. Watch out for the first two bikes, they appear on a blind corner. There are three bat-cans after the single car has been beaten and be careful of hitting the bridges.

STAGE 2
Twelve vehicles attack in waves. Always take out the bikes and cars before the jeeps. There are three bat-cans after the third attack wave (a car and jeep combination). Be extra careful on the corners, it's very easy to slide out.

STAGE 3: FIREWORK WAGON
Drive quite close behind this van, shooting into the back of it. When the dynamite flashes white it means it is going to fall onto the road. Always steer toward the centre of the road to avoid it. If it looks like you might drive into a stick of dynamite, stop! Shoot or rocket the offending stick out of the way. Keep ramming the back of the van, but not the sides as this causes damage. Be careful when the van nears destruction as the dynamite rate suddenly increases.

BOSS 3: THE ICE-MACHINE
Drive up close to the tank. When the ice-cubes start to come out of the back move to a clear road lane. If there are no clear lanes, drop back and shoot the ice out of the way.

When an orange target appears beneath one of the ice-chutes, drive into it. If you hit it correctly the large cog on top of the tank will whine and rise.

Keep repeating this process. Break off any attack if an ice-cube starts to appears in front of you. Eventually the tank will explode.

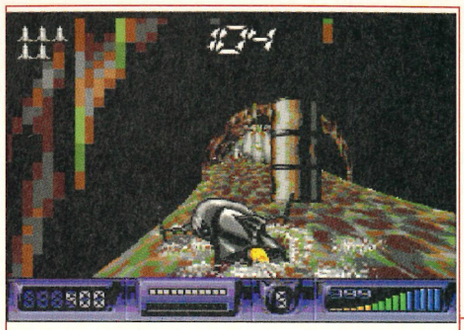
TECHNIQUE ZONE

LEVEL 4: THE SEWERS OF GOTHAM

Yo kickin' in! Batski time! The aim of stages one to five is to negotiate various obstacle courses within the time limit. Here's a guide to some of the more tricky parts.

RAMPS AND PIPES

Ramps are sometimes used to clear pipe barriers. Don't go too fast as you might overshoot the next ramp or hit overhanging pipes. Be wary of fake pipes that send you into obstacles.



PILLARS

Keep a steady rythmn when steering through these. If there's a portal behind a central pillar always steer around the side the portal is on, otherwise it's almost impossible to avoid crashing.

MOVING PORTALS

Look through these to see what's on the other side. On later stages they come in great numbers, so go through them fairly slowly. Failing a stage through crashing into these is easier than running out of time.

FLOODGATES

Look for the tell-tale spikes on the wall. Always steer around the outside of a corner when faced by them and if it looks like you might hit a floodgate (especially the two or four door ones), slow down until it opens.

BOSS 5: SKULL-SHIP

Accelerate right up to it. Watch the eyes, when one of them flashes red move quickly to the side to avoid the beam.

When the mouth opens, shoot and ram the target inside. Keep it up and the skull wil catch fire and finally explode.

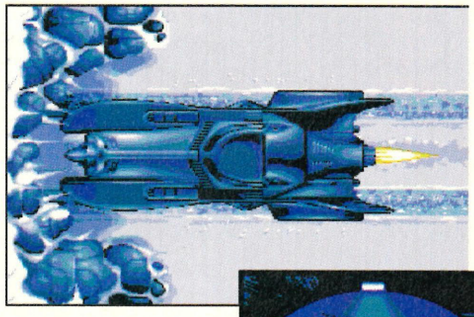
LEVEL 6: THE PENGUIN'S LAIR

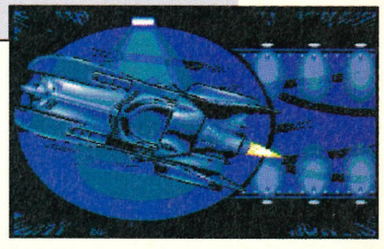
THE FINAL BOSS: THE PENGUIN.

Riding his giant rubber duck, he attacks in a similar fashion to the skull ship. When his umbrella opens move to the left or right to avoid the beam. Keep shooting at the duck at it'll accelerate off into the distance.

Six jetskis now appear. Beat them and you face the Penguin again. This time he fires rockets when his umbrella opens. When the rockets are fired move behind him and shoot, steering out of the way obefore the next rocket attack. Continue this and he'll accelerate away.

Six more jetskis and then the Penguin returns with a flame





STAGE 1

Thirteen baddies and a tight time limit. Treat the jet-skiers just like bikes and the boats like the jeeps.

STAGE 2

A pretty tough obstacle course. It's better to take it carefully rather than racing through. Watch out for the mine at the end of the ice-floe sheets.

STAGE 3

The Skull-Ship returns. Use the same technique as before on it.

STAGE 4

Seventeen baddies here. Drive close up to the boats to shoot them. Avoid the little boats they fire. Hitting them brings you to a stand-still making it impossible to finish in time.

STAGE 5

Extremely hard! Steer slowly through the buoys and mines. Don't speed over the final ramps. If you do miss a ramp, blow a hole through the mines with your rockets.

SHEKHANA COMPUTERS

Retail Store: INSIDE MICROWORLD
257/258 Tottenham Court Road,
London W1R 9AB Tel : 071 631 4627

Retail Store : 2 Gladstone House, High Road,
Wood Green, London N22 0AA
Tel : 081 889 9412 Fax : 081 889 9413

Enquires/Credit Orders 081 340 8565
Credit Card Only 081 341 6767

SEGA MEGADRIVE - 16 BIT

MEGADRIVE 2 £99.99

MEGADRIVE 2 + SONIC 1 & 2 Jap Version £124.00

MEGADRIVE 2 PLUS 2 PADS + SONIC 2 £114.99

MEGADRIVE 1 - SYSTEM £89.99

MEGADRIVE 1 + SONIC 1 & 2 £114.99

MEGA CD - UK + 7 GAMES £249.99

MEGA CD 2 + GAME ROAD AVENGER £239.99

6 Button Pad NEW	14.99
Action Replay	39.99
Competition Pro Pad	12.99
Control Pad	9.99
MD 2 To Philips MK11	14.99
MD 2 To Scart Lead	14.99
Mega Pad-Tecno-183	12.99
Mega Stick-TP135	12.99
Megamaster	24.99
NTSC Convertor	14.99
SG Pro Pad - Clear	13.99
SG Program Pad	34.99
USA / Jap Convertor	7.99

SOFTWARE USA / UK VERSION	
Aladdin	44.99
Aliens 3	34.99
Another World	34.99
Aquatic Games	16.99
Astrix - The Rescue	44.99
Back To Future	24.99
Balljacks	29.99
Baseball 2020	39.99
Batman Returns	29.99
Battletoads	34.99
Bill Walsh Football	39.99
Blades Of Vengence	39.99
Bubsy	39.99
Bulls V Blazers	34.99
B.O.B	39.99
California Games	19.99
Captain Planet	29.99
Championship Pro Am	24.99
Chiki Chiki Boys	24.99
Chuck Rock 2	39.99
Clue	24.99
Cool Spot	34.99
Cyber Cop	24.99
Cyborg Justice	29.99
Davies Cup Tennis	39.99
Double Clutch	34.99
Dragon Fury	29.99
European Club Soccer	34.99
Ex-Mutants	24.99
E.A Hockey	24.99
E.A Hockey 93	29.99
E.A Soccer	44.99
Faery Tale	24.99
Fantasy Zone	24.99
Ferrari G. Prixs	24.99
Flintstones	34.99
Formula 1 Racing	44.99
Gadget Twins	29.99
Gauntlet 4	39.99
General Chaos	39.99
Global Gladiators	29.99
Gunstar Heroes	39.99
Haunting	44.99
Hit The Ice	29.99
Home Alone	24.99
Home Alone 2	39.99
Indiana Jones	24.99
Jack Nicholas Golf	34.99
James Pond 3	39.99
John Madden 92	24.99
John Madden 93	29.99
Jungle Strike	34.99
Jurrasic Park	44.99
King Of Monsters	29.99
King Salmon	24.99
Krusty Fun House	19.99
Landstalker	52.99
Lethal Enforcer	54.99
Mazing Wars	34.99
Mig 29	39.99
Mike Dittka Football	19.99
Mohammed Ali	34.99
Mortal Kombat	44.99
Mutant Football	24.99
NHL Hockey 94	39.99
Olypic Gold	24.99
Paper Boy 2	19.99
PGA Tour Golf 1 or 2	34.99
Predator 2	24.99
Pro Quaterback	24.99
Pugsey	44.99
Ranger X	39.99
RBI 93	29.99
Robocop 3	39.99
Robocop V Terminator	39.99
Rocket Knight	39.99
Rolo To The Rescue	29.99
Rugby 2	36.99
Shadow Of Beast 2	24.99
Shining Force	44.99
Shinobi 3	39.99
Smash TV	24.99
Snake Rattle & Roll	39.99
Sonic Spinball	44.99
Spiderman	19.99
Street Fighter 2 - Turi	54.99
Streets Of Rage 2	39.99
Strider 2	34.99
Summer Challenge	29.99
Super Kick Off	39.99
Superman	34.99
T2 Arcade	29.99
Talespin	29.99
Team USA - Basketball	19.99
Techno Clash	39.99
Terminator 2 - J.Day	44.99
Turtles-Tounament	44.99
Two Tribes-Pop 2	39.99
Ultimate Soccer	39.99
Virtual Pinball	39.99
Wimbledon Tennis	39.99
Winter Olypics-Multi	44.99
Winter Olypics-Spec	39.99
WWF - Wrestling	29.99
WWF Royal Rumble	44.99
X-Men	29.99
Xenon 2	29.99
Young Indy	39.99

ABOVE ARE MAIL ORDER PRICES ONLY. CHEQUES/PO'S TO: 655 GREEN LANES, LONDON N8 OQY
P&P ADD £1.50 PER SOFTWARE TITLE, £5 FOR MACHINES. £2.50 P & P FOR PSU
WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT PRIOR NOTICE. E&OE.

MEGADRIVE JAPANESSE SOFTWARE

Fantasia, KA GE K1, Granada X, Klax, Mercs 2, Magical Hat, Monoco GP, Klax, Olypic Gold, Saint Sword, Pro Wrestling, Toki, Mickey + Donald, Darwin 4081, Turbo Outrun, Wanderner, Wonderboy 3, Magical Hat, XDR, Fantasy Zone,Jewel Master, Spiderman, Crackdown, Fantasia.

ALL £14.99 EACH OR ANY 3 FOR £40

SONIC 2 - JAP 19.99
SONIC 2 - UK 24.99

MEGA CD UK GAMES

CD X Pro Convertor	39.99
Batman Returns	44.99
Black Hole Assault	39.99
C + C Music Factory	39.99
Chuck Rock 2	35.99
Dracula	39.99
Dune	39.99
Ecco The Dolphin	39.99
Fianl Fight	34.99
Hook	35.99
Jaguar XJ220	39.99
Kriss Kross	35.99
Lethal Enforcers	49.99
Music Video 1 - INXS	39.99
Night Trap	44.99
Prince Of Persia	39.99
Road Avenger	34.99
Robo Aleste	34.99
Sewer Shark	39.99
Sherlock Holmes	39.99
Sherlock Holmes 2	39.99
Slip Heed	44.99
Sonic	39.99
Spiderman V Kingpin	39.99
Thunderhawk	39.99
Wolfchild	34.99

REPLACEMENT POWER SUPPLY UNIT MD OR G. GEAR £6.99

GAME GEAR SOFTWARE

Adams Family, Asterix - Secret Mission,Chuck Rock 2, Cool Spot, Desert Strike, Donald Duck 2, Double Dragon, Dracula, Ecco The Dolphin, Formula 1, James Bond 007, Jurassic Park, Ottifant, PGA Golf Tour, Power Strike, Road Runner, Robocod, Robocod 3, Simpsons - Bart V World, Sonic Chaos, Star Wars Strider 2, Terminator 2 J. Day,Ultimate Soccer, Winter Olypics.

All Above £25.99 each

GAME GEAR SYSTEM £69.99

GAME GEAR 4 IN 1 PACK £89.99

GAME GEAR + COLUMNS + TV TUNER £119.99

SEGA MASTER SYSTEM + ALEX KIDD £29.99
games from £6.99

WHOLESALE ENQUIRIES WELCOME
081 341 9110

CHEATS * TIPS * CHEATS

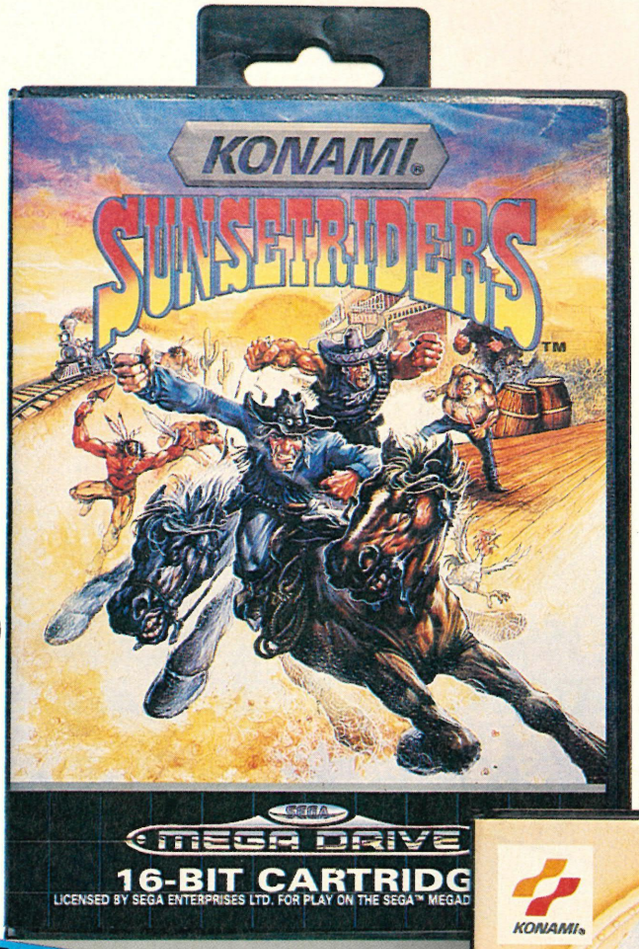
MERRY CHRISTMAS, TO ALL, FROM THE STAFF AT HOME GROWN

- 0891 318 400.....Information Help Line
- 0891 318 401 .....Swap Shop (swap & sell your .....games & stuff)
- 0891 318 402 .....Game Gear Cheatline
- 0891 318 403 .....Desert Strike & Terminator .....1&2, cheats and help
- 0891 318 404 .....Streets of Rage 2&1 cheats & .....help
- 0891 318 405 .....Sonic 2 & 1 cheats, help and .....tips
- 0891 318 406 .....Golden Oldies, loads of cheats .....on the classics.
- 0891 318 407 .....New Release Line, cheats, ...hints & tips.
- 0891 318 408 .....Megadrive Cheatline, loads .....of cheats.
- 0891 318 409 .....Master System, loads of cheats.
- 0891 318 410 .....Flash Back level codes cheats .....and help.
- 0891 318 411 .....Busby (solution)
- 0891 318 412 .....PC bulletin board .....(download modems only)
- 0891 318 413 .....Jungle Strike solution and .....cheats
- 0891 318 414 .....PC bulletin board .....(download modems only)
- 0891 318 415 .....Mortal Combat help & .....cheats
- 0891 318 415 .....ECCO level codes cheats .....and help.
- 0891 318 415 .....Aladdin solution and help.
- 081813 5003.....PC bulletin board (view, ...modems only, normal rates)

No music, no frills, just help, Phone the information line to see whats new this week.
Calls cost 36p per min, cheap rate and 48p per min, all other times.
Lines are already being updated.
Home Grown Productions Limited, P O box 193, Hayes, Middlesex.

"KONA

SUNSETRIDERS



It has obviously had a lot of attention paid to every aspect of its production.... it's superb.
MEGATECH 87%
Very impressive SEGA PRO 87%

ROCKET KNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%
RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%

SEGA
MEGA DRIVE

Konami (UK) Limited Konami House 54A Cowley Mill Road Uxbridge UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

MI KRED!"

TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. SEGA PRO 87%

Turtles really is a visually stunning game

MEGA TECH 87%

TINY TOON Adventures Buster's Hidden Treasure™

One of the best plat-formers ever. Megatech 95%

a fast paced platform game that is similar to Sonic, but....better fun.

Mega Drive Advanced Gaming 93%

TINY TOON ADVENTURES characters and logos are registered trademarks and copyright of WARNER BROS; a division of TIME WARNER ENTERTAINMENT. LP © 1993. Sunset Riders™ is a trademark of Konami. Teenage Mutant Hero Turtles® and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios. Exclusively licensed by Surge Licensing inc.

ROLE

VS MODE

Despite their anorak image, RPGs on all formats sell by the bucket-load. Gone are the hassles of working just how many dodecahedral-sided dice of damage the Great Gorgon of Graxlos inflicts whilst attempting to bribe the Dungeon Master to put you up a level. Instead there's an armada of computer RPGs on offer, and once more MegaTech put the best through the grinder to see what we come up with (crushed cartridges, probably).

NAME:
Warriors Of The Eternal Sun
BY:
Sega
PRICE:
£49.99
VIEWPOINT:
Top-down/first person perspective
PLAYER CHARACTERS:
Four

The Megadrive's first, and so far, official Dungeons And Dragons licence takes you and your cohorts to a mysterious world populated by creatures even more bizarre than normal.

NAME:
Buck Rogers
BY:
Electronic Arts
PRICE:
£49.99
VIEWPOINT:
Top-down
PLAYER CHARACTERS:
Six

Currently the Megadrive's only true SF RPG, you're mission is to cruise the spaceways making sure that no nasty aliens get any funny ideas about invading Earth.

NAME:
Landstalker
BY:
Sega
PRICE:
£49.99
VIEWPOINT:
3D
PLAYER CHARACTERS:
One

Sega's latest RPG is potentially their greatest. They've gone all out to match visual excellence with RPG exploration and puzzle solving, so how does it fair against the competition?

LEVEL 1: PUZZLES

There seems to be two schools of thought when it comes to putting the problems in RPGs. The first is to make them so obvious it's almost impossible to avoid the answers. The second is where the programmers shoot off on some bizarre tangent into their own little world of talking trees and magic locks. Somewhere in between is where a game should fall.

WARRIORS OF THE ETERNAL SUN

Considering this is an official D&D game, you're rarely called upon to solve any problems. Instead the game relies on its vast size and an endless supply of creatures to make your life difficult. When a problem does arise, chances are you've already encountered a character who will solve it for you.
2/5

LANDSTALKER

Sega have struck the happy medium between exploration and puzzle solving with Landstalker. In dungeons, for instance, it's a case of simply tracking

PLAYING GAMES

ON THE RACK

NAME:
Phantasy Star 3
BY:
Sega
PRICE:
£49.99
VIEWPOINT:
Top-down
PLAYER CHARACTERS:
ONE

This Sega creation has been around for quite a while now. It spans three generations of characters, whose destiny is determined by what you did as their parents.

NAME:
Might And Magic
BY:
Electronic Arts
PRICE:
£39.99
VIEWPOINT: **First person perspective**
PLAYER CHARACTERS: **Four**

This is another ancient Megadrive RPG which was converted from an even older PC game. The question is: has it stood the test of time?

down keys and locating pressure pads to open doors. Outside exploration and dealing with other characters also absorbs your time. Although your overall mission is to track down the five gemstones, there are innumerable sub-plots which throw even more problems into your path. The overall mix is perfect.
5/5

PHANTASY STAR 3

Because the game alters depending on which characters turn up in successive generations, you never quite know what to expect. What is certain is that at almost every turn you're called upon to kick-start you brain to crack problem after problem. Some puzzles are time dependent and can only be solved at night, while others require combinations of objects and characters. Sometimes the solutions are a bit too obscure but, on the whole, this offers a decent mix of challenging and obvious conundrums
4/5

MIGHT AND MAGIC

There's no excusing the almsot lack of puzzle solving in this game. All you're asked to do is find your way around dungeons cutting a swathe through the residents and half-inching their possessions. If you're after something which will tax your mind look elsewhere.
1/5

BUCK ROGERS

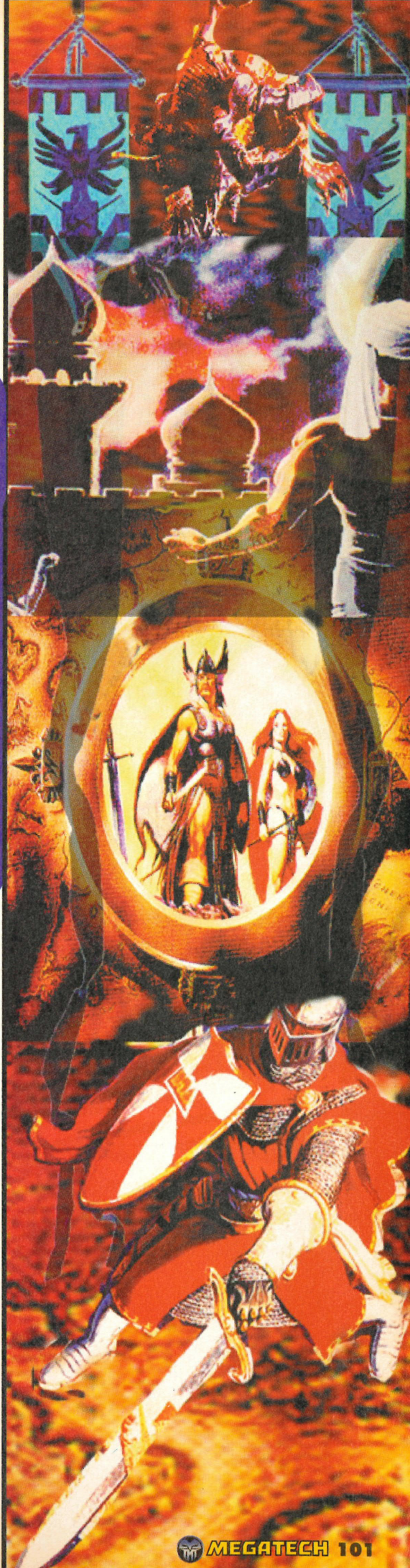
Like Warriors Of The Eternal Sun, large parts of this game depend on exploration. However, there are a couple of neat ideas, including one puzzle set onboard a self-destructing pirate ship which must be completed before it goes boom. For the most part, though, problems consist of finding objects which open up other parts of the game. Most of the time it's the various aliens that make your life difficult as opposed to anything cerebral.
3/5

LEVEL 2: PLOT

A good storyline running throughout the game is essential. Apart from pulling everything together, it also makes it a lot easier to tell the good guys from the bad. Sub-plots are nice, although originality is rare.

WARRIORS OF THE ETERNAL SUN

When the game starts you don't even know what planet you're on. It's not until the last few stages that you actually find out what's going on, which creates a disjointed



VS MODE

game. One minute you're in underground caverns, the next you're battling your way through a temple. This lack of consistency blows any atmosphere right out the window.
2/5

LANDSTALKER
Once more Landstalker excels. The story unfolds as you complete tasks and talk the game's characters. This throws up clues which makes completing your quest easier and far more fun. It all culminates towards the final show-down with the bad guy without losing its way or becoming constrictive.
5/5

PHANTASY STAR 3
Plot is everything in this game as it spans three generations of characters. Computer-controlled characters also come into play more than in other games which makes for an extremely interesting storyline which holds together through the entire game. The plot also changes if you start the next generation with different characters, so there are plenty of possible permutations within the same outcome.
5/5

MIGHT AND MAGIC
Whilst there is an overall objective to your quest, you'd hardly know it playing the game. There are long periods of wandering punctuated by the occasional fight. Most of the action is based on individual quests to recover items or slay whoever the evil overlord is that week.
2/5

BUCK ROGERS
Like Might And Magic, Buck Rogers is broken up into a series of small quests, but it works well here. Instead of an overall objective, you're called upon to police the galaxy in a series of missions. Various sub-plots and elements of political subterfuge run throughout which makes for some interesting situations, most of which you can see coming a mile off.
3/5

LEVEL 3: LONGEVITY
RPGs tend to cost a bit more than most games, so you want something that's going to last you until you've got the cash to buy a replacement. Size is important, as is challenge and variety - after all, an interesting game is always worth coming back to even when you've completed it.

WARRIORS OF THE ETERNAL SUN
When you start the game you've got no idea just how big it really is. Complete the first few quests and you soon realise that this is one mean mutha. There are loads of areas to explore, but because the challenge depends on how good the lads are in a ruck rather than putting your mind to solving problems, as soon as you've got experienced, well equipped characters, you're liable to go through it rather quickly.
3/5

LANDSTALKER
The vast world on offer coupled with the mix of joypad and puzzle solving trials makes this one tough nut to crack. It never becomes frustrating either; if you think you've missed an important item you can always go back again without the game becoming disjointed. Even when you've completed it, the varied action and stunning graphics make it well worth playing again.
4/5

PHANTASY STAR 3
No matter how much midnight oil you burn, there's no way you'll complete this in a hurry. The key thing about this game is that once you've completed it, you can go back and try it again with different characters which generates a different set of events.
5/5

MIGHT AND MAGIC
You're likely to become bored with this before you ever get close to finishing it. It's big - really big - but most of the bulk is filled with wandering through repetitive dungeon scenes fighting off equally lost zombies. If you've completed any other RPGs you'll burn through this like a curry on top of a dozen lagers.
2/5

BUCK ROGERS
Space is such a dangerous place, and t there are plenty of missions to complete - all of which are rather large and fraught with danger. Because the action's broken up into manageable chunks it's tempting to take breather between missions, so you're not likely to frit your nights away playing it.
4/5

LEVEL 4: GRAPHICS
Going one-on-one with the blood-sucking slath beast of Krall means nowt if it turns out to be a collection of blocky sprites. The graphics are one of the key ingredients of atmosphere.

WARRIORS OF THE ETERNAL SUN
This is a game of two extremes. First there's the external shots where you're steering a group of tiny sprites through an equally itsy landscape fending off attacks from amoeba-sized orcs. Then you get to a 3D dungeon and encounter well drawn creatures and a wealth of interesting graphics. It goes some way to making up for the puny exterior art, but leaves you wondering why they just didn't go ahead and use the 3D format for the entire game.
4/5

LANDSTALKER
Right from the off you know you're playing something a bit different. For one thing it's got style. This isn't something ripped-off from a comic book or cartoon show, the look of the characters and their environments is completely original. The isometric perspective works perfectly and there's no frustrating shuffling about trying to enter locations where the programmers never quite got the hang of designing a game in this style.
5/5

PHANTASY STAR 3
Like most RPGs, Phantasy contains a mix of crude sprites and cameo pictures. The result is functional and works well with the control system. There's plenty of

variety between areas which adds to the atmosphere and almost compensates for the lack of detail. Its age shows in places, although once you're wrapped up in the action it doesn't matter.
2/5

MIGHT AND MAGIC

The one word springs to mind about Might's graphics graphics: brown. Of all the prevailing colours the artists could have chosen, why brown? Brown walls, brown skies, brown creatures - it puts a real dampner on the game. Apart from the excremental colour scheme the assorted landscapes also lack variety. While there are some well drawn creatures, the 3D backdrops change little. Most of this can be put down to the game's age, but that doesn't make it any better to look at.
2/5

BUCK ROGERS

Graphics were obviously not the main concern when this game was being programmed. Most of the time you're guiding ropey little sprites around extremely poor backdrops. The occasional cameo pic of the alien you're currently facing doesn't even begin to make up for this, neither does the space combat section which offers nothing more than a still shot of your enemy's craft. A lot more could have, and should have, been done here.
1/5

LEVEL 5: CONTROLS

The theory behind an RPG is that you're actions shouldn't be restricted, so the last thing you want to come across is a game which won't let you kill and open doors without going through a series of hellish menus.

WARRIORS OF THE ETERNAL SUN

There are plenty of options to contend with, most of which deal with combat. There's not actually much you can do when you come to an obstacle if you haven't got the right object to pass it, which is one reason why you don't have to think too much to play this game.
3/5

LANDSTALKER

The game is made as simple as possible, so even if you've never encountered an RPG before you should be fine. There are easy to follow menus and logical commands which cover all aspects of the game. Such simplicity adds to the fun immensely.
5/5

PHANTASY STAR 3

Despite not actually looking anything like it, Phantasy Star actually utilises a very similar system to Landstalker. It works well with the sometimes complicated situations so there's no chance of being caught short in combat or stumped for something to do when confronted with a puzzle. Easy to get to grips with and perfectly functional.
4/5

MIGHT AND MAGIC

The minimalist gameplay doesn't require many controls other than drop, fight and run away, which is exactly what it has. While this makes for good uncomplicated play, more control over characters and situations would not have gone amiss. The lack of things to do sums the game up really.
2/5

BUCK ROGERS

No matter what the situation, there are always plenty of commands to try out. What lets it down is the text menu at the bottom of the screen. It's all too easy to select the wrong thing at the wrong time and end up trying to talk to the enemy invasion fleet who are bearing down on you with knifes drawn.
3/5

	PUZZLES	LONGEVITY	GRAPHICS	CONTROLS	CHARACTER	BATTERY	GENERATOR
WES	2	2	3	4	3	Y	Y
LANDSTALKER	5	5	4	5	5	N	N
PHANTASY STAR 3	4	5	5	2	4	N	Y
MIGHT AND MAGIC	1	2	2	2	2	Y	N
BUCK ROGERS	3	3	4	2	3	Y	Y

BUCK ROGERS

Ignore the rough graphics and once you start at the aliens with a laser and knife and you'll be hooked. Not as good a game as it could have been, but still a nice alternative to the usual swords and sorcery scenarios.
15/25

PHANTASY STAR 3

It ain't pretty, but it sure is playable. There's enough substance to reduce the toughest RPG nut to a quivering mess. Even if you complete it, you can always go back and try the different plots. Aging, but still excellent.
20/25

WARRIORS OF THE ETERNAL SUN

Warriors will hold far more appeal for anyone who's played this particular scenario in D&D's pencils and paper form. It's certainly involving and very well thought-out in places despite the lack of a mental challenge.
14/25

MIGHT AND MAGIC

Truly a game which matches its colour scheme. Might And Magic was good when it was the only Megadrive RPG, but these days it looks a real stinker. Avoid at all costs.
9/25

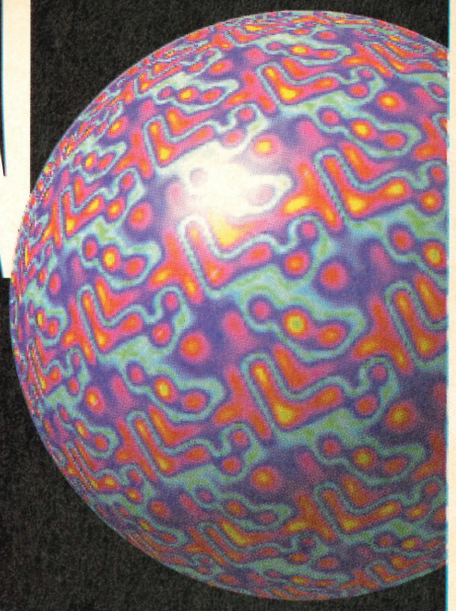
LANDSTALKER

Arguably one of the best RPGs on any console. The mix of action, adventure and stunning graphics put it head and shoulders above competition. Even if you've never played an RPG before, this game is worth more than just reading the blurb on the back of the box. A classic.

24/25

MEGATECH T-SHIRTS!

AVAILABLE IN ANY COLOUR. AS LONG AS IT'S BLACK.



There are few things in life as truly beautiful as the MegaTech T-shirt. Woven from 100% cotton, this shirt is ingeniously possessed of long sleeves and cleverly sports the colour black. Okay, so perhaps there are quite a few things in life as beautiful as a MegaTech T-shirt, but how can you resist the exquisitely embossed MegaTech skull that festoons the chest, or the superb Megatech logo that runs down the left arm? Why, those factors alone elevate this shirt above any ordinary shirt you may happen to have seen. Are other shirts knitted by ancient elf-smiths? Are other shirts magically endowed with the blessings of the love-goddess, Aphrodite? No, of course they aren't, and if we're honest, neither is ours – but what the MegaTech T-shirt does have over every other shirt is the fact that it's the epitome of good taste, and you'll look dead cool wearing it. So stop reading this mindless drivel and fill in the coupon, pronto!

➲ HOW TO ORDER

PLEASE FILL IN THE COUPON BELOW AND RETURN TO: MEGATECH T-SHIRT OFFER, TOWER HOUSE, SOVEREIGN PARK, LATHKILL STREET, MARKET HARBOROUGH, LEICESTERSHIRE, LE1 9EF.

PLEASE ENSURE YOUR CHEQUE/POSTAL ORDER/INTERNATIONAL MONEY ORDER IS MADE PAYABLE TO EMAP IMAGES LTD.

➲ UK ORDERS

PLEASE INCLUDE A POSTAGE AND PACKING CHARGE OF 50p PER ITEM WITHIN YOUR PAYMENT.
IF YOU WISH TO PAY BY VISA, YOU CAN PHONE OUR ORDER HOTLINE ON 0858 468 888.

➲ EUROPEAN AND OVERSEAS ORDERS

IF YOUR ORDER IS TO BE DELIVERED WITHIN EUROPE, PLEASE INCLUDE A POSTAGE AND PACKING CHARGE OF £1.00 PER ITEM WITH YOUR PAYMENT.
IF YOUR ORDER IS TO BE DELIVERED OVERSEAS (REST OF THE WORLD POSTAL ZONES 1&2), PLEASE INCLUDE A POSTAGE AND PACKING CHARGE OF £2.50 PER ITEM WITHIN YOUR PAYMENT.
WE SUGGEST THAT OVERSEAS READERS PAY BY INTERNATIONAL MONEY ORDER.

PLEASE ALLOW 28 DAYS FROM RECEIPT OF ORDER FOR DELIVERY. ORDER ENQUIRIES, PLEASE CALL 0858 468 8111.

Send to: MegaTech T-shirt offer, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. LE1 9EF.

I enclose my cheque (address on back) made payable to EMAP Images Ltd. or please debit my Access/Visa account with the sum of £
My card number is:.....
Card expiry date:.....
Please use block capitals
Name:.....
Address:.....
.....
.....
.....
.....
.....Postcode:.....
Signature:.....
Please enter quantities required in boxes.

ITEM		SIZE	PRICE	TOTAL£
	MegaTech T-shirt	M	£6.99	
	MegaTech T-shirt	XL	£6.99	

Please add 50p per item, postage & packing. (Euro/overseas readers see 'How to order')

TOTAL:

Please allow 28 days for delivery.

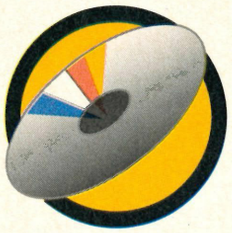
GAME INDEX

Welcome to the MegaTech Game Index, the top buyers' guide to the best Megadrive and Mega-CD games, with new compos added just for you, and high scores thrown in for good measure.

If you can beat any of the high scores listed here, fill in the form below and mail it to: MEGATECH HYPERPLAYERS, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And no cheating, because we know, you know.

NAME:
ADDRESS:
GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:



MEGA-CD GAMES

Disc games official and unofficial, here revealed. Backwards writing already enough of this! Forward gear engage!

AFTERBURNER III

BY CSK
PRICE: IMPORT ONLY
REVIEWED: MT 15

Hey! It's G-LOC! Well, it's not really, but it's near enough. Fly your deadly fighter de jet through wave after wave of oncoming planes. Lots of Mega-CD sprite scaling and rotation in evidence here.

▲ Er, pass.
▼ Complete crap.

MT RATING: 22%

BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19

An enhanced version of the mediocre cartridge Batgame, but what enhancements! As well as having the old platform bits (which are largely unchanged) the game uses the CD hardware for spectacular 3D driving/shoot 'em sections in which you get to blast the Penguin's henchmen from their vehicles.

▲ Just play the driving sections – they're excellent and are a game in themselves! The sound is stunning.
▼ It's a shame the platform bits weren't improved.

MT RATING: 94%

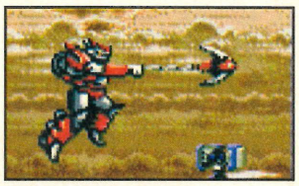
BLACK HOLE ASSAULT

BY SEGA
PRICE: £39.99
REVIEWED: MT 14

Robot beat 'em up in which you can either go head-to-head against another player (on various planets) or go on a mission to free the Solar System from robo-domination.

▲ Fast action, smartish graphics, good clanging sound effects and smart intro bits.
▼ Cyborg Justice is actually better and that's on a 4 meg cart.

MT RATING: 61%



DEVASTATOR

BY WOLFTEAM
PRICE: IMPORT ONLY
REVIEWED: MT 20

Yet another robot beat 'em up for the Mega-CD. Basically a platform shoot 'em up in which you have to blast everything in sight, but with flying shoot 'em up sections bolted on.

▲ Very impressive intro animations.
▼ Seen-it-all-before, nothing new.

MT RATING: 62%

ECCO CD

BY SEGA
PRICE: IMPORT
REVIEWED: MT21

CD retune of the underwater puzzling classic. Exactly the same as the cartridge game, except for the addition of a full motion video intro, seven extra levels set in a sunken galleon and improved music and sound effects thanks to Sega's new QSound 'surround sound' system.

▲ Extra levels and souped-up sound.
▼ The rest is just like the Megadrive version.

MT RATING: 92%

EARNEST EVANS

BY WOLF TEAM
PRICE: IMPORT ONLY
REVIEWED: MT 3

Ernie is a sort of Indiana Jones-type adventurer, complete with whip, who is on a platform-going mission to recover some lost magic book from an evil agency of some description. Anyway, it's wacky occult platform action a-go-go in this game, which is unusual insofar as Earnest himself is actually made up of about nine different sprites, two for each limb, which makes him look like a sort of butch Pinocchio whenever he moves.

▲ Well... the game designers obviously had some nice ideas.
▼ Yukky graphics and lots of gameplay glitches cause the problems.

MT RATING: 50%

FINAL FIGHT CD

BY CAPCOM
PRICE: IMPORT ONLY
REVIEWED: MT 17

The arcade game comes to your Megadrive. A one or two player beat 'em up in which you have to recover a nice young lady from a vile gang leader who probably has rude things on his mind. All the levels of the coin-op, as well as all the characters, the bonus rounds and a new time attack mini-game as well.

▲ It IS the arcade game... and more!
▼ There are no downers.

MT RATING: 94%

HOOK

BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16

Join up with the lost boys and help old Pete back to his former Pan status so that he can track down his own kids, kidnapped by Cap'n Hook. Of course, it's the top-grossing film of 1991 turned into a platform game, in which Pan has to fight, leap and fly his way past Hook's men.

▲ Really nice graphics and the CD music is most impressive. Plays quite well too.

MT RATING: 80%

JAGUAR XJ-220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Much like EA's Lotus Turbo Challenge, this game lets one or two players drive Megadrive replicas of British sports cars either in tournaments or in split-screen, head-to-head races.

▲ Lots of tracks, smart graphics, ace music and the two player mode is great.
▼ Single player mode gets a bit boring.

MT RATING: 87%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16

The Mega-CD provides a new form of

entertainment. You run a video request TV show by splicing together three constantly running 'tracks' of full-motion video to fit one of three Kris Kross track and the whims of a caller.
▲It's fun in an unusual sort of way.
▼There are only three songs.

MT RATING: 80%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: IMPORT
REVIEWED: MT 17
Svelte young ladies are being lured into a house where they are drained of blood to be used in the manufacture of a soft drink. Luckily, SCAT (the Sega Covert Action Team) are onto this and they've given you control of the house's security cameras and hidden traps. You have to use the cameras to watch out for the vile kidnapping Oggers who are lurking around the house, and capture them before they nab the lovely damsels.
▲An hour and a half of fairly entertaing full-motion video exploits.
▼The gameplay is mostly trial and error.

MT RATING: 79%

NIGHT STRIKER
BY TAITO
PRICE: IMPORT ONLY
REVIEWED: MT 20
Sad 3D shoot 'em up, featuring a transforming flying car.
▲Fast action... but in a crap sort of way.
▼Appalling sprites, badly animated. Nasty musical score, limited movement

MT RATING: 17%

PRINCE OF PERSIA
BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Escape from your dungeon and run, leap and swordfight towards the the luvly Princess of Persia, cruelly locked up by mad Grand Vizier Jaffar. Evil traps and evil henchmen are everywhere in this twelve-level platform game which demands fine control and route-learning from the player.
▲ Brilliantly animated characters and cunning traps make this gripping from start to finish.
▼ Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 70%

SEWER SHARK
BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16
As the pilot of a high-speed sewership, you have to find your way through a vast maze of smelly tunnels populated by nasty sewer critters to the sunny climes of Solar City. Fast 3D flying and blasting is the order of the day.
▲ The atmosphere created makes the game. Once you get into it, it's good fun.
▼ If you make a mistake it's Game Over.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE
BY SEGA
PRICE: £44.99
REVIEWED: MT 16
There are three chilling cases for Holmes and Watson to solve in this full-motion video extravaganza. Sherlock has to interview all the suspects and piece together clues from his many sources to identify the murderers.
▲A good idea for a game, nicely presented.
▼Holmes is a bit limited in his investigative abilities. It would have been good if he could do more than just talk to suspects.

MT RATING: 79%

SHERLOCK HOLMES II
BY SEGA
PRICE: IMPORT
REVIEWED: MT21
Exactly the same concept as Sherlock Holmes I, but consisting of three longer cases on two CDs.
▲ Three new, longer cases to solve for Holmes freaks. Added options.
▼ Limited long-term playing potential.

MT RATING: 84%

SILPHEED
BY SEGA
PRICE: IMPORT
REVIEWED: MT21
Undoubtedly one of the best games yet for the Mega-CD. Awesomely smooth and detailed animated intro sequence matched by visual cortex-warping 3D graphics. Guide the starship Silpheed through enemy spaceships, giant meteorites and other floating space junk, blasting away as you go. The combination of realistic graphics and QSurround sound really give you the feeling that you're in the thick of the action, providing thrills despite the fact that the gameplay, although challenging, is nothing revolutionary or spectacular.
▲ Amazingly smooth 3D graphics, QSurround Sound, challenging gameplay.
▼ Basically, it's another spacey spaceship shoot 'em up.

MT RATING: 94%

SWITCH
BY SEGA
PRICE: IMPORT
REVIEWED: MT 19
A very odd game in which you're presented with all sorts of strange situations and you just have to press buttons to try and get out of them. The overall aim is to get to the bottom of a maze of locations, without pressing the buttons that blow up various world monuments. There are over 1,000 gags stored on the disc and the fun comes from waiting for the (very) unexpected to happen.
▲ Excellent variety and humour.
▼ If you don't have a rather odd sense of humour you probably won't see the point - if so, stick to The Upper Hand.

MT RATING: 90%

WOLFCHILD
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
A conversion of an old Amiga game, this puts you inside the hairy skin of a lad who's prone to transforming into a fireball-shooting werewolf. Handy, this, because on his quest to rescue his kidnapped dad he has to shoot a lot of monsters and stuff.
▲ Quite a playable platform shoot 'em up.
▼ Nothing really new.

MT RATING: 82%

WONDER DOG
BY JVC
PRICE: IMPORT
REVIEWED: MT 12
Wonder Dog has just crash-landed on Earth and has to get back to his home planets by hopping around platforms and dodging hostile weirdoes. This will be available officially in the summer.
▲ Great graphics and sound.
▼ It's quite easy to beat.

MT RATING: 82%

MEGADRIVE GAMES

If you're after a game for Sega's 16-bitter, these are the top titles to look out for.

688 ATTACK SUB
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH
Submarine simulation in which you can captain a US or Soviet nuclear sub, and play havoc with your torpedoes.
▲ Lots of depth and a good simulation feel.
▼ The Thrills per Second gauge barely twitches so it won't appeal to everyone.

MT RATING: 82%

AEROBIZ
BY SEGA
PRICE: IMPORT
REVIEWED: MT21
An airline management sim for the Megadrive! And it's really good, too! This game takes you into every aspect of running your own airline. Strategy buffs will cream over it!
▲ Massive potential for devising and revising strategy.
▼ Dull if you're not a strategy fan.

MT RATING: 90%

ALIEN 3
BY ARENA
PRICE: £39.99
REVIEWED: MT 9
Nothing like the film, this puts you in control of a mega weapons-toting Ripley on a platform crusade to waste the aliens and rescue the humans.
▲ Excellent sound effects, music, graphics and gameplay. Really challenging too.
▼ It's so good it's suspicious.

MT RATING: 94%
CURRENT HIGH SCORE
15,570,450 (Hard level) by Robert Guthrie, Galashiels

ALISIA DRAGOON
BY SEGA
PRICE: £39.99
REVIEWED: MT 4
Become mistress of a multitude of mythical monsters in this lengthy and unusual platform shoot 'em up.
▲ Superb graphics + novel gameplay = good fun.
▼ Hardly a downer in sight.

MT RATING: 85%
CURRENT HIGH SCORE
Elven Mage (level 7, normal) by Anthony Dowd, Telford

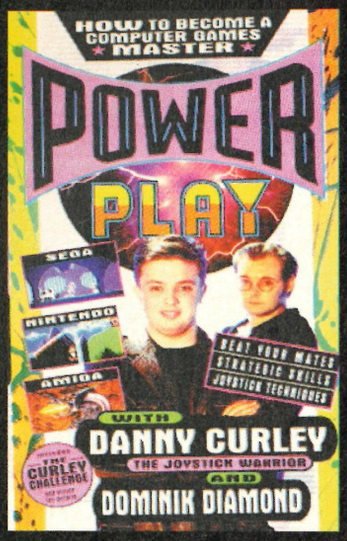
AMAZING TENNIS
BY ABSOLUTE ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 19
A tennis game with the strange novelty of a behind-the-player-sprite viewpoint. The player graphics are big and well animated, but their size makes it quite difficult to see past them to the other side of the court. Plenty of strokes to master and opponents to beat, and there's the two player mode.
▲ Very playable, smart graphics.
▼ In the two player mode, the guy at the far side can't see what's going on.

MT RATING: 82%

ANOTHER WORLD
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 14

WIN!

TIPS VIDEOS



Want to learn how to play games properly? Do you have trouble telling one end of a joypad from the other? If so, you need Power Play. (Either that or a lobotomy.) Fronted by ex-GamesMaster presenter, Dominik Diamond, and industry fat git and self-proclaimed 'Joystick Warrior', Danny Curley, Power Play aims to show you how to hone your game-playing skills in every genre. It's not a cheats vid, so don't expect anything like that – instead, Danny kindly shows us thickies the best way to hold a pad and stuff like that...

In addition, rather than offer specific tips for certain games, Danny tells us general tips on how to win genre by genre – beat 'em ups, for instance. You know the sort of thing: 'score more hits to win the bout'. So, are you so completely inept at games that you need Danny's help? If so, answer the following question to win one of the twenty copies of Power Play we've got to give away – and if you're really that dim, we'll even include a piece of paper saying how to work your video recorder.

What colour was Dominik Diamond's blazer on GamesMaster?

A. Orange
B. Red
C. Brown

Now, remembering how to hold the pen, write the answer on the back of a postcard and send it to:

CURLEY WURLY COMP,
MegaTech,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

Lester Chaykin (scientist) is transported by a twist of fate and a particle accelerator to Another World where he has to somehow evade death at the hands of evil spudhead aliens and get back home for tea.

▲ Ace graphics and animation, and the way puzzle, adventure, platform and shoot 'em up action is combined is great.

▼ Controls are a bit dodgy, and once you've finished the game you won't come back to it.

MT RATING: 86%

ATOMIC RUNNER

BY SEGA
PRICE: £39.99
REVIEWED: MT 10

A bizarre platform game in which the hero has to leap and blast his way through numerous alien-infested levels.

▲ A decent, if unusual blend of shoot 'em up and platform action.

▼ Atomic Runner sprite is a bit weedy.

MT RATING: 80%
CURRENT HIGH SCORE
310,000 by Russell Halford, Bracknell, Berks

AYRTON SENNA'S SUPER MONACO GP 2

BY SEGA
PRICE: £49.99
REVIEWED: MT 6

Update of the excellent 3D race game, with extra tracks, better sounds, slightly tweaked gameplay and digitised pics of Ayrton Senna looking grumpy.

▲ Fast 3D graphics and loads of tracks to race on.

▼ A bit pricey. The extra features don't make it THAT much better than the original Super Monaco.

MT RATING: 90%
CURRENT HIGH SCORE
160 driver's points by Wayne Pearce, Haddlesey

B

BATMAN RETURNS

BY SEGA
PRICE: £39.99
REVIEWED: MT 12

Based on the second Batmovie, this pits the Batman against Catwoman and The Penguin in a variety of platform beat 'em up scenarios.

▲ Lots of levels and quite a lot to do.

▼ Graphics are big but grainy so it's sometimes hard to see what's happening.

MT RATING: 76%

BIO HAZARD BATTLE

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects and other assorted nasty creatures in this one or two player blast.

▲ Spectacularly gross graphics, two player option, unusual scenario and good extra weapons systems make this a winner.

▼ Not a lot, really.

MT RATING: 88%

BLOCK OUT

BY ELECTRONIC ARTS
PRICE: £19.99
REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. These completed layers then disappear which is good, because if they didn't the blocks would spill over the top of the well and that would be the end of the game.

▲ Tons of options make for loads of game variations, all of which are excellent fun.

▼ Sometimes the game slows down and the controls go a bit dicky.

MT RATING: 91%
CURRENT HIGH SCORE
435,311 (Level 0-I, Flat Fun) by Lee Nixon, Sheaford

BUCK ROGERS

BY ELECTRONIC ARTS
PRICE: £19.99
REVIEWED: MT 4

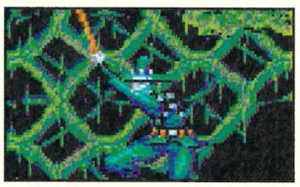
Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles, strategy-based spacecraft battles with a soupçon of puzzle solving.

▲ Good plot and quite enjoyable, even for players with only a passing interest in RPGs.

▼ Rather basic graphics may put off your standard Megadrive fan.

MT RATING: 88%

C



CHAKAN

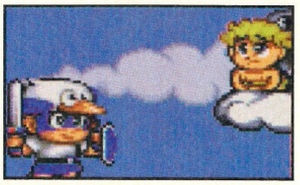
BY SEGA
PRICE: £39.99
REVIEWED: MT 15

Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest.

▲ Excellent graphics and lots of variety.

▼ Too much challenge - not enough fun.

MT RATING: 73%



CHIKI-CHIKI BOYS

BY CAPCOM
PRICE: £39.99
REVIEWED: MT 14

A conversion of the Mega-Twins coin-op in which two young fellah-me-lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons.

▲ Pleasant enough game with nice graphics and enjoyable action.

▼ Lacks the coin-op's two player mode .

MT RATING: 80%
CURRENT HIGH SCORE
288,330 by Andrew Thorne, Dorking

COLUMNS

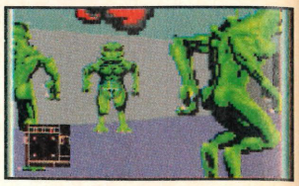
BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game.

▲ Hypnotic music and graphics make this almost unputdownable.

▼ Sometimes success is by sheer fluke.

MT RATING: 88%
CURRENT HIGH SCORE
97,633,647 by James Montague, Chelmsford



CORPORATION

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 4

A huge 3D adventure with a bit of shooting 'em up, in which you have to get past the security robots in a high-tech office building.

▲ Good graphics and unusual and absorbing gameplay.

▼ Doesn't quite achieve it's potential because some of the best ideas in the game aren't used that well.

MT RATING: 87%

CHUCK II: SON OF CHUCK

BY CORE
PRICE: £39.99
REVIEWED: MT21

The sequel to Chuck Rock doesn't feature Chuck himself, it stars his son, a Stone Age toddler with a deadly club. The wacky Stone Age graphics are of the same high standard as the original and althought he gameplay is far from original, it's still great fun to play. Bonus levels add welcome variety to the platform-based gameplay. This provides a real challenge to the avid platform-player.

▲ Fun to play, smart graphics, pretty challenging.

▼ Nothing revolutionary or gob-smackingly inventive.

MT RATING: 86%

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL

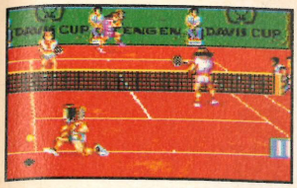
BY SEGA
PRICE: £39.99
REVIEWED: MT 6

Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action.

▲ Strikes the right balance between realism and fast arcade action.

▼ The way the court flips round as you cross the half-way line takes a bit of getting used to. Fans my prefer something more simulationy, like Bulls vs Lakers.

MT RATING: 83%



DAVIS CUP TENNIS

BY DOMARK
PRICE: £39.99
REVIEWED: MT 19

A tennis game whose strength is its speed of play and its range of options. Practice against all sorts of players or machines on all sorts of courts, then take part in singles or doubles tournaments all around the world. Lots of moves of course.

▲ Loads of options, superfast gameplay and a great two player option.
▼ Nothing major.

MT RATING: 90%

DESERT STRIKE

ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3

Lay waste to a dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this ace shoot 'em up.

▲ Lots of variety, great graphics and terrific gameplay make this one of the best shoot 'em ups on the Megadrive.
▼ Slightly dodgy 'No, no, nothing to do with the Gulf War, honestly' premise.

MT RATING: 93%

CURRENT HIGH SCORE
6,220,200 by David Morgan, Seaford, Sussex

DRAGON'S FURY

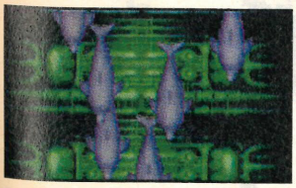
BY TENGEN
PRICE: £39.99
REVIEWED: MT 1

Originally reviewed as Devil Crash (the Japanese version) this is a pinball game which lets you bash a ball around a three-screen-high table and eight bonus sub-tables, all populated with little devils and ghostly monks.

▲ Superb graphics and sound and it has a superb pinball feel to it.
▼ Coo. Satanic sprites...

MT RATING: 91%

E



ECCO THE DOLPHIN

BY SEGA
PRICE: £39.99
REVIEWED: MT 13

Become a dispossessed dolphin which has to solve the puzzles which block his way in over 20 undersea mazes so that he can find his mates who have all mysteriously disappeared.

▲ Amazingly engrossing gameplay makes this a classic.
▼ Gets VERY tough.

MT RATING: 94%

EX-MUTANTS

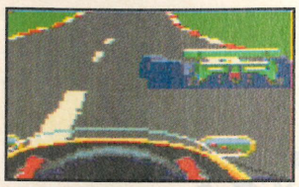
BY SEGA
PRICE: £39.99
REVIEWED: MT 12

A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes.

▲ Challenging and fun.
▼ Graphics are a bit cheesey.

MT RATING: 89%

F



F1 WORLD CHAMPIONSHIP

BY DOMARK
PRICE: £44.99
REVIEWED: MT 20

This is the official Formula One game, featuring all this season's international tracks. It's the best racing game money can buy – an incredible sensation of speed and lots of thrills 'n' spills in one-off races or a 12-race tournament. Choose between Arcade mode or normal racing. And there's a superb two-player mode too!

▲ Quite simply the best of its kind.
▼ Nowt.

MT RATING: 94%

F22 INTERCEPTOR

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

The first Megadrive 'flight simulator' is a pretty simple air combat game in which you train before being sent on basic missions to various parts of the world.

▲ Fast and fun, simple to get to grips with and loads of little missions to complete.
▼ More of a shoot 'em up than a sim.

MT RATING: 88%

FLASHBACK

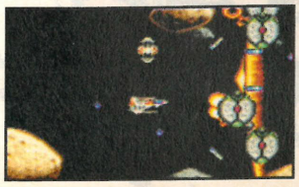
BY US GOLD
PRICE: £44.99
REVIEWED: MT 18

Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting exploits abound in five big levels.

▲ Excellent gin every department!
▼ Finishing it doesn't take that long.

MT RATING: 94%

G



GAIARES

BY RENOVATION
PRICE: IMPORT
REVIEWED: MT 2

Yet another horizontally-scrolling space shoot 'em up, but this one has loads of weapons, enemies and levels to keep you occupieds.

▲ Smart graphics and it's pretty tough.
▼ It's not amazingly original.

MT RATING: 84%

CURRENT HIGH SCORE
1,608,352 by Asif Akhtar, Wimbledon

GHOSTBUSTERS

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of spooks from platform-laden houses, thus uncovering a plot to plunge the city into the seventh level of Hell.

▲ Lots of variety, it plays well and it goes on for ages.
▼ Music is a bit iffy.

MT RATING: 86%

CURRENT HIGH SCORE
17,758,000 by Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS

BY SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH

Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons and nasty , spooky, ghouly things to use them on. Smart.

▲ Just great.
▼ Price is also great.

MT RATING: 93%

GODS

BY MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11

Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in his quest to solve puzzles. Accolade have snaopped this up for official release.

▲ Really slickly done, with excellent graphics and decent gameplay.
▼ Extremely dodgy controls.

MT RATING: 89%

GUNSTAR HEROES

BY SEGA
PRICE: £39.99
REVIEWED: MT21

Mega-blasting arcade shoot 'em up action – one or two-player mayhem as you guide your Gunstar Hero(es) through a variety of graphically superb backdrops swarming with blastin' baddies and frighteningly impressive bosses. Incredible animation, superb sound effects, plenty of high-octane action and a high degree of originality.

▲ Fast blastin' action, incredible graphics & animation, smart weapons, mega bosses, exciting gameplay, innovative game design, great sounds.
▼ Er... can't think of any downers.

MT RATING: 95%

GYNOUG

BY SEGA
PRICE: £39.99
REVIEWED: MT 5

Gynoug the angel has to rid the underworld of all sorts of nasty demons in what appears to be a horizontally-scrolling shoot 'em up. Uncanny.

▲ Fast gameplay, lots of power-ups and some of the graphics, namely the bosses, are spectacular.
▼ Errr...

MT RATING: 91%

CURRENT HIGH SCORE
2,345,760 by Wesley Thomson, Fife

H

HELLFIRE

BY SEGA
PRICE: £34.99
REVIEWED: MT 5

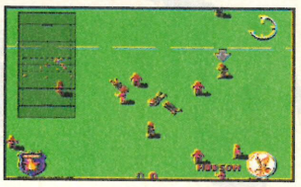
What makes this different from other horizontally-scrolling blasts is the unusual rotatable guns fitted to the player's ship.

▲ Weapons system works really well and leads to clever, tactical blasting. Great fun.
▼ What downers?

MT RATING: 92%

CURRENT HIGH SCORE
19,478,220 by Robert Guthrie, Galashiels

I



INTERNATIONAL RUGBY CHALLENGE

BY DOMARK
PRICE: £39.99
REVIEWED: MT 19

As the name suggests, this Kick Off-esque rugby simulation lets you play in the big three international rugby tournaments, namely The Triple Crown, The Five Nations and the World Cup. Just about all the rules of the sport are observed and clever control devices make it easy to carry out the unusual moves.

▲ A cleve conversion of a sport which doesn't lend itself to computer conversion.
▼ The computer teams are a little too good.

MT RATING: 75%

ISHIDO

BY ACCOLADE
PRICE: £35.99
REVIEWED: MT 2

A board game based on some other ancient puzzle game in which you have to fill squares on a board with tiles by matching shapes and colours.

▲ Unlike most puzzle games it doesn't appear to have its roots in Tetris.
▼ Blimey it's difficult.

MT RATING: 80%

J

WIN

X-MEN T-SHIRTS

Bored of that personalised 'Snoopy' T-shirt you had printed at Brighton beach last year? Does your favourite T-shirt date back to some obscure '80s band – Modern Romance, for instance? If so, you need a slight 'hip' injection, and we're just the people to help. Here at MegaTech, we're definite fashion icons – you only have to look at Steve Merrett in his Village People T-shirt to see this – and we've been given ten rather smart X-Men T-shirts to give away to you lucky people out there. Printed on the finest 100% cotton black T-shirt, these XL, one-size-fits-all (except toddlers) shirts are fronted by a rather angry-looking Wolverine and a few of his close mates.

Of course, we understand that we're now in the middle of winter and that T-shirts aren't exactly in season, but, hey, these fashion must-haves should be part of your summer or winter collection. (Or something.)

OK, so I think we all get the gist of what's going to follow now. All together now: just answer the following multiple-choice question and jot the answer down on the back of a postcard and send it to us. Easy, eh...

Which of the following isn't in the X-Men?

A. Cyclops
B. Night Crawler
C. Squiddly-Diddly

Now get a-writing and a-posting, and send your entry to:

NO LONGER MEN COMP,
MegaTech,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.

J-LEAGUE PRO STRIKER

BY SEGA
PRICE: IMPORT
REVIEWED: MT 19

Take to the field as one of ten Japanese teams from the J-League in this prize soccer game which is loaded with features. The style is Kick Off, but the graphics are better and it's easier to control the ball. If you're prepared to pay an extra £25 for Sega's multi-player joypad connector up to four people can play at once, two-a-side.

▲ The many options and the amazing playability make this the best footy game on the Megadrive at the moment.

▼ It's a shame that all the text is in Japanese.

MT RATING: 93%

JOE MONTANA 3

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

More Amerian football action in a game which combines all the features of the first two Montana games, including full spoken commentary, the different pitch views and all the teams and plays you'd expect from an American Football game.

▲ The speech is just gob-smacking!

▼ Not as good as John Madden '92

MT RATING: 78%

JOHN MADDEN '92

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American Football game is arguably the best of the lot. A 3D pitch display, and lots of tactics and plays.

▲ Such a smart game that you'll enjoy it even if you don't care much for the sport. The two-player game is superb.

▼ Nowt.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this has over JM'92. Apart from that it's practically the same game.

▲ It has all those extra features, so if you really follow the sport closely you'll appreciate the additions.

▼ Most players won't spot the differences. Besides, this is slightly slower than '92.

MT RATING: 91%

JUNGLE STRIKE

BY EA
PRICE: £49.99
REVIEWED: MT 18

After a long, long wait of over a year, EA's excellent sequel to their awesome Desert Strike finally weighed in as a big 16-meg cart. Following on from the last game, you're now pitted against drug lords deep in a South American jungle and on the streets of Washington DC. Stunning graphics and number of different vehicles, including a stealth fighter and a hover craft, to pilot.

▲ Impressive graphics and tons of missions action. Even better than the first game.

▼ Shock, horror! None at all!

MT RATING: 95%

JURASSIC PARK

BY SEGA
PRICE: £39.99
REVIEWED: MT21

The Megadrive version of the mega-grossing dinosaur blockbuster is a bit of a disappointment. Basically it's a platformer, with the novelty of being able to play either the hero or the villain – fossil-hunter Alan Grant or a velociraptor – with the type of baddies you encounter depending on which you choose to play. The dinos look pretty good, but sadly the game doesn't capture the atmosphere of the film. The action is slow and predictable, and there's nothing here to tempt you for another go.

▲ Dinosaurs look great. You can choose between playing as a human character or a velociraptor.

▼ Dodgy control system. Unimaginative gameplay.

MT RATING: 77%

K

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin to make point-scoring patterns.

▲ Lots of scope for developing strategies make this extremely playable.

▼ Nothing much, but it's not quite as playable as Block-Out.

MT RATING: 85%

CURRENT HIGH SCORE
9,754,765 (Largest Klax 11x67,000) by Sharon Mitchell, Fraserburgh

L

LEMMINGS

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

Get the suicidal lemmings across obstacles and into their home in this conversion of the mega-selling classic puzzle game, which has all the features of the original and more levels.

▲ Tons of levels, but sometimes it's more fun watching the Lemmings die.

▼ Who can say?

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Split screen two player mode.

▲ Two player game is excellent.

▼ The weather effects are nice but as a whole the graphics look like they could have been better.

MT RATING: 85%

M

MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of levels hacking apart everything you encounter. It sounds simple, but you're presented with challenge after challenge including some completely massive bosses. It could be better looking, but it plays well.

▲ Incredible bosses.

▼ Apart from the bosses it offers few surprises.

MT RATING: 90%

MEGA-LO-MANIA

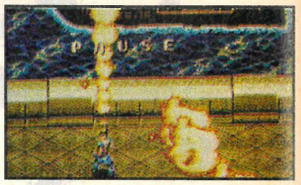
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age by teaching them to build weapons and implements which help them conquer nearby races. Scores over Populous with its excellent animated combat scenes, easy-to-use interface and sense of humour, including hilarious digitised speech.

▲ Very easy to get into.

▼ There are only nine levels.

MT RATING: 92%



MERCS

BY SEGA
PRICE: £39.99
REVIEWED: MT 1

Commando-style shoot 'em up in which you have to gun your way through hordes of soldiers, tanks, gunboats, etc, buying more destructive weapons as you go. This version includes a second game variation in which you have to recruit new allies to fight alongside you.

▲ A really good blastfest.

▼ Lacks the coin-op's two player feature.

MT RATING: 90%

CURRENT HIGH SCORE
1,407,500 (Arcade) by Neil Kendall, Birkenhead
5,107,950 (Original) by Stu Gorlner, Gorsley

MICK AND MACK: GLOBAL GLADIATORS

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds to fight various environmental threats (n this platform game.

▲ Smart graphics and gameplay is fast and jolly.

▼ Alas, it's all a bit too simple to be interesting for very long, and it actually comes across an 8 megabit McDonalds ad.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious mouse has to rescue his missus, Minnie, from evil witch Mizrabel in this cute and cuddly platform adventure with lots of Disneyesque monsters.

▲ Wonderful graphics and very playable.
▼ A bit easy to complete.

MT RATING: 84%

CURRENT HIGH SCORE

2,824,500 by Nathan Preston, Mid-Calder

MICRO MACHINES

BY CODE MASTERS
PRICE: £34.99
REVIEWED: MT 15

Now that all legal problems between Code Masters and Sega have been cleared up you should be able to get hold of this one or two player race game in which you have to steer your toy car/boat/helicopter around tracks set up on the beach, the breakfast table, in the garden and more.

▲ Tremendous fun.
▼ Zilch.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action. Lots of add-on weapons and bad guy.

▲ Good guns 'n' destruction action.
▼ Too easy and no two-player mode.

MT RATING: 85%

MIGHT AND MAGIC

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Massive role-playing game with 3D graphics in which you have to get your party of thieves/warriors/wizards around cities and countryside populated by an incredible range of monsters and villains.

▲ Vast depth should keep hardened role players going for ages.
▼ Iffy monster graphics and long-winded combat system.

MT RATING: 79%

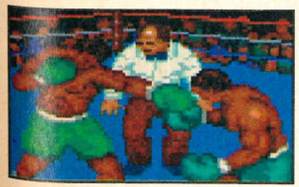
MORTAL KOMBAT

BY ACCLAIM
PRICE: £49.99
REVIEWED: MT21

Faithful conversion of the wildly popular coin-op. A typical one-on-one beat 'em up, but with digitised fighters and lots of corny gore. The soundtrack is excellent, the special moves are relatively easy to pull off and the game's highly enjoyable to play.

▲ Good conversion of the coin-op.
▼ Not as good as Streetfighter II.

MT RATING: 90%



MUHAMMAD ALI BOXING

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers.

▲ Captures the atmosphere of boxing better than any other boxing game.
▼ Naff 3D intro sequence, but that's it.

MT RATING: 92%

N

NHLPA HOCKEY

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two player options, league championships, and punch-ups!.

▲ Superb, fast, end-to-end hockey action, with a wonderful two-player option.
▼ Pretty much the same as the first game.

MT RATING: 89%

P

PGA TOUR GOLF 2

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13

Seven 3D courses based on real-life PGA Tour venues are the setting for this prime golf simulation. Multi-player and skins tournaments, on-screen advice from the pros, battery game save – this cartridge is just loaded with features.

▲ Superb control method provides a perfect feel.
▼ I's a bit similar to its predecessor.

MT RATING: 94%

CURRENT HIGH SCORE

SCOTTSDALE: 242 Strokes (best 72) by Darrell Simmonds, Cirencester
SOUTHWIND: 242 strokes (best 72) by Steve Jones, Portsmouth

PHANTASY STAR III

BY SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic theme. The plot can take several routes across several worlds and through different generations of heroes so it really does take ages to conquer.

▲ Sheer vastness is its best quality.
▼ The combat by rounds system doesn't make it too attractive to RPG non-veterans.

MT RATING: 89%

POPULOUS II

BY VIRGIN
PRICE: £44.99
REVIEWED: MT21

Long-awaited follow-up to the original God sim, which offers no radically new features apart from a Customise option which allows you to create new lands and also allocate your god experience points. Apart from that, it's the same 'flatten the land and let your people go forth and multiply' action, although a larger range of disasters are at your disposal with which to wreak havoc on your enemies.

▲ Follow-up to the classic original god sim, with an added Customise feature and a wider range of more spectacular disasters on hand.
▼ Apart from that, it's the same old stuff - it's still fun, though.

MT RATING: 89%

POWERMONGER

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14

Lead your gang of savages to supremacy on a vast archipelago of islands in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders.

▲ Technically it's excellent and feels very simulationy.
▼ The serious approach makes it less fun than Mega-Lo-Mania. Very samey.

MT RATING: 81%

PUGGSY

BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT21

Excellently designed and thought-out platform-based puzzle game with a difference. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. The star of the game is Puggsy, and there are over 40 different objects he can use. The game features 'real physics', in that heavy objects weigh Puggsy down, rubber ducks help him to float in weater and balls bounce around realistically.

▲ Puzzles can be solved several different ways, giving good longevity.
▼ Control system takes some getting used to. Objects tend to bounce around when you try yo stack them up.

MT RATING: 90%

Q

QUACKSHOT

BY SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald Duck is after treasure and lots of it. This lust for gold leads him on a massive around-the-world treasure hunt on platforms, in which he has to enlist the help of various Disney characters and do over various other Disney characters).

▲ Superb graphics, and a testing game.
▼ Infinite continues - doh!

MT RATING: 82%

CURRENT HIGH SCORE

10,077,000 by Martin Hunt, Maidenhead

R

RANGER X

BY SEGA
PRICE: £39.99
REVIEWED: MT 19

A platform shoot 'em up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. The idea is to travel the many scrolling zones, taking out a particular variety of target and anything else that fires back.

▲ Major league bosses and fancy graphics raise this above the rest.
▼ There's a bit of sprite flicker when things get busy on the screen.

MT RATING: 94%

RAMPART

BY TENGEN
PRICE: IMPORT
REVIEWED: MT 13

Line your cannons up on approaching galleons full of invaders in this unusual medieval shoot 'em up. There's also a Tetris-style puzzle bit where you are given blocks with which to repair your castle after the enemy has shot at its.

▲ Superb blend of different game styles.
▼ Nothing. It's lovely.

MT RATING: 90%

REVENGE OF SHINOBI

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

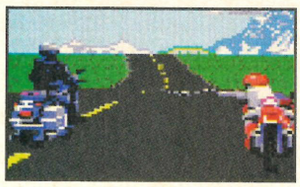
Joe Musashi, top ninja, is out to rid the world of a band of gangsters. Eight lengthy levels of platform beat 'em up action lie afore the player, in which he has to get the mighty Joe past all sorts of supernatural soldiers with only (only?) the power of his fists, sword, shurikens and mystical ninja magic.

▲ Smart graphics, gameplay and sound.
▼ Downers? Nein danke!

MT RATING: 93%

CURRENT HIGH SCORE

9,999,900 by Daniel Sullivan, Coventry



ROAD RASH 2

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

More no-holds-barred motorbike racing action from EA, this time with an extra weapon for your biker (a heavy chain) and AND a split-screen two player mode.

▲ First rate combination of 3D race game and beat 'em up. Good fun.
▼ Two player mode doesn't add that much to the gameplay.

MT RATING: 89%

ROBOCOD

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels, dodging Maybe's multitudinous monsters as only a fish can.

▲ Loads of levels and hidden bits.
▼ Not that much to the gameplay.

MT RATING: 85%

ROCKET KNIGHT ADVENTURES

BY SEGA
PRICE: £39.99
REVIEWED: MT 20

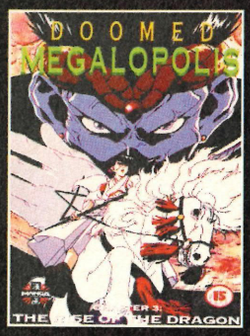
Rocket-powered oppossum Sparkster has to defend the planet Elhorn against the Black Lord and his pig-troops in one of the best Megadrive platform shoot 'em ups we've see for a good while. Loads of big bosses, original, inventive levels and excellent-looking.

▲ Smart graphics, excellent bosses, ingeniously-designed levels. Lots of fun.
▼ A bit easy.

MT RATING: 92%

WIN!

MORE MANGA GOODIES



It has to be said that those luvverly people at Manga really are most generous. After all, last month they offered you the chance to win part two of their Heroic Legend Of Arislan series, whilst this month they're offering the third instalments of both Doomed Megalopolis and Crying Freeman. Doomed Megalopolis is the continuing story of the struggle to save modern-day Tokyo from a violent future. This third episode, The Rise Of The Dragon, follows the fortunes of a young psychic, Yukiko, who has realised that the development of a new underground network may be endangering the planet.

In the meantime, Crying Freeman part three: Retribution, sees the weeping hitman out to avenge the death of ten gangland bosses. In addition, the unwanted attentions of the rapidly-growing African Tusk gang is causing Freeman a few headaches as they move in on his turf.

We have ten copies of each to give away, but please bear in mind that Doomed Megalopolis is a '15' certificate, and Crying Freeman is an '18', so please put your age on your entries. But, just to make it fair, anyone below 15 can opt for one of ten Manga T-shirts instead. Aren't we kind? Right, on with the question:

Name the young psychic in 'Doomed Megalopolis 3: The Rise Of The Dragon.
A. Yukiko
B. Icecreamkone
C. Yoko-ono

Done that? OK, now jot the answer down on the back of a postcard and send it to:

I JUST WANT MY FREEMAN COMP, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

WIN!

SPECTRAVIDEO JOYPADS

Wahey! Those extremely nice chaps at Spectravideo have come over all ganerous again, as they offer fifteen more joypads for us to give away! This time, it's their all-new Invader 3 pad on offer, which features a veritable array of options – inlcluding the ever-reliable auto-fire feature. Just think: just as your old Sega pad is about to give up the ghost, along comes MegaTech to replace it. Blimey, we're a bit like the NHS when it comes to doing kind things out of the goodness out of our hearts – except we've probably got more beds between us! Well, if you want to win one of these fine, fine units, get your thinking caps on and try to solve the following multiple-choice question...

Which of the following cannot be used to precede the word 'pads'?
A. Shoulder
B. Knee
C. Tortoise

NO RUDE PADS HERE COMP, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

ROLO TO THE RESCUE
BY ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14
From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant out to find the circus owner who kidnapped his Mum and apparently locked up all the other country animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc, and use their varied skills (rabbits can jump, squirrels can climb) to find him points bonuses and, more importantly, the keys and bits of map which can lead him to his pilfered parent.
▲ The puzzle gameplay is simple but well thought out and enjoyable.
▼ Gets a bit samey.
MT RATING: 89%

ROLLING THUNDER 2
BY SEGA
PRICE: £39.99
REVIEWED: MT 17
Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who's at the bottom of the plot and eliminate them. This is yer actual shoot 'em up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation, preferably without getting themselves perforated in the process.
▲ A great conversion of the arcade game.
▼ Controls often a little 'sticky'.
MT RATING: 89%

S

SHINOBI III
BY SEGA
PRICE: £39.99
REVIEWED: MT21
Ninja Joe Mushashi returns for his third visit to the Megadrive and the result is one of the best MD action titles around! Apart from the usual hack 'n' slash platform-based ninjascopics, there's a horseback section and even a level where Joe takes to a rocket-powered surfboard to take on his arch-enemies, the Zeed, in his attempt to prevnt them achieving their aim of total world domination. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Mushashi's sleeve make this a must for action fans.
▲ Joe has more attacks and moves than before.
▼ Not as hard as Revenge of Shinobi.
MT RATING: 93%

SIDE POCKET
BY SEGA
PRICE: £34.99
REVIEWED: MT 17
An American Pool simulation, this, in which you can play solo or two player games, 'pocket' games, nine ball games or mess around with a trick shot option. There's also a tournament mode in which you get to tour the bars of America looking for competition.
▲ Good ball movement and control.
▼ Still not as good as the real thing.
MT RATING: 80%

SLAP FIGHT
BY TENGEN
PRICE: IMPORT ONLY
REVIEWED: MT 20
Conversion of a ten-year-old coin-op – a real old-fashioned up-the-screen shoot 'em up with bolt-on power-up weapons and hosts of swirling spaceships to blast. You get two versions of the game on this cart – a totally faithful reproduction of the arcade original and an updated version with different baddies and backgrounds.
▲Two games for the price of one.
▼Too short, and very old-fashioned.
MT RATING: 83%

SNOW BROS
BY TENGEN
PRICE: IMPORT
REVIEWED: MT 19
A conversion of an obscure old Toaplan coin-op, similar to Taito's Bubble Bobble. In it you play Nick and Tom (yes, it has a simultaneous two player option), two snow-chucking icemen who have to leap up and down numerous levels of platforms combatting monsters with fiery weapons.
▲ Excellent two player game.
▼ Password system makes it a bit easy.
MT RATING: 86%

SONIC THE HEDGEHOG
BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Vile Dr Robotnik is capturing woodland creatures, turning them psychotic and putting them in heavily-armed robot suits. Sonic has to put a stop to this by jumping and dodging over colourful platform landscapes packed with hidden hedgehog traps, freeing his mates as he goes.
▲ Really smart and stylish graphics, and a fair bit of action.
▼ Lacks gameplay depth, unfortunately, and it's very easy to finish.
MT RATING: 83%

SONIC 2
BY SEGA
PRICE: £39.99
REVIEWED: MT 11
Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle with Robotnik, but this time there are more traps, more levels, more monsters and... more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails.
▲ Looks, plays and sounds brilliant. The 3D bonus game is a real wow!
▼ A bit easy to complete, though definitely not as easy as the first game.
MT RATING: 95%

SPIDERMAN
BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH
The nasty King Pin has planted a bomb under New York, and blamed your friendly neighbourhood Spiderman! As Spidey, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel supervillains.
▲ Loads of levels and they're all challenging and excellent fun.
▼ Nary a downer to be seen.
MT RATING: 91%
CURRENT HIGH SCORE
23:03:42 remaining (Nightmare level) by Scott Hazell, Norfolk

STAR CONTROL
BY ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
The evil Ur-Quan empire are out to enslave the populations of Earth and her allied planets. It's up to you to take on the twelve spaceships of the Empire races in one of the twelve ships of Earth's Alliance in open space combat. All the ships are wildly different and success is down to mastering the many different weapons and special weapons at your disposal. Of course you can take on a friend, head to head, or play a drawn-out strategy game variation.
▲ Learning the tactics and using the wild weapons is great fun - best as two-player.
▼ Not quite as much fun on your own.
MT RATING: 90%

STREETS OF RAGE 2
BY SEGA
PRICE: £44.99
REVIEWED: MT 13
Sequel to the excellent urban beat 'em up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and back bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies.
▲ Amazing graphics, sound and raction.
▼ Sadly, rather easy.
MT RATING: 92%
CURRENT HIGH SCORE
708,480 (Normal) by Craig Wilkins, Northampton
724,490 (Hard) by Kevin Golder, Malvern
969,790 (Hardest) by Aaron Seddon, Wigan

SUNSET RIDERS
BY KONAMI
PRICE: £39.99
REVIEWED: MT 16
Having the distinction of being the only cowboy shoot 'em up on the Megadrive, this one or two player game is similar to Rolling Thunder. Leap onto saloon roofs and up cliffs, shooting bad-hats and injuns and rescuing captured ladie. There's also the thrill of a horseback bonus collection section.
▲ Excellent fun, especially in two player mode.
▼ Only four levels.
MT RATING: 87%

SUPER KICK OFF
BY US GOLD
PRICE: £44.99
REVIEWED: MT 15
Conversion of that seminal piece of soccer software. Loads of options for different tournaments, weather conditions, strip colours – the lot. And real teams, British and Continental (though not real players,

British or Continental). You can even save your teams and progress through championships onto battery-backed memory.
▲ Kick Off's feel and playability is unrivalled by any other footy game - so far.
▼ £45? Seems a bit steep, isn't it?

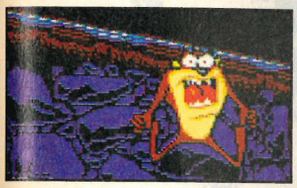
MT RATING: 94%

SUPER OFF-ROAD
BY ACCOLADE
PRICE: £34.99
REVIEWED: MT 6
Once an obscure coin-op by Leland, this Super Sprint-style race game has been converted to every format imaginable. Drive your little truck around bouncy courses in the pursuit of three computer opponents and prize money. The cash lets you upgrade your truck with new engine bits and so on.
▲ There are loads of different courses.
▼ It's quite easy to wipe the floor with the opposition during the first 20 or so races.

MT RATING: 83%

CURRENT HIGH SCORE
199,000 (no continues, 48 races won) by Mike Houghton, Stockport

T



TAZ MANIA
BY SEGA
PRICE: £39.99
REVIEWED: MT 6
Another Saturday morning cartoon becomes a Megadrive platform game. Taz (the Tazmanian Devil) has to whirl his way around the deserts, jungles, and abandoned mines of the Tazmanian islands on the hunt for some giant eggs for his breakfast.
▲ Marvellous cartoon graphics and the music and sound effects are spot on.
▼ Unbelievably easy.

MT RATING: 82%

CURRENT HIGH SCORE
1,534,480 (Hard) by Imelda Khoo, Hailsham

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST
BY KONAMI
PRICE: £39.99
REVIEWED: MT 16
Shredder is using his new-found Hyperstone to shrink New York, and only the Turtles can stop him. Much like the popular coin-op, this is a scrolling beat 'em with loads of recognisable characters to hit and kick.
▲ Tremendous graphics and sound and loads of fighting action. Great fun.
▼ The fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR 2
BY ACCLAIM
PRICE: £39.99
REVIEWED: MT 13
This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game.
▲ Good graphics and good fun too, with one or two players. With the Menacer it's excellent.
▼ The third level is so hard it's mega-annoying!

MT RATING: 86%

CURRENT HIGH SCORE
6,702,800 (Normal) by Peter Davis, London, SE5
4,274,350 (Hard) by Gavin Pinkett, Abertillery

THUNDERFORCE III
BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
Six level space shoot 'em up by Tecnosoft with loads of extra weapons, massive boss monsters and weird scenery to keep the player occupied.
▲ A very addictive blast.
▼ Recently superseded by Thunderforce IV.

MT RATING: 89%

CURRENT HIGH SCORE
11,528,100 by Hywel Llewellyn, Pentyrch.

THUNDERFORCE IV
BY SEGA
PRICE: £39.99
REVIEWED: MT 9
More space shoot 'em up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.
▲ The gameplay is just ace.
▼ The basic gameplay is nothing original

MT RATING: 94%

CURRENT HIGH SCORE
6,134,410 (Easy) by Daniel Gidman, Bristol
509,697 (Normal) by Lee Harrison, King's Lynn
5,280,880 (Hard) by Gay Fairholm, Dumfries

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE
BY KONAMI
PRICE: £39.99
REVIEWED: MT 17
Buster Bunny is off on a treasure hunt through 33 big levels of platforms. Trying to make sure he gets to the treasure first is evil kid, Montana Max, who has populated the place with his cuddly but dangerous hench-creatures, and with the aid of Dr Gene Splicer, Buster's brainwashed pals. As usual, lots of items to collect for points and secret rooms and bonus levels.
▲ Fast and fun with great graphics and sound.
▼ Rather too easy to finish.

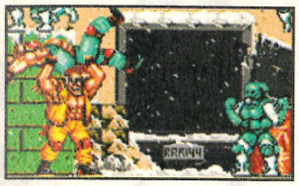
MT RATING: 94%

CURRENT HIGH SCORE
421,300 (Completed with 23 lives left) by Ali Forbes, Medstead, Hants.

TOE JAM AND EARL
BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH
Toe Jam and Earl are two aliens who happen to have crash landed on a strange world of 20-odd levels arranged like floors in a department store. Their objective is (either on their own or together this being a game with a two-player option) to avoid getting knackered by all the crazy inhabitants of the planet and find the bits of their spaceship so they can escape.
▲ Great fun - pure and simple..
▼ Very basic gameplay.

MT RATING: 82%

CURRENT HIGH SCORE
1,802 (as Earl) by David Hall, Birmingham



TWO CRUDE DUDES
BY SEGA
PRICE: £34.99
REVIEWED: MT 5
One or two players can be the crude dudes, fat punks who have to fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoony, comedy beat 'em up action is the order of the day, with out two heroes grabbing anything they find to club the opposition into submission.
▲ Great graphics and great fun.
▼ Dead easy, though.

MT RATING: 84%

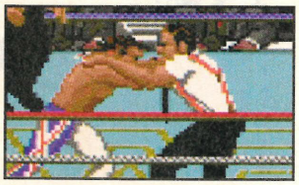
W

WARSONG
BY TRECO
PRICE: IMPORT
REVIEWED: MT 4
A fantasy strategy game in which you have to lead your army of wizards, warriors and assorted mythical beasts into battle in several scenarioes with the overall goal of regaining your throne.
▲ Simple controls and fun battle scenes.
▼ Graphics aren't super-duper.

MT RATING: 85%

WORLD OF ILLUSION
BY SEGA
PRICE: £39.99
REVIEWED: MT 12
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters (most of whom seem to have come from Alice in Wonderland) and if they're ever going to get back to their Hollywood penthouses they'll have to get around numerous levels of platforms and other obstacles, helping each other out if your playing with both characters in two player mode.
▲ The best graphics of any Disney game yet and you can play slightly different games by choosing to play as Mickey or Donald or both together (in which they have to co-operate).
▼ This is definitely aimed at younger players and is very easy to finish.

MT RATING: 90%



WWF WRESTLEMANIA
BY FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Become your favourite fat wrestler (providing their one of the eight included) and use their own special moves in this game of the phenomenon. Recreates pretty well the in- and out-of-ring shenanigans which make this branch of the sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship.
▲ Looks great and successfully gets across the excitement of the 'real' thing.
▼ There are ways to beat all the opponents with one move... but we won't ruin it by telling you what that move is here.

MT RATING: 84%

Z

ZERO WING
BY SEGA
PRICE: £19.99
REVIEWED: MT 5
Evil space pirates have reneged on a treaty they signed with us Earthlings and have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls, so now you have to pilot your Zig into enemy territory and give them some hot laser death right where they live.
▲ The sprites and backgrounds look really sharp.
▼ There are only three weapon types to play with and the action isn't particularly varied.

MT RATING: 82%

CURRENT HIGH SCORE
2,584,700 (Easy level) by Craig Wilkins, Delapre

ZOMBIES
BY KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-Movie baddies have invaded a hick town and the surrounding towns and are set to eat the hapless inhabitants. As either a male or female hero, your task is to round up all the civilians before heading for the next stage. Numerous film tie-in ideas add to the fun, and there's dozens of power-ups and special weapons to collect as you go.
▲ Loads of variety and a feast of film favourites.
▼ Nope, you've got me there...

MT RATING: 90%

NEXT MONTH

MERRY CHRISTMAS EVERYONE!

Yes indeedy, Merry Christmas folks! But all too soon the festive season will have passed and where will you be then, eh? Sitting in your room with your brand new Buckaroo and your Game of Life. And nobody to play it with you. Yeh, where's that fat, smarmy Laplander now, eh? Laughing at you from his magical igloo after eating YOUR mince pies. Ho ho ho. Life's a bitch, huh?

But don't despair, the MegaTech fun-wagon is still rolling. Yes, just because it isn't Christmas anymore, we'll still be there. With more news, reviews, tips and previews. Why, next month we've got **VIRTUA RACING, BUBBA AND STIX, SECRET OF MONKEY ISLAND on CD and even SONIC 3.** Yes, it's always Christmas at MegaTech.

MEGATECH 26. OUT THURSDAY 20TH DECEMBER.
GOD BLESS US, EVERYONE!

MEGADRIVE /MEGA CD 1 & 2 DEALS

ALL GENUINE UK VERSIONS

Megadrive 1 & 2 and Mega CD 1 & 2 are all cross compatible with each other

MEGADRIVE 2 + ALADDIN & TWO SEGA JOYPADS - 112.99

MEGADRIVE 2 WITH SONIC 2 & TWO SEGA JOYPADS - 112.99

MEGADRIVE 2 WITH SIX GAMES; REVENGE OF SHINOBI, GOLDEN AXE, STREETS OF RAGE, SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE, ALIEN STORM & TWO SEGA JOYPADS - 129.99

MEGA CD 2 WITH SEVEN GAMES
SOL FEACE, COBRA COMMAND, COLUMNS, STREETS OF RAGE, SUPER MONACO GRAND PRIX, GOLDEN AXE & REVENGE OF SHINOBI . CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY ALL MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) . SAVE £30 .....239.99

MEGADRIVE 1 WITH FOUR GAMES: SONIC 1, REVENGE OF SHINOBI, STREETS OF RAGE AND GOLDEN AXE & TWO SEGA JOYPADS ...129.99

MEGA CD 1 WITH SEVEN GAMES
SOL FEACE, COBRA COMMAND, COLUMNS, STREETS OF RAGE, SUPER MONACO GRAND PRIX, GOLDEN AXE & REVENGE OF SHINOBI . CONNECTS TO MEGADRIVE TO PLAY ALL MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) . SAVE £30 .....239.99

SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.
60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE OR SNES).

FREE £10 SPECIAL RESERVE GIFT VOUCHER

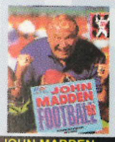
SONY TV (GREY) 194.99
SONY TV (WHITE) 194.99
SONY TV WITH FASTEXT 244.99

ORDER EARLY FOR CHRISTMAS !

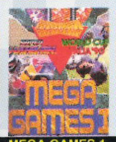
ALADDIN 39.99

DRAGONS FURY 15.99

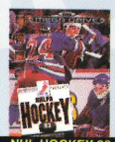
EURO SOCCER 15.99


JOHN MADDEN 15.99

LEMMINGS 17.99


MEGA GAMES 1 15.99

SONIC 2 15.99


NHL HOCKEY 93 17.99

ROAD RASH 2 15.99

SPEEDBALL 2 18.99

MEGADRIVE GAMES

	RRP	OUR PRICE
ALADDIN	49.99	39.99
ALIEN 3	39.99	30.49
ANOTHER WORLD	39.99	30.49
ARCH RIVALS	37.99	30.49
ASTERIX - THE GREAT RESCUE	49.99	39.99
BILL WALSH COLLEGE (US) FOOTBALL (EA FOUR PLAYER GAME)	44.99	35.99
BLADES OF VENGEANCE (NEW)	44.99	35.99
BONANZA BROTHERS	19.99	17.49
BUBSY BOBCAT	39.99	30.49
BULLS VS BLAZERS	39.99	30.49
CHUCK ROCK 2: SON OF CHUCK	44.99	35.99
CLIFFHANGER	39.99	30.99
COOL SPOT	44.99	35.49
COSMIC SPACEHEAD (NEW)	39.99	31.99
DAVIS CUP TENNIS	44.99	35.99
DESERT STRIKE	39.99	30.49
DOUBLE DRAGON	29.99	20.99
DRACULA	39.99	30.99
DRAGON'S FURY	39.99	15.99
EA SPORTS SOCCER (EA FOUR PLAYER GAME)	44.99	36.49
ECCO (DOLPHIN)	39.99	30.49
EURO CLUB SOCCER	39.99	15.99
F15 STRIKE EAGLE 2	44.99	35.49
FANTASTIC DIZZY	39.99	31.49
FATAL FURY	44.99	35.99
FATAL LABYRINTH	19.99	17.49
FLASHBACK	44.99	35.99
FLINTSTONES	39.99	31.49
FORMULA ONE RACING	49.99	39.99
GAUNTLET 4	44.99	36.49
GENERAL CHAOS (EA FOUR PAYER GAME)	44.99	35.99
GHOULS N GHOSTS	44.99	17.99
GODS (NEW)	39.99	29.99
GOLDEN AXE	19.99	17.49
HARDBALL 3	39.99	30.49
HOOK	39.99	30.99
INDIANA JONES 3	39.99	31.99
JAMES POND 3	44.99	35.99
JOHN MADDEN '93	39.99	15.99
JOHN MADDEN '94		35.99
JOHN MADDEN AND EA ICE HOCKEY	39.99	31.49
JUNGLE STRIKE	44.99	35.99
JURASSIC PARK	49.99	39.99
LAST ACTION HERO	39.99	30.99
LEMMINGS	39.99	17.99
LETHAL ENFORCERS (WITH LIGHT GUN)	64.99	54.99
LOTUS TURBO CHALLENGE	39.99	30.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON)	39.99	15.99
MICKEY AND DONALD - WORLD OF ILLUSION	39.99	15.99
MICRO MACHINES	34.99	28.49
MIG 29 FIGHTER PILOT	44.99	35.99
MORTAL KOMBAT	49.99	42.49
MUHAMMAD ALI BOXING	44.99	35.99
MUTANT LEAGUE FOOTBALL	39.99	30.49
NHL HOCKEY '94 (EA FOUR PLAYER GAME)	44.99	36.49
NHL PA ICE HOCKEY '93	39.99	17.99
OTTIFANT	44.99	36.49
PELE (NEW)	39.99	29.99
PGA GOLF 2	39.99	30.49
PINK PANTHER	44.99	39.99
POPULOUS	39.99	31.99
POPULOUS 2	44.99	35.99
PUGGSY	39.99	30.99
RANGER-X	44.99	35.99
ROAD RASH 2	39.99	15.99
ROBOCOP VS TERMINATOR	44.99	36.49
ROCKET KNIGHT ADVENTURES	44.99	35.49
RUGBY 2	39.99	31.49
SENNA SUPER MONACO	39.99	30.49
SENSIBLE SOCCER	39.99	30.99
SHINOBI 3 (RETURN OF THE NINJA MASTER)	44.99	35.99
SNAKE RATTLE AND ROLL	44.99	36.49
SONIC 2	39.99	15.99
SONIC SPINBALL	49.99	39.99
SPEEDBALL 2	34.99	18.99
SPIDERMAN	19.99	17.49
STREETFIGHTER 2 - CHAMPIONSHIP EDITION	59.99	47.99
STREETS OF RAGE	34.99	19.99
STREETS OF RAGE 2	44.99	35.49
STRIDER	44.99	17.99
SUMMER CHALLENGE	39.99	30.49
SUNSET RIDERS	39.99	30.49
SUPER KICK OFF	44.99	35.99
SUPER OFF ROAD RACER	29.99	19.99
SWORD OF VERMILLION	49.99	27.49
SYLVESTER AND TWEETY	39.99	34.99
TAZMANIA	39.99	24.99
TEENAGE MUTANT HERO TURTLES	44.99	35.49
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS	49.99	41.99
TESTDRIVE 2	29.99	21.49
THUNDERFORCE 4	39.99	28.99
TINY TOONS	39.99	30.49
TOE JAM AND EARL	39.99	19.99
ULTIMATE SOCCER	44.99	35.99
VIRTUAL PINBALL (NEW)	44.99	35.99
VISIONARY (WAS BODY COUNT)	44.99	36.49
WINTER OLYMPICS	49.99	39.99
WIZ 'N' LIZ	39.99	30.99
WWF ROYAL RUMBLE	49.99	43.99
WWF WRESTLEMANIA	37.99	20.99
X-MEN	39.99	30.49
ZERO WING	19.99	17.49
ZOMBIES	39.99	32.99
ZOOL	44.99	36.49

MEGA CD GAMES

	RRP	OUR PRICE
BATMAN RETURNS	49.99	39.99
BEAST 2 (NEW)	34.99	29.99
BLACK HOLE ASSAULT	39.99	24.99
CHUCK ROCK 2: SON OF CHUCK	44.99	36.49
DRACULA	44.99	36.49
DUNE	44.99	36.49
ECCO THE DOLPHIN	44.99	36.49
FINAL FIGHT	39.99	32.49
HOOK	44.99	36.49
JAGUAR XJ220	44.99	36.49
LETHAL ENFORCERS (WITH LIGHT GUN)	54.99	45.99
MICROCOSM (NEW)	49.99	39.99
MUSIC VIDEO : INXS	44.99	35.99
MUSIC VIDEO : KRISS KROSS	44.99	36.49
NIGHT TRAP (2 CDS)		
RATED 15 YEARS OR OVER	49.99	39.49
PRINCE OF PERSIA	44.99	34.49
PUGGSY (NEW)	39.99	31.99
ROAD AVENGER	39.99	32.49
SEWER SHARK	44.99	36.99
SHERLOCK HOLMES 2	44.99	36.49
SILPHEED	49.99	39.99
SONIC CD	44.99	36.49
TERMINATOR	44.99	36.49
THUNDERHAWK	44.99	36.49
WOLF CHILD	39.99	24.99

JOYPADS

FREEWHEEL STEERING WHEEL FOR MEGADRIVE. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. CAN BE USED WITH FOOT PEDAL. 23.99

QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES - CAN BE USED WITH FREEWHEEL STEERING WHEEL) 19.99

QUICKJOY SG PROGRAM PAD PROGRAMMABLE JOYPAD. 29.99

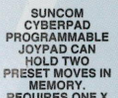
SEGA SIX BUTTON CONTROL PAD 15.99

LOGIC 3 LOGIPAD SG .THE WORLD'S FIRST FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99

QUICKJOY MEGASTAR JOYSTICK (WITH AUTOFIRE & SLOW MOTION, INDUSTRIAL STRENGTH MICROSWITCHES AND SHOCK ABSORBED BODY) 19.99

SAITEK MEGAMASTER II JOYSTICK WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED) 19.99

QUICKJOY SG PROPAD (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) 12.99


SUNCOM CYBERPAD PROGRAMMABLE JOYPAD CAN HOLD TWO PRESET MOVES IN MEMORY. REQUIRES ONE X "AAA" SIZE BATTERY. 24.99

QS135 PYTHON JOYSTICK (WITH AUTO FIRE) 9.99

SAITEK MEGA GRIP IV WITH AUTOFIRE 11.99

SAITEK MEGAPAD 4 WITH AUTOFIRE AND SLOW MOTION 11.99

TURBO TOUCH 360 FOR MEGADRIVE (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 19.49

LEADS

HI-FI LEAD - MEGADRIVE TO STEREO SYSTEM. ALLOWS MEGADRIVE 1 TO BE CONNECTED TO STEREO VIA MEGADRIVE HEADPHONE SOCKET AND HI-FI PHONO SOCKETS. 6.99

MONITOR LEAD - MEGADRIVE TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR 8.99

SCART LEAD - MEGADRIVE 1 TO TELEVISION WITH SCART INPUT ...9.99

MISC

ACTION REPLAY PRO CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) ...36.99

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) 37.99

DUST COVER FOR MEGA CD 1 AND MEGADRIVE 1 .....5.99

DUST COVER FOR MEGADRIVE 1...4.99

FOUR PLAYER ADAPTOR FOR MEGADRIVE. ALLOWS GAMES MARKED 'EA FOUR PLAYER GAME' IN CATALOGUE TO BE PLAYED BY FOUR PEOPLE SIMULTANEOUSLY. 25.99

NEW CLUB SHOP OPEN IN CHELMSFORD, ESSEX OVER 2,000 SQ FT!

MANGA VIDEOS

WE ONLY ACCEPT POSTED/FAXED ORDERS FOR VIDEOS WITH AN 18 CERTIFICATE. PLEASE WRITE 'I AM OVER 18' ON YOUR ORDER. • = NEW VIDEO

3X3 EYES (RATED 18) 10.99
3X3 EYES PART 2 (RATED 15) 8.99
AKIRA (RATED 15) 12.99
AKIRA DOUBLE PACK (RATED 15) 17.99
CRYING FREEMAN PART 1 (RATED 18) 10.99
CRYING FREEMAN PART 2 (RATED 18) 8.99
CRYING FREEMAN PART 3 (RATED 18) • 8.99
DOMINION TANK POLICE 1 AND 2 (RATED 15)...12.99
DOMINION TANK POLICE 3 AND 4 (RATED 15)...12.99
DOOMED MEGALOPOLIS 1 (RATED 15) 8.99
DOOMED MEGALOPOLIS 2 (RATED 18) 8.99
DOOMED MEGALOPOLIS 3 (RATED 15) • 8.99
FIST OF THE NORTH STAR (RATED 18) 12.99
HEROIC LEGEND OF ARISLAN 1 (RATED PG) ...10.99
HEROIC LEGEND OF ARISLAN 2 (RATED PG) ...10.99
JUDGE (RATED 15) 8.99
LENSMAN (RATED PG) 12.99
ODIN (RATED PG) 12.99
PROJECT A-KO (RATED 15) 12.99
R.G. VEDA (RATED PG) 12.99
TETSUO - THE IRON MAN (LIVE ACTION - RATED 18) 12.99
TETSUO 2 - BODY HAMMER \(LIVE ACTION - RATED 18).....12.99
TETSUO DOUBLE PACK (LIVE ACTION - RATED 18) 17.99
THE ULTIMATE TEACHER (RATED 15) 8.99
UROTSUKIDOJI - LEGEND OF THE OVERFIEND (RATED 18) 12.99
UROTSUKIDOJI 2 - LEGEND OF THE DEMON WOMB (RATED 18) 12.99
VAMPIRE HUNTER D (RATED 15) 12.99
VENUS WARS (RATED PG) 12.99
WICKED CITY (RATED 18) 12.99

GAME GEAR DEALS

GAME GEAR WITH COLUMNS GAME (NO MAINS ADAPTOR) GENUINE UK VERSION. SAVE £10 .....69.99

GAME GEAR WITH FOUR GAMES (NO MAINS ADAPTOR) CHAMPIONSHIP TENNIS, PENALTY KICK, COLUMNS FLASH AND PAN AMERICAN ROAD RALLY GAMES ON ONE CARTRIDGE. GENUINE UK VERSION 89.99

GAME GEAR GAMES

ADVENTURE ISLAND 2 • 20.99
ALFRED CHICKEN 23.99
ALLEYWAY 13.49
ASTERIX 23.99
ASTEROIDS 12.99
BATMAN - THE ANIMATED SERIES 21.99
BATTLETOADS 21.49
BATTLETOADS IN RAGNAROK'S WORLD 21.99
BILL AND TED'S EXCELLENT ADVENTURE 17.49
BIONIC COMMANDO 21.49
CASTLE QUEST • 20.99
CHUCK ROCK 20.99
CLIFFHANGER • 20.99
DARKWING DUCK 25.49
DR. FRANKEN 2 .....23.99
DR. MARIO 20.49
DRACULA 20.99
EMPIRE STRIKES BACK...21.49
F15 STRIKE EAGLE 23.49
FELIX THE CAT • 20.99
FLINTSTONES 21.49
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR).....25.49
FRANKY, JOE AND DIRK ON THE TILES • 21.99
GARFIELD 24.99
GEAR WORKS 20.99
GOAL • 21.99
GOLF 18.49
HUMANS • 21.99
JACK NICKLAUS GOLF ...21.49
JURASSIC PARK 25.99
KID DRACULA 22.49
KIRBY'S DREAMLAND ...20.49
KRUSTYS FUN HOUSE ...19.49
LAMBORGHINI • 21.99
LAST ACTION HERO 20.99
LAWNMOWER MAN 23.49
LEMMINGS 22.49
LETHAL WEAPON 23.99
MEGA MAN 2 .....20.49
MORTAL KOMBAT 26.99
MUHAMMAD ALI BOXING •23.99
MYSTIC QUEST 25.49
NIGEL MANSELL'S WORLD CHAMPIONSHIP 22.49
NINTENDO WORLD CUP 20.49
PANG • 20.99
PIERRE LE CHEF - OUT TO LUNCH • 23.99
PINBALL DREAMS 21.99
PRINCE OF PERSIA 21.49
REN AND STIMPY 22.99
ROAD RASH 23.49
SENSIBLE SOCCER • 20.99
STAR TREK 25.49
STAR WARS 22.49
SUPER JAMES POND 23.49
SUPER MARIO LAND 2 ...25.49
TENNIS 19.49
TERMINATOR 2 .....13.99
TESSERAE • 17.99
THE SIMPSONS - ITCHY AND SCRATCHY 23.99
TINY TOON ADVENTURES21.49
TIP OFF (BASKETBALL)...23.49
TITUS THE FOX • 21.99
TOM AND JERRY 2 .....23.99
TOTAL CARNAGE • 23.99
TROLLS • 23.99
VIKING CHILD • 21.99
WWF KING OF THE RING •23.99
ZELDA - LINK'S AWAKENING 22.49
ZEN - INTERGALACTIC NINJA ...22.49

LOTS OF GAME GEAR PERIPHERALS AVAILABLE

FOR A FREE 12 PAGE COLOUR CATALOGUE CALL 0279 600204

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN up to £10,000 worth of prizes FREE**

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG. All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE ARE NO SURCHARGES ON TELEPHONED ORDERS.(UK)
(PLEASE PRINT IN BLOCK CAPITALS) REEL

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK 7.00 [ ]

item _____ [ ]

item _____ [ ]

item _____ [ ]

item _____ [ ]

ALL PRICES INCLUDE UK POSTAGE & VAT £ [ ]

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

[ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

Card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.** *Overseas orders must be paid by credit card.*

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES®

TOURNAMENT FIGHTERS

SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

Teenage Mutant Hero Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios exclusively licensed by Surge Licensing Inc.

13-20 YEAR OLDS

Join NatWest and have a real Christmas feast.

National Westminster Bank
We're here to make life easier

A free £10 HMV voucher plus £20 worth of money-off vouchers.

Here's a tasty offer.

As soon as you open a NatWest Card Plus account you get a £10 voucher, plus £20 worth of money-off vouchers into the bargain.*

So you've got a real chance to go mad on HMV's enormous range of records, videos, computer games and other accessories.

You immediately get a Cashcard too, so you can pick up money when you need it from our impressively wide network of NatWest cash machines.

Even better – any money in your account earns interest for you, and there are no bank charges for cash withdrawals, cheques, standing orders or direct debits.

If you're over 16, you can also apply for a cheque book and a Servicecard. This guarantees cheques up to £50 and carries the highly useful Switch logo.

It all adds up to an excellent first bank account.

To apply, just fill in the coupon and take it, with some ID (like a passport or birth certificate), to your nearest Branch.

Call **free** on **0800 200 400** Monday to Friday 8.00am to 8.00pm, Saturday 9.00am to 6.00pm.

We'll give you an account you can really get your teeth into.

*Offer applies while stocks last. The £20 worth of HMV vouchers expire on 18th September 1994.

Call Free on
0800 200 400
Monday to Friday 8am to 8pm Saturday 9am to 6pm

If you would like to open a NatWest Card Plus account, take this coupon to your nearest NatWest Branch. **Ref. No. 61311**

Name_____

Forenames_____

Address_____

_____

_____ Postcode_____

Accounts must be opened by 18th March 1994.
National Westminster Bank Plc.

HMV
KNOW HMV · KNOW MUSIC

National Westminster Bank
We're here to make life easier