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AND  
MEGA-CD

# MEGATECH

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**INSIDE THIS ISSUE: DRAGON ● BRUTAL: PAWS OF FURY ● NHL '95  
● THE ANIMALS ● HEIMDALL ● AND MUCH MUCH MORE!**

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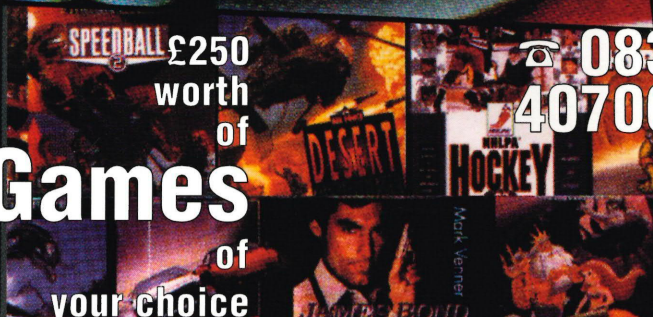
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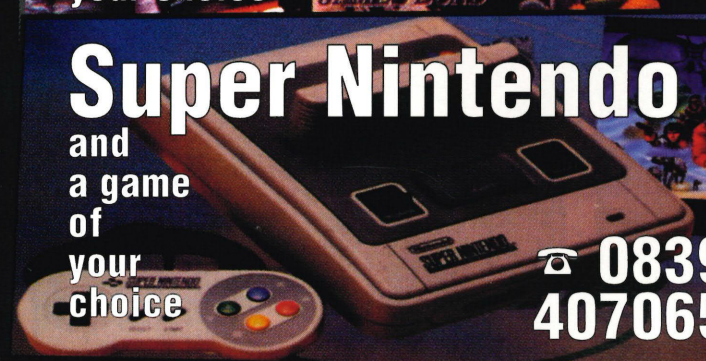
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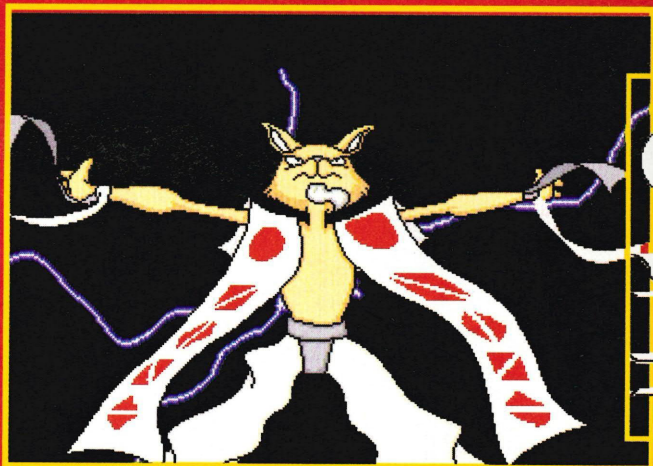
Calls cost 39p per min cheap rate, 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 30/11/94. All competitions have six multiple choice questions and tie-breaker. Where Instant Win is indicated there is no tie-breaker and prizes are won instantly by playing a deciding game. Nintendo/Sega/Amiga/Philips/Suzuki Vitara are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners names please send SAE to NTC, PO Box 1608, Trowbridge, BA14 8JF.



# BRUTAL KARATE CARTOON



**24** Fighting games are two a penny these days with a new Street Fighter or Mortal Kombat clone appearing from around every corner. What we need is a new approach, a breath of fresh air, and Brutal is just what the doctor ordered.

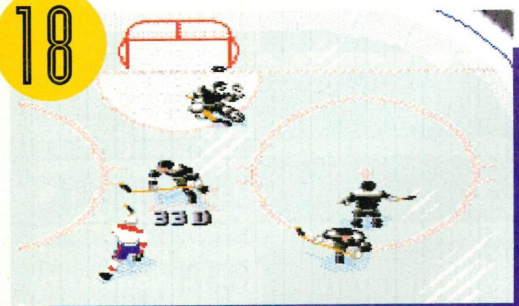


# HEIMDALL

**32** If you've got more than a couple of brain cells to rub together then you may be feeling a bit disappointed by some of today's games. Heimdall is a tough brain teaser that will change all that.

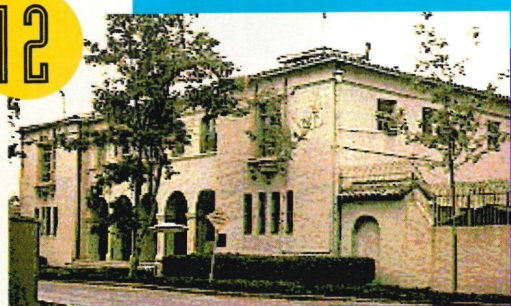


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NHL HOCKEY '95

12



THE ANIMALS

# PREVIEW

18 NHL '95

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NHL HOCKEY '95

# REVIEWS

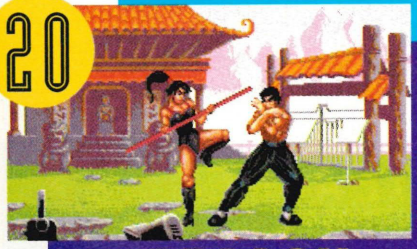
Ah, so this must be the reviews section. As per usual you can see that it's very exciting and enthralling. Read it lest I waffle too much...

- 12 ANIMALS
- 24 BRUTAL
- 20 DRAGON
- 32 HEIMDALL
- 14 VAY

## REGULARS

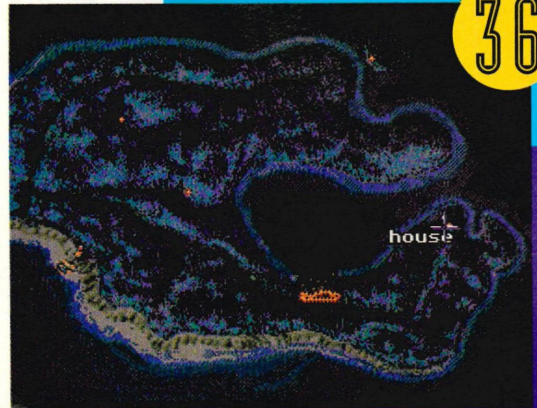
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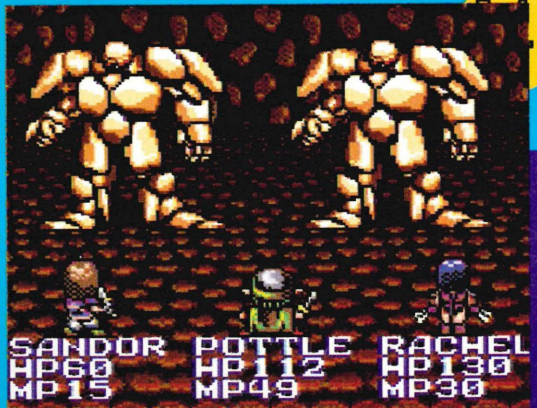


DRAGON

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MONKEY ISLAND



VAY



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# MW

MEGATECH INTERNATIONAL NEWS NETWORK

- BOOGERMAN RAGE
- CLAYFIGHTER POWERDRIVE
- FIFA '95 LAWNMOWER MAN
- JOHN MADDEN '95 PGA III
- THEME PARK HIGH OFF 3
- CASPER THE GHOST ROCK 'N' ROLL RACING

The ECTS has come and gone once again like so many ships in the night. Once again we were down there meeting people, drinking beer, smoking tabs and receiving rejections from the opposite sex. All we managed to come up with was this...

US GOLD AND RAGE TEAM UP. INTERPLAY GAMES ON THE MEGA DRIVE. LAWNMOWER MAN: LATEST PICTURES. SUPER KICK OFF ARRIVES. LOADS FROM ELECTRONIC ARTS. ALL THE LATEST CHARTS.

## ELECTRONIC ARTS RELEASES MORE GREAT SEQUELS

What manner of lunacy is this? Electronic Arts is back on the road once again with a new batch of great games. All right so a few of them are sequels but hey, it's done that sort of thing in the past and still released great games.

The games we are interested in though are John Madden '95, you know that American football thing, PGA III, the well-smart golf game, and the biggie, FIFA '95.

All the new games will be incredibly enhanced and FIFA will include an English league set-up. We can hardly wait as FIFA Soccer was one of the best games ever released on any format.



LEAGUES	
English	
[Tottenham]	[Arsenal] 1
	[Aston Villa] 2
	[Blackburn] 3
	[Chelsea] 4
	[Manchester U] 5
	[Queen's Park] 6
	[Sheffield Wed] 7
	[Tottenham] 8

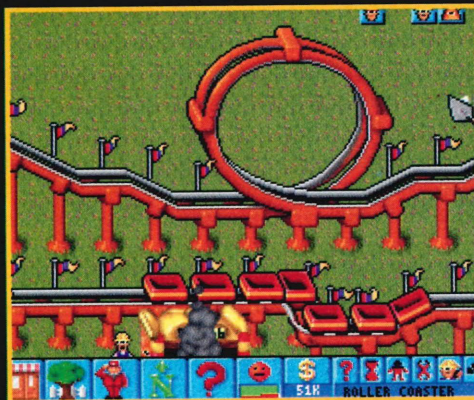
Shooting	=====
Running	=====
Passing	=====
Defence	=====
Tackling	=====
Goalies	=====
Overall	=====

Change Teams: A-Add/B-Delete

(Above) FIFA '95  
(Left) John Madden '95

# THEME PARK

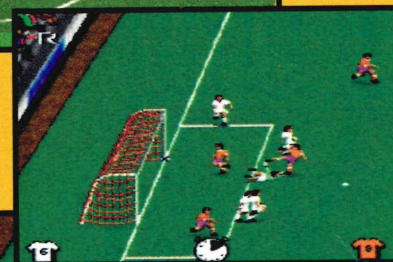
Still on the EA trail we managed to have a quick look at the new Mega Drive version of Theme Park and it could jolly well turn out to be one of the games of the year. The resolution, although not up to the same standard of the PC version of the game is brilliant. A full review of Theme Park will appear as soon as the nice people at EA get us a copy in the post. Until then, feast your eyes on these screen shots from the PC version of Theme Park.



# KICK OFF 3

More good news for football fans. Anco has finally announced a release date for the new Mega Drive footy game Kick Off 3. The game will hit the shops this coming November and the new edition of the game is far better than the version originally planned for a July release.

The game will feature all the major European Clubs and a special world international knock-out tournament. Each club will play with national 'characteristics', so we can expect the British never to qualify for anything. The game also features loads of player animation and great set piece tactics. Full review soon.

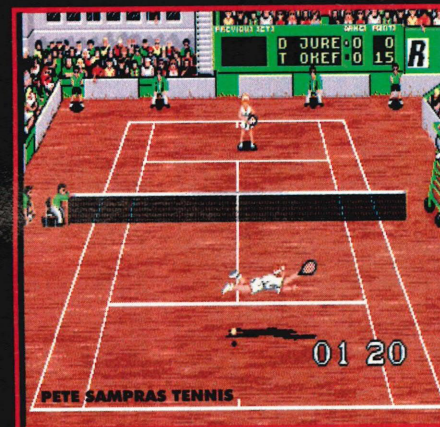
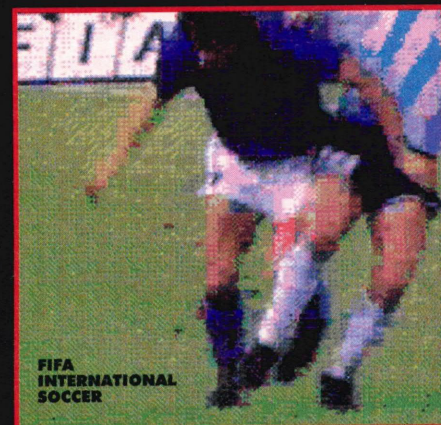


**KICK OFF 3**  
European Challenge

## CHARTS

### MEGA DRIVE

- 1 - FIFA INTERNATIONAL SOCCER
- 2 - PETE SAMPRAS TENNIS
- 3 - VIRTUA RACING
- 4 - WORLD CUP USA '94
- 5 - PGA EUROPEAN TOUR
- 6 - SONIC 3
- 7 - DUNE 2
- 8 - NBA JAM
- 9 - SENSIBLE SOCCER
- 10 - ROBOCOP Vs TERMINATOR



### MEGA-CD

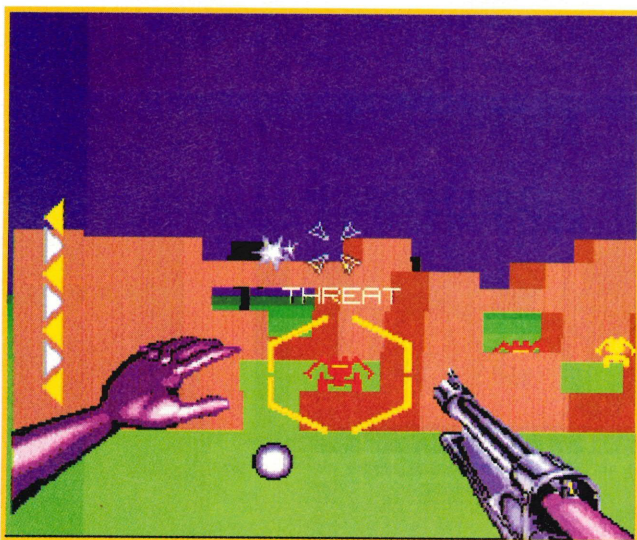
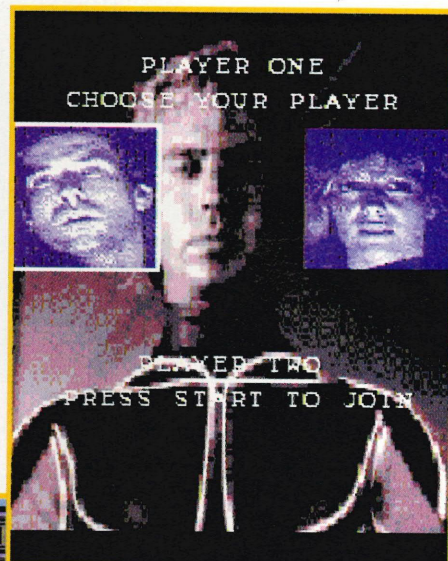
- 1 - MORTAL KOMBAT
- 2 - GROUND ZERO TEXAS
- 3 - FIFA INTERNATIONAL SOCCER
- 4 - SONIC
- 5 - NIGHT TRAP



# LAWNMOWER MAN: LATEST NEWS

The Mega Drive version of the Lawnmower Man is now closer to completion and we have the very latest screen shots to prove it. Each stage is now almost complete and the game now boasts very crisp graphics and outstanding sound. One of the new stages is the combat monkey sequence which uses very good 3D flying sequences. Zooming through a polygon landscape you can now play cat and mouse with loads of enemies as they appear from the rubble.

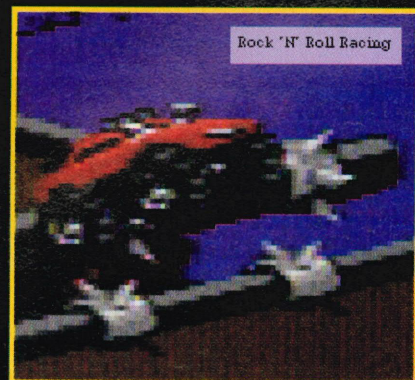
The platform sections also have new stages and are coming along very well thank you very much. As we speak Lawnmower Man is currently going through what we call its play testing period when all those little bugs will be ironed out. More news next issue.



## HOORAY FOR INTERPLAY

After what seems like an eternity the Mega Drive should see the release of many games that were only available for the SNES from software house Interplay. We can expect to see Rock N Roll Racing receive a release, and that madcap beat'em-up Clay Fighters which features Elvis of all people! Hopefully Clay Fighters should appear some time around Christmas.

Other games we can expect to see are Boogerman, a nasty thing who fills the screen with snot and all other manner of nasty things - I love it already. Interplay has also bagged the rights to produce the game of the next Spielberg film, Casper the Friendly Ghost. The game of the film will probably only appear on the Mega 32X and few details are available at the moment, but we are assured it's going to be a contender for game of the year. Hmmm, yes indeed. We'll give you more news as soon as it comes in.





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# RAGE AND US GOLD

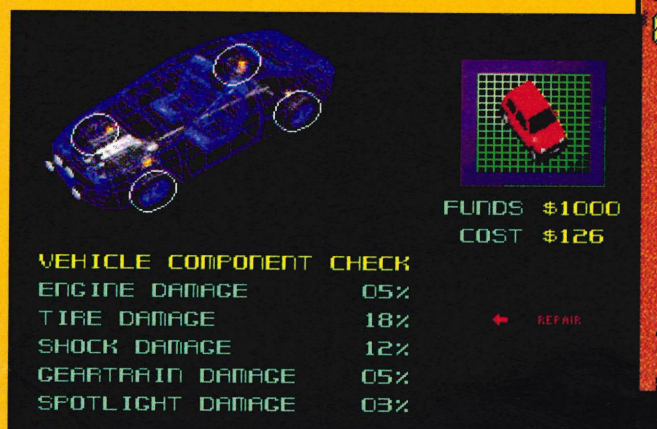
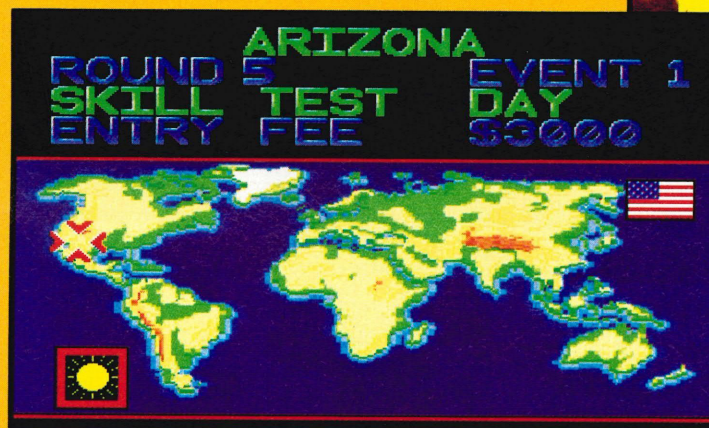
Liverpool based Rage software have teamed up with US Gold to produce the a new "in yer face" rally game Powerdrive. The game will follow a format similar to that of an actual rally championship with rounds taking place over a set number of days and locations around the globe. The game will also include rally cross events and skill tests to produce even greater authenticity.

Powerdrive will feature 50 different courses

played over 8 global locations which include Monte Carlo, Kenya and Australia. The game will be polygon based using up to 36,000 polygons. Impressive eh?

The players also have the choice of driving in darkness or daylight through forests, deserts, ice, gravel and good old tarmac. The choice of automatic or manual gears is also included.

Powerdrive should be available by late winter '94.



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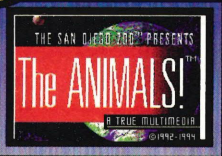
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CD-ROM

**STYLE**



EDUCATIONAL



PRICE **ETBA**



PLAYERS **1**



SKILL SETTINGS **N/A**

**RELEASE DATE**

**SEPT '94**



Interactive? Oh yes, I know that's that thing everyone is touting as the future of the good old vid game. Jag wants to show you around that fine old establishment, the San Diego Zoo, with a little help from his mates at the Software Toolworks.

# THE ANIMALS



Welcome to the world of the San Diego Zoo; a massive zoological park and research centre placed on the southern tip of the sunshine state of California. To merely throw the San Diego institute into the zoo category is probably misleading - the animals are not locked in cages in the conventional sense and the majority of the zoo is run more along the lines of a nature reserve as opposed to a prison for animals.

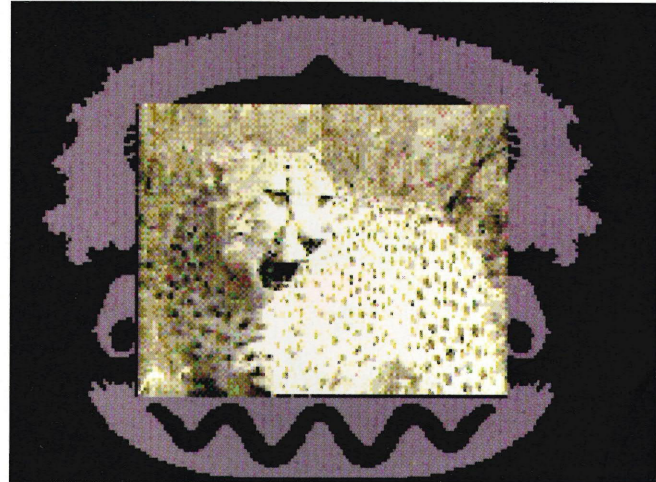
The San Diego Zoo also boasts one of the leading research centres in the world, dedicated to the preservation of endangered species. The zoo is also a fervent anti-pollution and deforestation campaigner (and it does not shy away from pointing the finger at large business corporations out only for profit). With this in mind the zoo was approached by the Software Toolworks and it offered to produce what is the first interactive educational package available for the Mega-CD - The Animals.



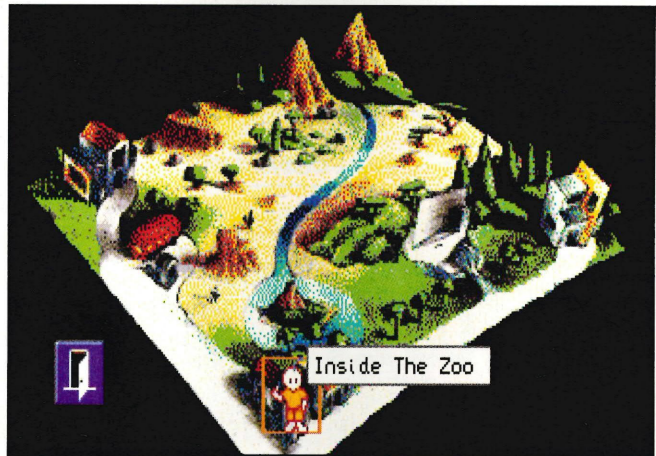
**JAYNE COUNTY**

Put in the most simplistic terms, The Animals is basically a walk-through of San Diego Zoo and everything the zoo is associated with. When the programme is loaded up the first sight on offer is that of the zoo, well, a cartoon map of it to be more specific. You simply place the cursor (which is in the shape of a bald child for some mysterious reason).

Then it's really just a case of placing the cursor over any location on the zoo map, such as the cat house, and all the information relating to the cat house will appear on screen. For example, when the cursor is placed over the cat house a menu will appear listing all the cats that may be viewed. If you want to view the lion for example, it is simply a case of highlighting the lion option and hitting the A button. Yet again another menu will appear depicting all the relevant data that is available on the lions currently held in the zoo. This may take the form of colour photographs of the animal or alternatively a few stills of FMV. This is probably what the majority will select immediately, showing the chosen animal in the wild, feeding or in captivity.



▲ Can this possibly be the fastest animal on Earth?



Inside The Zoo

▲ This is the map of the zoo



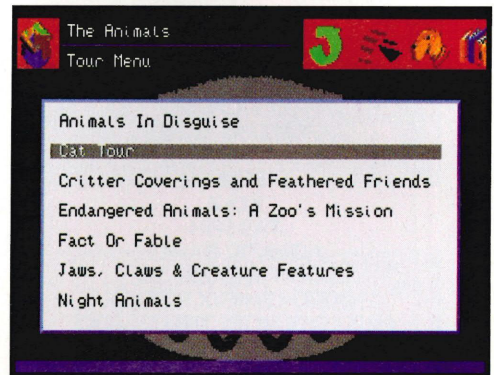
▲ The African black rhino - this is my kind of animal



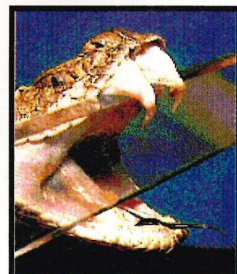
▲ The foot of something or other, I believe



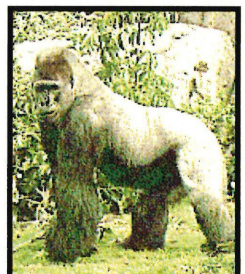
▲ The Alaskan brown bear



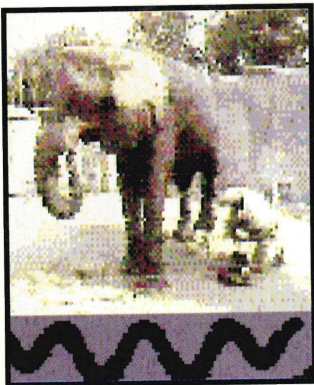
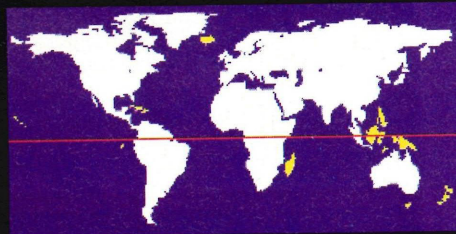
▲ Here we have a tour menu of the zoo



▲ Look at his fangs



▲ Not a small chap!



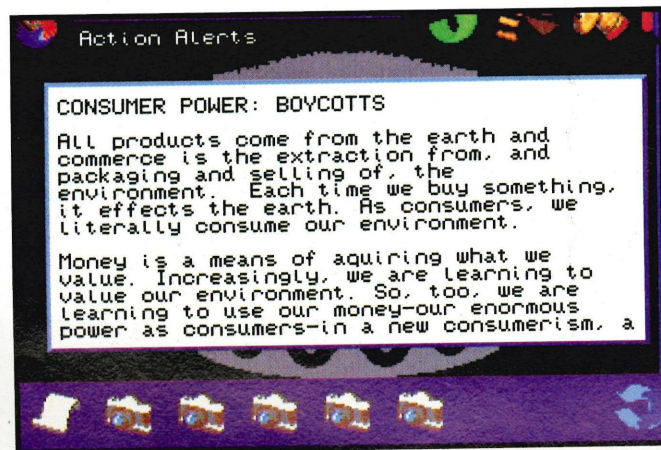
▲ A rather large elephant. Good stuff all round



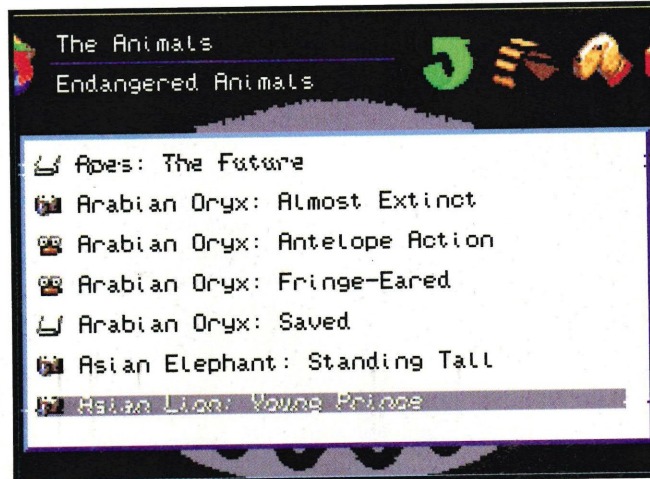
▲ The white tiger - not an everyday sight in these parts

## THE BACK OF LOVE

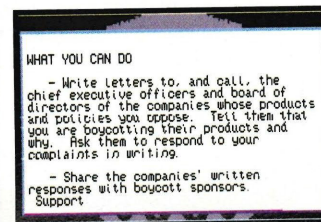
You may suspect that there has to be more to The Animals than simply a few nice pictures of animals grazing and so on. If you were your suspicions were correctly aroused. Every animal in the zoo has several large chunks of text relating to its dietary habits, its natural habitat and its availability in the wild (or how many of them are actually remaining in the wild), and one or two snippets of trivia. If however you seek more, simply hold out thy cup till it overfloweth and tune into the call of the animal. Oh yes, recreate the sound of the lesser rated wildebeest in your very own front room. The neighbours will love you, I swear it's the truth.



▲ I'll go for that



▲ The endangered species chart is a sad sight indeed



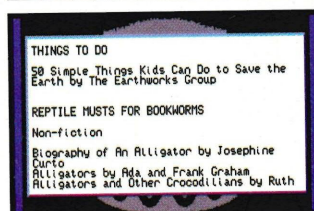
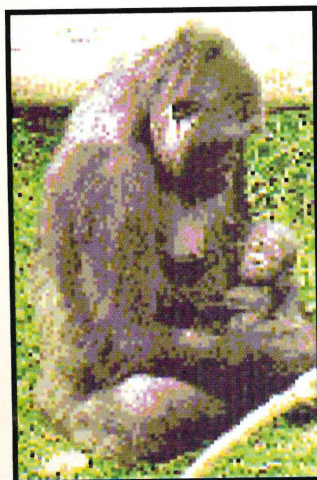
◀ About time too. Stick the knife in

## JULIAN COPE

The text and pictures are the mainstay of the package, but there is just a little more to this once we head in the aquarium sections of the game. Here we can have a look at several thousand species of fish as opposed to land animals.

The Animals represents a fine attempt at bringing a real educational programme to life (the likes of which the PC has enjoyed for a long time). It contains a number of interesting items, especially the sections on endangered animals and pollution.

I hear (not too sure about the validity of the source though) that a percentage of the profits will be put back into the San Diego Zoo. If this is the case then I'm on the side of The Animals.



## THE SECOND OPINION



### RICHIE ROOSOME

The Animals is a bit of a strange one really. It isn't a game as such, but it is very interesting, telling you everything you ever really wanted to know about the San Diego Zoo. If you want to learn something, or if you want your kids to use their Mega-CD for something other than shooting aliens from the planet Zeb, then this is an ideal package. It is full of educational facts with some great FMV sequences and digitised sounds. You can't play it as such, but it is well worth a look, especially if you are bored with crappy CD games.

## RATINGS



### PRESENTATION

87% Well put together. Easy to fathom control system. Top of the range

### GRAPHICS

80% FMV as good as can be expected. Same goes for the pictures

### SOUND

84% Listen to the sound of those whales singing and the big cats roaring

### SHORT TERM PLAY

81% If you have an interest in wildlife you may well enjoy this

### LONG TERM PLAY

N/A If you're an animal lover this will appeal, especially to younger players

### OVERALL

81 Not everyone's cup of tea and the access time can be a little slow, but overall it's a fine effort



Anyone up for a few hours worth of might, magic and monsters? Oh, well, I suppose one out of three isn't bad as far as RICH LLOYD is concerned.



BY: WORKING DESIGNS



**STYLE**



ROLE-PLAYING GAME

**PRICE** £44.99

**PLAYERS** 1

**SKILL SETTINGS** 1

**RELEASE DATE**

IMP ORT

**RPGs on the Mega Drive are few and far between. Some people say that Landstalker is one but in actual fact it just looks like one. The only decent RPG that I can think of is Lunar the Silver Star, and what a fine game it was too. Now we have Vay, a game that looks and feels very similar to Lunar and bears more than a passing resemblance to the Final Fantasy series on the Nintendo, which isn't a bad thing.**

**THE STORY SO FAR**

Usually games like this have an odd story behind them, and they don't get any stranger than this. Apparently before any recorded moment in history there was a massive scrap in outer space between two opposing armies consisting of mechanised suits of armour. At the end of it all there was only one suit remaining which was programmed to destroy everything in its path. It flew through space for thousands of years until it got to a populated world where the people had no weapons, and so it kicked their arses to hell and back again, causing destruction the likes of which had never been seen before.

Now the people who lived there weren't very happy about this, which isn't surprising really, and so five of their most powerful magicians got together and combined their powers to seal the armour away using five orbs. Once this was done the orbs were hidden away at a secret location so that no one could break the spell.

Millions of years later Price Sandor was walking up the isle with his beloved when the bloodthirsty Danek Empire attacked in their war machines, knocking Sandor unconscious and kidnapping the lovely Lady Elin. The Danek army was too powerful to resist and in a series of events slightly less predictable than Beverly Hills Cop 3 it came to light that the only way to overthrow these aggressors was to find the Armour and become the most powerful fighting machine in history. This sounds easy but in order to do it not only must Sandor find where the armour is hidden, he also has to find the orbs. So, Sandor set off into the unknown...



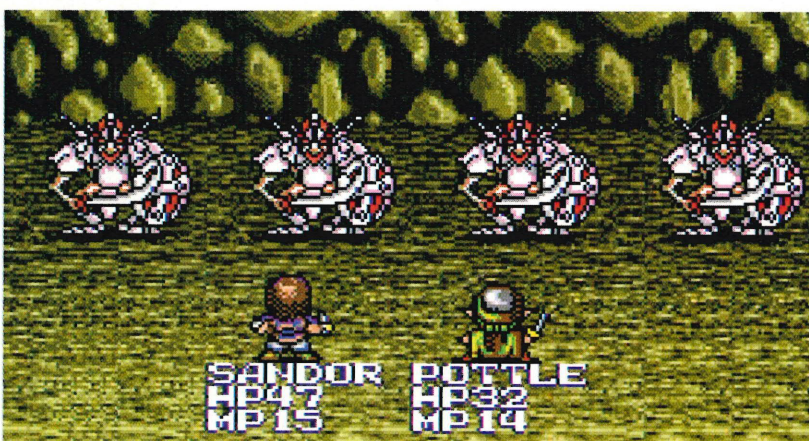
▲ The quest has just started and poor old Sandor is still on his own



▲ The little boy is Pottle, and although he is just a kid for a long time he is your only mate!



▲ An RPG isn't an RPG unless there are loads of stats and options



▲ Two against four? The odds sound about right to me!



▲ I guess Jag has been eating those beans again. I warned only him about it yesterday as well...



## MANGA MAYHEM

Like Lunar this is a CD-based game. What this means is that there is a horrendous amount of memory available to fit the game into meaning the resulting quest is massive and takes ages to finish. Any space left on the disk has been filled with some atmospheric music and animated cut scenes.

The game was originally developed in Japan and later translated and improved by the Americans, but you can see the Japanese influence straight away. The Vay armour looks remarkably

like the Guyver unit from the popular Manga series but unfortunately the animation doesn't even come close and looks a little bit shoddy. The intro doesn't really demonstrate how good the game actually is, and lets the overall presentation down a bit. As well as the intro other cut scenes appear during the game when something important happens, like when you meet a new character who wants to join you, or when you discover some vital information.

## THE GOOD, THE BAD AND THE BRAIN CELL



Help! Yet more monsters relentlessly attack

The enemies can use magic as well, as Sandor has just found out



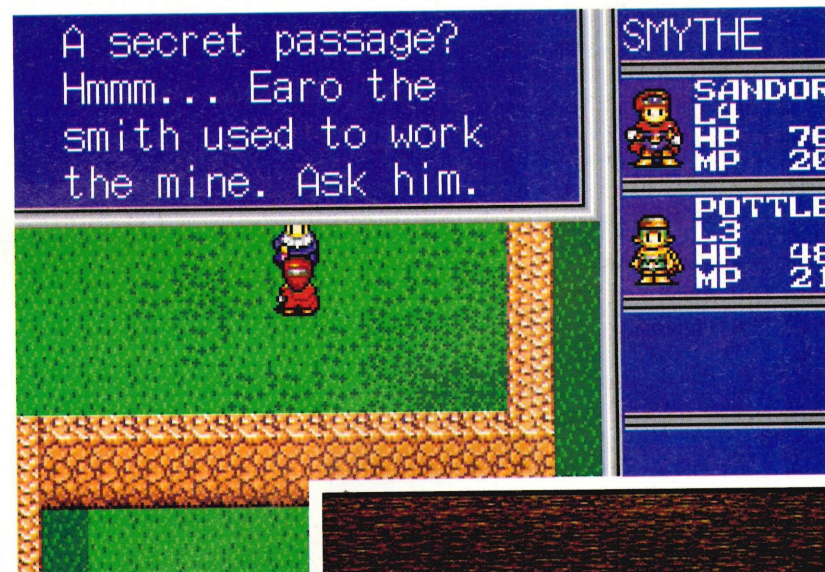
Attack advantage!



Surprise an enemy and you get an advantage, allowing you to get twice as many hits in



▲ After fighting lots of weaker characters like this you will soon gain levels and become as awesome as me

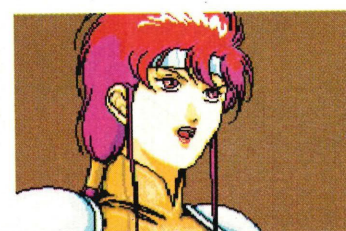


▲ Is this a clue? If it is it's too subtle for me. When's the next fight?

▶ The enemies just get bigger and bigger, and there are more of them too!



▲ There's a party in my mouth and everyone's invited

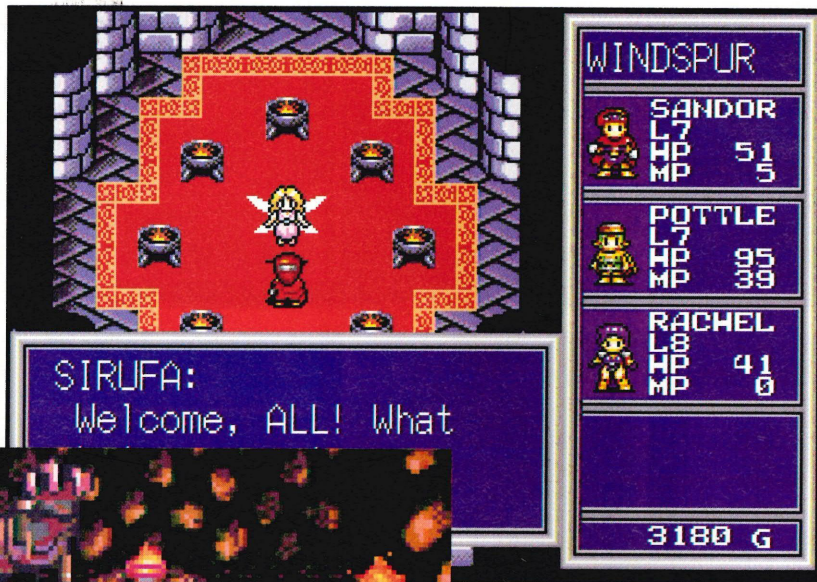


▲ What a babe. All the characters in the game fancy her as well

## FIGHT FOR YOUR RIGHT TO PARTY

As usual the game is split into two sections. Most of the time everything is viewed from above as you guide your team around the land going through villages and towns. In the towns are inns, hotels, shops and houses, all of which should be visited to collect clues or buy useful items.

The other part of the game takes place when the team gets attacked by monsters. Here you get a choice of options as to what to do, be it attack, run, use magic or use an item. Every character including the enemy has to wait their turn before making a move and blows are exchanged and hit points gained or lost all over the place.



◀ Sirufa is a wind fairy who can propel people over large distances by using certain bodily functions! Needless to say, if you don't have a gas mask the stink will kill you

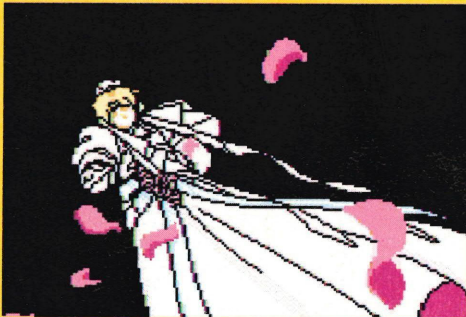


◀ Oh dear. The rock just showed its true colours



▲ I'm sorry, I'm afraid we only speak English around here. Did you say you were American?

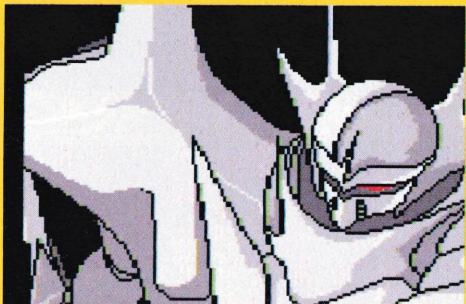
## CARTOON TIME



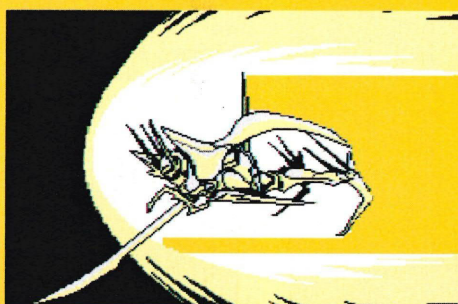
▲ The Beautiful Elin gets spirited away from Sandor, her true love, just before her wedding. Aah



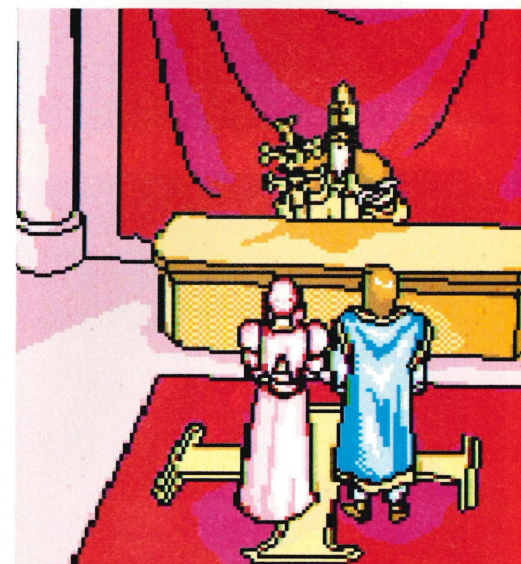
▲ After the largest battle known in the universe the armour sped through space looking for more people to kill



▲ Look mum, it's one of those enormous killing machines again



▲ It's cartoon time again as hundreds of robots attack during the intro. Rolf Harris would have a heart attack



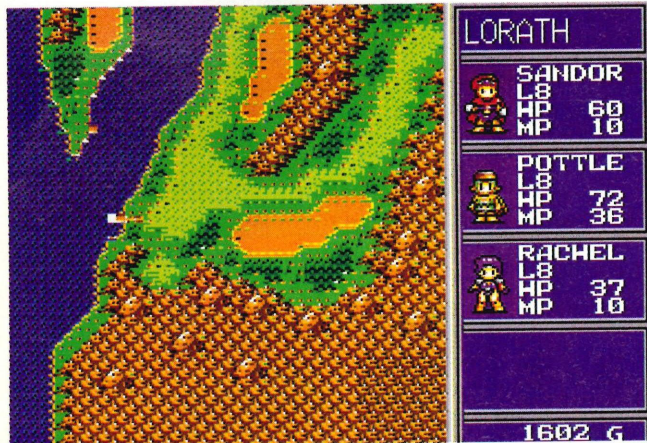
▲ It is the day of the wedding and all is quiet



## WHAT DO POINTS MAKE?

After winning a fight all of the people in your team gain experience. When their experience reaches a certain point they gain a level which means that their hit points and magic points increase, and some more spells are learned. After fighting a few weak monsters and gaining a couple of levels the monsters get quite hard to beat and I must confess I had great trouble when some bloke set his pet scorpion on me.

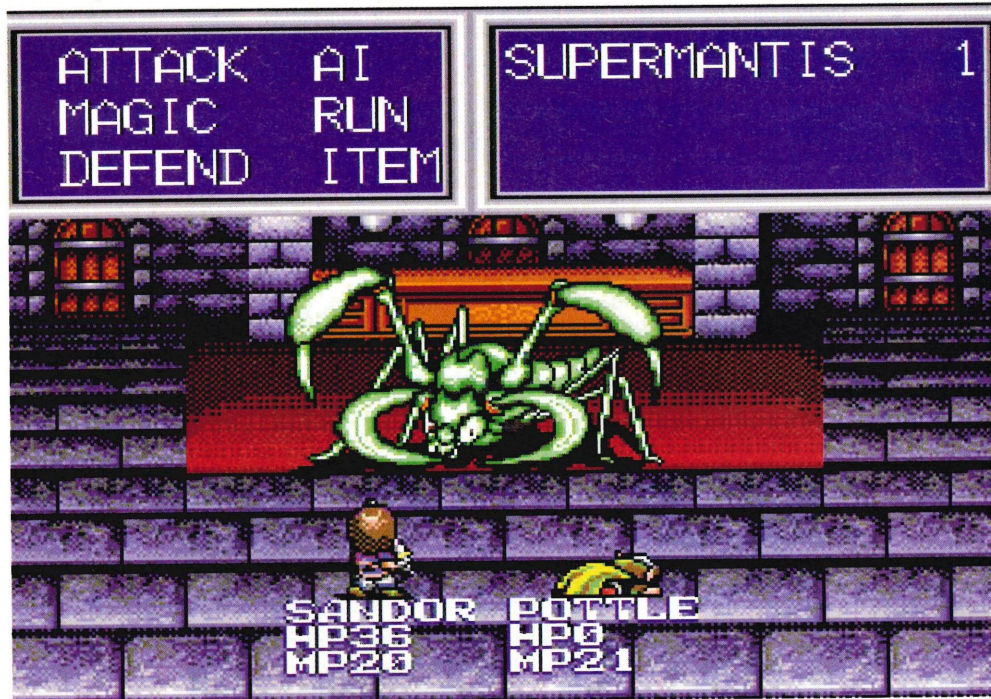
It is possible to let the computer take over in these fight situations and make all the decisions but in important fights like this it is best to do things manually, making sure there is a constant supply of health herbs at hand!



▲ Press start to call up this map. This goes to show how large the game actually is



▲ I think that says it all really



▲ Chin up, Pottle! This is no time to have forty winks you cad!



▲ See that monster on the left? That's Pam after a night out, that is...in her best dress.

## BRAINS AND BRAWN

I always feel sorry for people who instantly dismiss games like this as boring because they don't know what they are missing. Admittedly it does take quite a while to get the hang of the combat system and to work out how to get started on the quest, but there is a phenomenal challenge here and finishing a game like this is much more satisfying than finishing a platform game that takes only a day to complete.

The difficulty level is pitched just right so that when you think that your people are completely awesome and you have such powerful weapons that you can cut most monsters to ribbons with a flick of the wrist along comes a horde of enemies tougher than old boots that give you a good kicking.

At the end of the day Vay is a very involving game that will appeal to those people who want to get a bit more from their Mega-CDs. The graphics aren't fantastic but the speech and music are OK, and more importantly is it quite compelling to play. If you are fed up with the recent spate of platformers and beat-'em-ups you could do a lot worse than go for this one.

et. If only they knew...

## THE SECOND OPINION

ALLIE WEST

Wa-hay, a smart RPG on the Mega Drive at long last. Vay is most definitely one of the best games for the Mega-CD, with loads of locations which will take weeks to explore.



Initially it proves a bit tedious, but persevere and the game blooms into a fabulous RPG which is as good, if not better than Lunar. Graphically don't expect too much - The background and maps are colourful although the sprites are small and fairly unimpressive. The sound's pretty cool though, with atmospheric music accompanying the array of spot sound effects. However, it's heaps of gameplay that make this different from the rest, and one worth keeping an eye out for.

## RATINGS



PRESENTATION

75%

It doesn't look too hot at first, but a map shows how large the game is

GRAPHICS

69%

Oh dear. Surely the CD can pull off better animation than this?

SOUND

88%

This is a bit better. Lots of speech and decent music

SHORT TERM PLAY

74%

It takes a while to get going and develop the characters

LONG TERM PLAY

85%

This will keep you going for a very long time

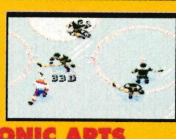
OVERALL

84

A jolly good little romp, and is a type of game that suits the Mega-CD perfectly.



# PREVIEW



price: £44.99 (TBC)  
 developers: IN-HOUSE  
 release date: SEPTEMBER



BY: ELECTRONIC ARTS

Ice hockey must rank as one of the fastest team sports in the world. The sport is hugely popular in the United States and Canada, not to mention the old Soviet Union and the Scandinavian countries. Of course, it has never quite caught on in Britain as a competitor sport (our lot being pretty uncultured and all that), but in the computer game stakes ice hockey has gone down a storm. With that in mind, Electronic Arts is all set to release another instalment in the NHL series. Read on to see what improvements have been made.

### EVALUATE TRADE

<b>CHICAGO</b>	22 C. Ruutu	F	78
<b>DETROIT</b>	FOR		
	55 K. Primeau	F	73

A Cancel B Modify C Propose Start Execute

Have a dip into the transfer market with this option (or 'trade' as the Americans call it)

### COMMISSIONER RULING

CHICAGO DETROIT

P. Ysebaert FOR U. Kozlov

**APPROVED**

B=Modify Start=Continue

My bid was accepted. He'll be joining us next season

# NHL '95

## BARNABY THE BEAR

I seem to have lost count of the amount of ice hockey simulations released by Electronic Arts. Admittedly the NHL series cannot be faulted for realism and fast action - we've even had the Durham Wasps (ice hockey champs of England) confirm this for us. These games must have sold well over a million units worldwide by now and with last year's release of NHL '94 onto CD at a reduced price, things are most certainly on the up yet again for EA.

It's 0-0 - hurrah, we're not out of the championship yet

### MODIFY RATINGS

Name	First: BCD	Pos. F	Hand R
	Last: XRQPW	Wt. 204	Unif. 20
Speed	18	Shot Power	18
Agility	18	Shot Accuracy	18
Endurance	18	Pass Accuracy	18
Off.Awareness	18	Aggression	18
Def.Awareness	18	Checking	18
Stickhandling	18		
OVERALL RTG.	20		
Maximum Unallocated Points	900		

++++ = Select Rating  
 A,C=Decrease/Increase START=Done

A sort of 'build your own player' option

### SCOUT REPORT

Hi, I'm John Shrader for EA Sports. Welcome to a sold out Montreal Forum, home of the Montreal Canadiens.

ADVANTAGE: center

57 Todd +++ 95 Mull 11

Obligatory smiling American commentator divulges wisdom to the masses

Face-off. This is a good part of the game when fights are prone to start

2ND 4:57  
 LA 2  
 MTL 3

## BIRDS TAUGHT ME TO SING

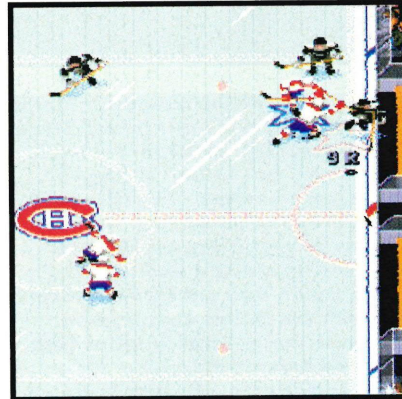
You may be forgiven if you at first think that this appears almost identical to the previous incarnations of the game. In a manner of speaking you would be correct to assume this. According to Electronic Arts, it tinkered with changing the viewpoint of the game but decided the engine currently in use offered the best results. If you have played the other games in the series you may notice however that the view of the action is slightly lower than that seen in NHL '94.

The easy to understand control structure remains untouched but EA has improved the speed of the gameplay, plus computer opponents have better defensive qualities. Over and above this though the player sprites have come in for a little bit of attention and EA has decided to make them that little bit larger and chuck in a few new moves for good luck. When defending against a slap shot, players lying on the ice can now block (painful if you ask me), and forwards can now 'dummy' shots to hopefully send the 'keeper one way than slamming the puck into the empty corner of the net. Well, that's the theory behind it anyway.

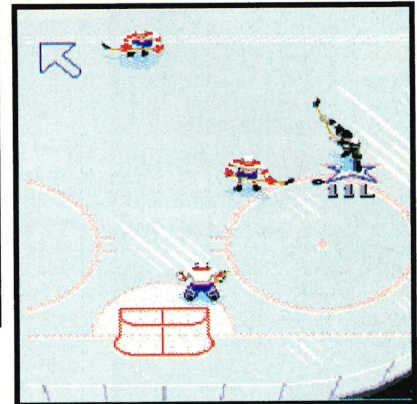


## HELLO NADINE

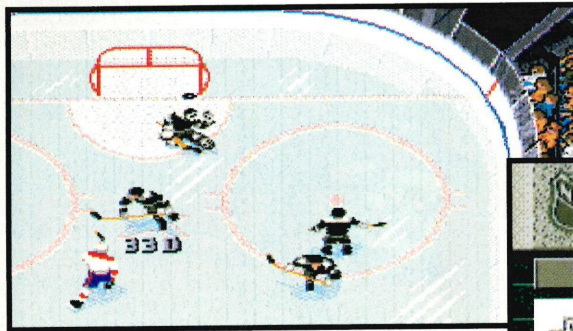
Yet another new feature to grace NHL '95 is what EA is calling the full season mode and this is exactly what you might imagine - the chance to lead the team of your choice straight through the massive 84-game (regular) season. If you are reasonably successful in this there is the chance to make it into the NHL championship playoffs which consist of a seven-game playoff series (that's a cup knockout. Americans eh?!), then all the way to the championship final.



▼ Out he comes to narrow the angle. Good goalkeeping by all accounts



▲ This could turn out to be nasty. Ooh, he's been well and truly sandwiched



◀ Off the inside of the post and into the net. A super goal

PERIOD STATS				
	Shots			
	1	2	3	Total
	7	4	5	16
	6	10	6	22

A tough game, but it's not over yet!



▲ The attack was stopped, the puck knocked into midfield. Good play from the lads

## NEVER CALL ME JACK

If competing in all that seems something of a tall order, a new option included should be just the thing for you. Instead of playing in the full season mode you can compete in a smaller league that lasts only one month and is comprised of 12 games. This too comes complete with its own mini-championship playoff option which offers the usual chance to win the cup.

Perhaps the best new improvement is the feature which will enable you to trade players. Yes, you can now delve in to the transfer market and snatch up the best players for your own team. The players are not traded using money but with a player points system. However, you can create your own players and alter their playing skills to suit your own needs, although that sounds a bit on the funny side to me. As per usual we will have a full review of NHL '95 as soon as possible.

▼ No foul, can you believe it? A desperate scramble and the ball is cleared



▶ A spot of goal action here. A desperate scramble and the ball is successfully cleared. The boys were lucky

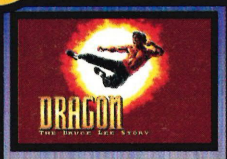


▼ Kirk Muller...he looks pretty damn good. Yes, I'll have him in my team please

MONTREAL		ROSTER			
Offense		Energy			
#	Player	Lines Reg	PP	PK	Rating
11	Kirk Muller	1	1	12	100
17	John Leclair	2		2	100
21	Guy Carbonneau	3		1	100
8	Ron Wilson			2	100
45	Gilbert Dionne				100

A-Teams    B-Profiles    C-Positions

# MEGADRIIVE REVIEW



BY: VIRGIN



16 MEG

## STYLE



BEATEM-UP

PRICE **ETBA**

PLAYERS **3**

SKILL SETTINGS **1**

RELEASE DATE

SEPT '94



Bruce Lee and RICH LLOYD both have things in common with Dragons - Bruce had the strength of one and Rich has the breath.



Last year saw the cinema release of *Dragon*, a bio-pic about Bruce Lee. It wasn't particularly well received, but I liked it anyway. Jason Scott Lee took the title role and told the story of how Bruce was forced to leave Hong Kong and live in America where he started up his own martial arts studio and got into all sorts of trouble with his fellow countrymen. Not surprisingly he got into a lot of fights in his time and was spotted by a television director who cast him in a modern day Lone Ranger-style series called the *Green Hornet*.

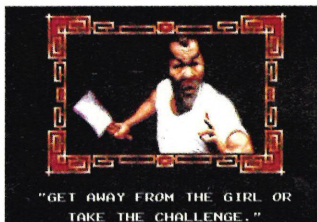
After this Bruce went on to make a few films including *The Big Boss*, *Enter the Dragon*, *Fist of Fury*, *Way of the Dragon* and *The Game of Death*. Just when his career started to take off Bruce mysteriously went into a coma and died. Some say that he had a reaction to some aspirin and others say that a rival martial artist touched him in the street with a secret blow that caused him to die a few days later. There are other ridiculous stories going around, but as we will never know the truth I don't really care!



## ENTER THE DRAGON

Anyone who has been playing video games for a few years will probably have played *International Karate Plus*. If you can imagine a game as playable as *Street Fighter II* without the ludicrous special moves where three players could fight each other at the same time then you can imagine how good *IK+* was. *Dragon* is very similar to this, but instead of fighting until you get beaten the game follows the plot of the film where each fight is a scene from the film or an event in Bruce's life.

The game starts off in a Hong Kong nightclub where a rowdy sailor unsuccessfully tries it on with a local girl. Enter Bruce, the little Dragon, who tries to put the navy boy firmly in his place. Surprise surprise, this is where you come in. Taking control of Bruce and his amazing fists and feet it is time to chop socky through the game's many levels to the final confrontation between Bruce and the family demon.



"GET AWAY FROM THE GIRL OR TAKE THE CHALLENGE."

▲ Once again Bruce gets into a fight over a girl



▲ The second stage involves fighting a wooden object and I couldn't even beat that. Hopeless or what?

# DRAGON: TH



▲ Sailors eh? Can't take some people anywhere these days without getting into a ruck can you?



▲ That told him. One of Bruce's best moves involves jumping high into the air and stamping on a downed opponent



▲ Weapons are useless against a fighter as good as Bruce. Except a bloody great gun of course

# THE BRUCE LEE STORY



## FIGHT THE GOOD FIGHT

After the first fight Bruce has to train a bit more by fighting against a wooden man before heading off to the States. In his first job in a Chinese restaurant he gets into another fight over a woman, this time against a psycho Chinaman with two rather large meat cleavers. Just as you give him a severe kicking he runs off, and then comes back with a friend!

This is where the game comes into its own because even though there are quite a few similar games like this around on the Mega Drive already this is the only one in this vein where three fighters are pitched two against one in what has to be a very unfair fight indeed. Anyone that has problems playing one-on-one won't stand a chance here – they'll just be slaughtered immediately.



▲ Kick loads of people about and more powerful moves become available

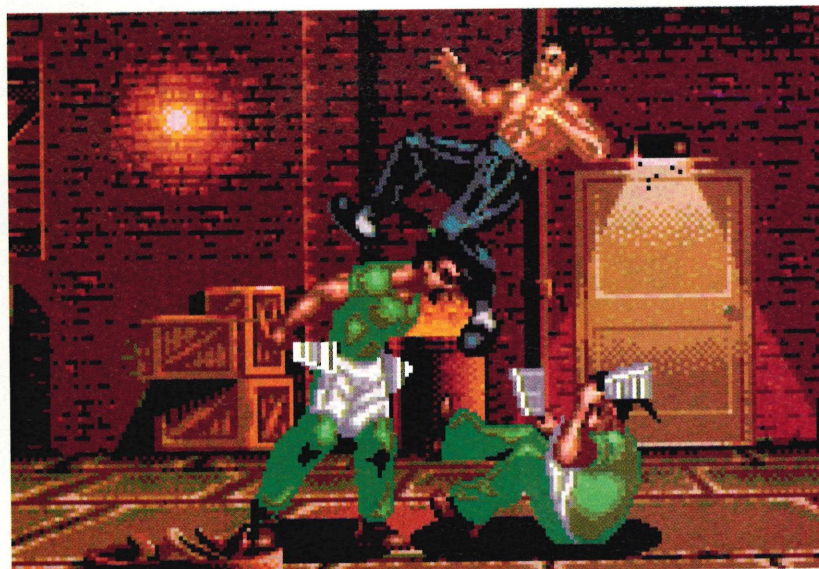


▲ Instead of fighting everyone has decided to have a posing competition instead

## LETHAL WEAPON

As much of a Bruce fan I like to think I am, I have absolutely no idea who this woman is supposed to be!

Whoever she is, she's good with a stick and that's all I know. Answers on a postcard...



▲ That situation looks a bit nasty – two against one indeed. It's not cricket is it?

## PRACTICE MAKES PERFECT

All of the beat'em-ups we've seen recently like Fatal Fury, SFII and especially Dragon Ball Z allow the characters to perform stupendous moves just by the use of ridiculous joystick combinations. Dragon is different because as the game is based on a real person even though there is such a thing as artistic licence having Bruce Lee throw fireballs all over the place is a bit ridiculous. So, what the programmers have done is to limit the player to a number of basic moves and allow them access to more moves as Bruce gains fighting experience.

When his Chi (inner strength) level reaches a certain point he can change fighting styles and enter Fury mode. In this mode he is faster and can perform lightning kicks and punches. When his Chi is at a maximum he can pull out a pair of Nunchukus and swing them about all over the place causing all manner of pain and injury.

The only way to increase this Chi level is by smacking everyone about. Each time you score a good hit it goes up and each time you take one it goes down, so the better you are at the game the better Bruce becomes at fighting.

## THE ART OF FIGHTING WITHOUT FIGHTING

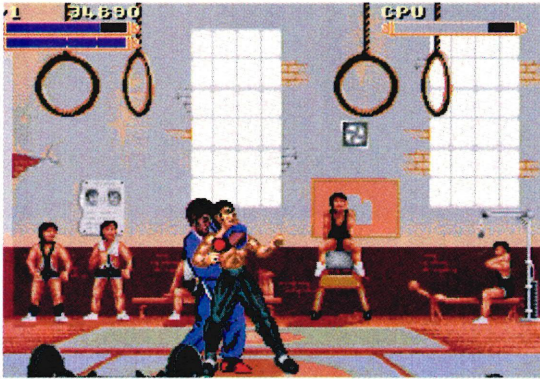
Anyone who is a fan of Bruce Lee fans will recognise some of the stages represented in the game, and the moves that the characters can perform (especially if they have seen *Dragon* itself). There are some fights that aren't in the film but are memorable moments from Bruce's career.

At one point he gets to train with an old student-cum-actor, and he even gets to re-enact the end scene from *Enter the Dragon*. This might seem a bit strange seeing as otherwise the game would be an accurate licence of the film but anyone who has seen it will know that there weren't actually that many kung fu scenes included in the action so to make the game much longer a whole load of other opponents have been included alongside the ones that are taken from the film.

All through the film Lee is haunted by the Phantom, which is a demon who Bruce's father said would eventually come for him. Sure enough at the end of the film, and indeed the game, comes the final confrontation between Lee and the Phantom. Can you defeat him? I couldn't because he is pretty hard and has the annoying habit of teleporting everywhere.



◀ It's workout time! Looks like Jason has been exercising that chin muscle again



▲ This bloke is Bruce's mate. So what's with the death lock stuff then, pal?

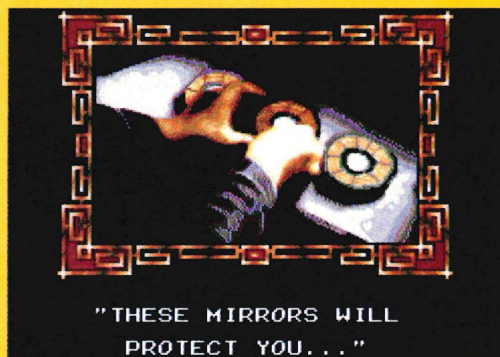


▲ Stretch those inner thigh muscles by kicking a really tall bloke in the head loads of times

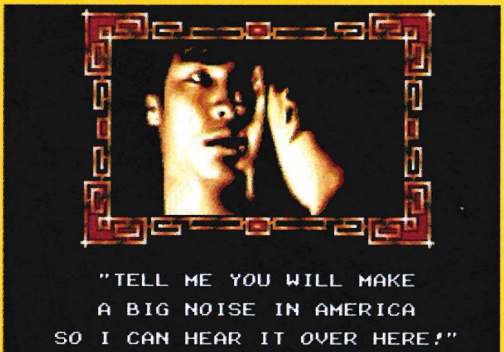


▲ Now that's not nice. I was only looking for the toilet and this bloke goes and jumps on me

## BRUCE LEE - THE EARLY YEARS



"THESE MIRRORS WILL PROTECT YOU..."



"TELL ME YOU WILL MAKE A BIG NOISE IN AMERICA SO I CAN HEAR IT OVER HERE!"

In between fights and at the start of the game Bruce's story is told in a sequence of stills from the film. As a child he was supposedly haunted by the Phantom and when he moved to America his dad gave him three magic mirrors with which to protect himself.



## IT TAKES TWO TO TANGO

Normally one-player fighting games aren't much cop but I did enjoy this one and the two-player story option where two Bruces fight their way through the normal game is quite good fun, especially when you 'accidentally on purpose' do your partner in instead of the enemy. As you can imagine this leads to lots of laughs.

The best part is that in the special battle modes a third player can join in as well. Using the Sega Multitap complete chaos will break out in your bedroom as three Bruces battle to see who is best. This goes to improve what would have otherwise have been an average game and anyone who owns a Multitap and has a friend or two would be stupid to miss out on this one.



▲ Get the impression this bloke watched the Karate Kid?



▲ The Phantom puts in an appearance at the end of the game. Do you sit down and talk? Do you heck!



▲ People reckon that sometimes Bruce moved so fast that the camera couldn't catch it properly - a bit like on this move here



▲ The Big Boss was Bruce's first major picture and apparently some bloke appeared and threw ice blocks at him in a fight. Nasty!



▶ Multi-player fun all round as two Bruces battle it out



◀ The Phantom is easy prey with the lightning kick but he has a nasty habit of teleporting away

## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

Looks good and has lots of film cut outs

78%

### GRAPHICS

The sprites move fast and look like the man himself

81%

### SOUND

Lots of "oo-ahh"-type noises

83%

### SHORT TERM PLAY

Changing fighting modes takes a bit of getting used to

83%

### LONG TERM PLAY

With three players you will come back to this again and again

88%

### OVERALL

A great game if you have two friends and want a bit of chop socky action like IK+

85

## THE SECOND OPINION

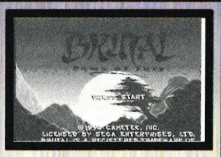


### THE JAG

I was really surprised by this actually. These days when we have a beat'em-up in for review there are always the comparisons with 'you-know-what' and invariably the games fall flat on their faces. Dragon's a bit different though. Although the Lloydster seems to think it's smart I didn't go crazy for it. It's a cool game - the graphics are ace and the animation is wonderful - but deep down it's just another beat'em-up. Still, it's the game of the film of Bruce Lee so what do you expect?



BY GAMETEK



CD ROM

**STYLE**



FIGHTING

**PRICE** £39.99

**PLAYERS** 2

**SKILL SETTINGS** 3

**RELEASE DATE**

SEPTEMBER



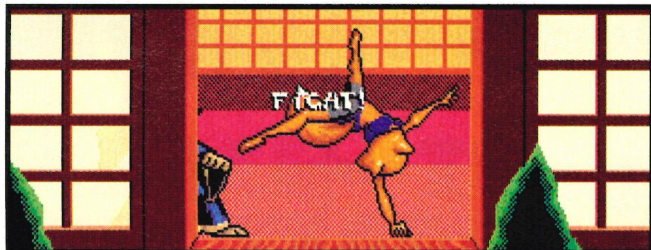
Cartoon characters are nice, right? Even Hong Kong Phoey was a nice bloke even though he was good at fighting, so what's with the 'toons with attitude? RICH LLOYD investigates...

# BRUTAL

We all know that when a beat'em-up is released it inevitably gets compared to *Street Fighter* and *Mortal Kombat*. This doesn't really come as a surprise as both games are superb, but then along comes something that is a little bit different, like *Brutal*. This is the second one-on-one fighting game on the CD to date, with the only other one being the disappointing *Mortal Kombat* CD where long pauses during each session any atmosphere was destroyed. In this game atmosphere is what it is all about and the overall effect really is surprising.

## RELIGIOUS RIOTS

*Brutal* boasts one of the most impressive intro sequences that I have seen on the CD. It doesn't use FMV, but instead a full screen cartoon shows all of the game's 10 characters going through the motions before the scene cuts to the middle of the ocean. Two Silicon Graphic dolphins suddenly jump out of the water and start swimming towards a desert island. On the island is a castle and the camera zooms around it before approaching the main gate. On top of the castle stands the Dali Lama with the wind blowing through his hair as he waits in anticipation for the tournament to begin. The overall effect is simply stunning.



At the beginning of the game invitations are sent out across the world



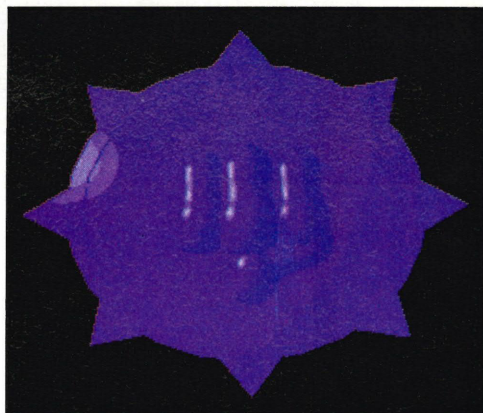
Oops! Guess Ivan left work a bit too early



Usually games like this have token female character for good measure. Well, this is the token girlie fox character



This is the Dali Lama. And there was me thinking he was supposed to be God incarnate too



## REVENGE OF WILE E

Every four years the Dali Lama searches the world for the greatest fighters and invites them to his island to compete for the Belt of Heaven. The entrants are all chosen because of the path that they follow and not just their martial arts skills. For example, Kung Fu

Bunny follows the path of understanding and fights so that he can become at one with himself. Kendo Coyote on the other hand follows the path of resolve which means that he has a massive ego and that nothing can stop him. All of the other fighters including Tai Cheetah (groan), Foxy Roxy, Rhei Rat, Prince Leon, Ivan the Bear, The Pantha, and Karate Croc all have their own philosophies as well, giving the game a subtle moral message.

The Pantha looks like a monk but fights like a good-un. It looks like Hong Kong Phoey in one of his many disguises



# -PAWS OF FURY



## GET A GRIP

Graphically this is unlike any other game that I have seen before. The cartoon intro sequences can only be described as jaw dropping, and the animation in the actual game is just as good. Even though the characters are cartoons the fighting styles that they represent like Karate or Muay Thai Boxing have all been accurately represented. If you've played Street Fighter then you will automatically be able to play this as the control system is identical for both three and six button pads. This was done deliberately so that any SFII fan could immediately get into this too.

## THE SECOND OPINION



### ALLIE

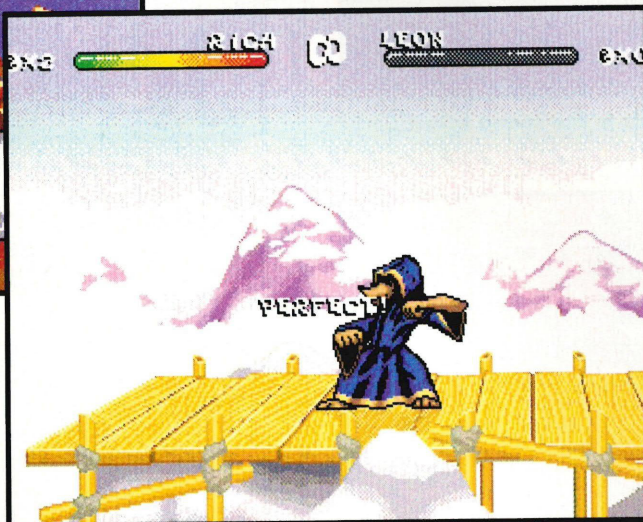
Brutal is a breath of fresh air. For a start we haven't seen a decent beat'em-up on the CD as yet and secondly, we've yet to see anything even remotely playable either. Fortunately Brutal is the exception to the rule and as a result you are left with a really humorous, entertaining, playable and graphically superb product. Downers? A bit of a bugger if you're sick of beat'em-ups!



▲ There are eight different characters to choose from at the start of each game

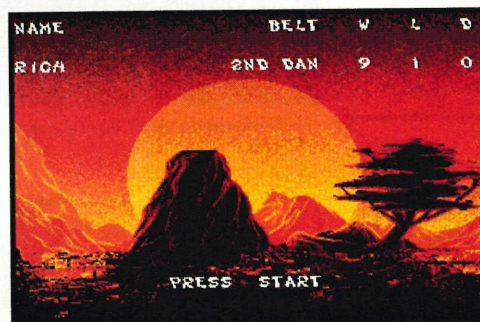


▲ Come and have a go if you think you're hard enough!



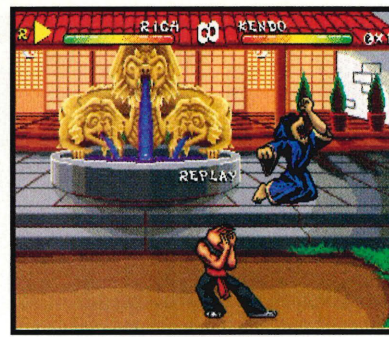
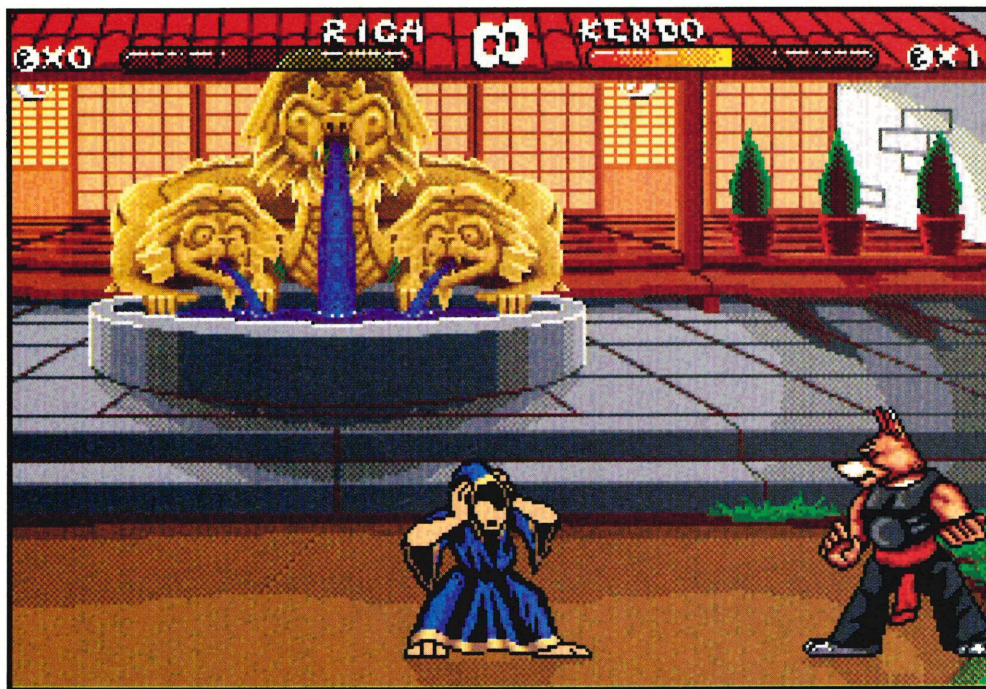
▲ Believe it or not, this is one of Pantha's special moves! To gain extra energy taunt you opponent by flashing your pants at them

On this stage if a player falls off the platform they plummet to their doom and die instantly



▲ By practising and developing the character soon you too might reach this level





▲ Now this is a strange idea! Fighting behind screens indeed. What clever person thought of that one then?



▲ Instead of just collapsing when beaten the characters wobble about and die in true cartoon style

▲ I guess someone saw Enter the Dragon once too often

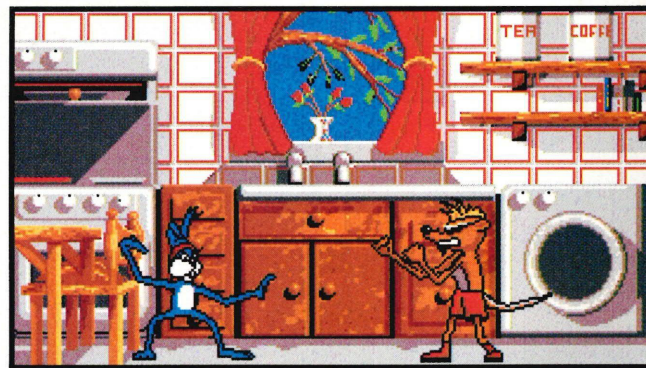
## LIKE TO MOVE IT MOVE IT

The major difference between this and all the other cartridge-based fighting games is with the special moves. In SFII, Mortal Kombat, Fatal Fury, etc, each character has a number of special moves that they can use at any stage of the game. Here you start off unable to perform any special moves and get taught a new move after every two fights. This is similar to real-life martial arts (well, sort of!) where you can get a basic understanding of the moves quite quickly but mastering the more advanced moves takes a great deal of skill. So, when you eventually become good at the game you will be able to take one character and build him up so that when fighting the more advanced fighters you have a larger repertoire.

This is similar to Dragon but the most unique feature here is that by using a password system you can maintain your character's current skill level and even start again having access to the moves you have learnt. This also means that when fighting another human player in the head-to-head option you can both type in your individual passwords and have your most up-to-date fighters duke it out.



▲ Curiouser and curiouser. This is the sound select screen!



▲ One of the options allows you to enter the fun room where just like in the movies you can see out takes from the game!

## SHORT AND SWEET

Even though Brutal is CD-based a cartridge version is also in development but due to memory and other hardware restrictions it is obvious that most of the cartoon sequences and the wonderful music is going to be sacrificed, but the rest of the game will remain intact. How this will affect the overall impression of the game is unknown, but we'll find out when we have a full review of the game.

Obviously a lot of time and effort has been put into this game, and to my knowledge it is the only game of this sort with a learning curve. It looks very impressive and the music is stunning but sadly it is let down by the gameplay. During one game that I played I discovered that all I had to do was to get my character to jump towards the opponent with a strong punch over and over again and it would eventually kill them. By doing this I got right up to the Dalai Lama, who turned out to be a right git to beat!

At the end of the day this is a very polished product that would be perfect if it wasn't for a few flaws in the gameplay.



## RATINGS

REFLEXES	TRICKY
CHALLENGE	THOUGHT
PRESENTATION	

??%

92%

**GRAPHICS**  
Incredible intro sequences and great sprite animations

93%

**SOUND**  
Amazing CD music gives the game a great feel

87%

**SHORT TERM PLAY**  
Some innovative ideas make this very interesting

80%

**LONG TERM PLAY**  
Once you develop a reasonable character it won't take long to finish

## OVERALL

88

An original concept but it could have been just a little bit better



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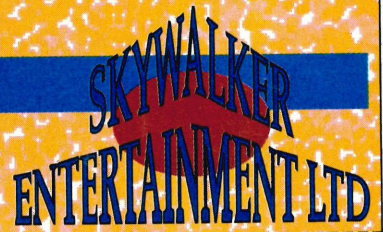
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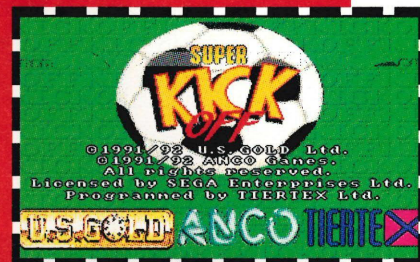
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FOOO

What do you really expect this month....it's World Cup time. The game of the gods is all set to explode onto our television screens for one whole

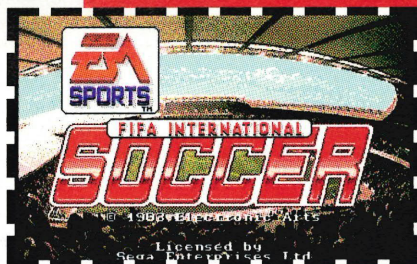
**SUPER KICK OFF**  
**75% US GOLD**

The old MegaTech crew quite liked this when it was released - I can't say I blame them because it was the only halfway playable footy game available on the Mega Drive. Loads of options to choose from including strip, weather, strip, etc. Viewed from the old top-down angle which restricts gameplay more than a little. A good game for its time. Battery back-up enables cups and leagues to be saved.



**FIFA INTERNATIONAL SOCCER** **92% EA**

The master of simulation, EA turns its hand to our national pastime and comes up with a very admirable effort indeed. Superb player animation, stunning crowd sounds and great stadiums add to the real football atmosphere. The choice of the press and the games-buying public - everyone really, except me. Despite all the great options and views I found the gameplay a little on the shallow side and the complete package far too American.



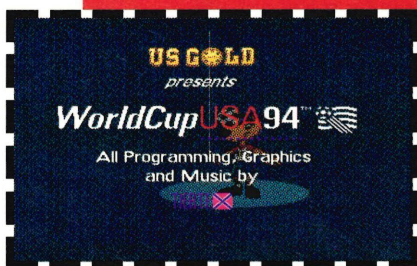
**SENSIBLE SOCCER**  
**80% SONY IMAGESOFT**

Converted from the Amiga game of the same name it may be old but it's still an absolute must if you own a Mega Drive and have an interest in football. A new limited International Edition is being released to coincide with the opening of the World Cup and Psygnosis is currently developing a CD edition. With superb gameplay and all the options one could ever hope for... yes, yes, yes.



**WORLD CUP USA**  
**45% US GOLD**

Oh dear, the official football game of the World Cup is handed to Tiertex, those chaps of Italia '90 infamy and a complete disaster ensues - US Gold should have learned its lesson. Packed with option screen after option screen, silly little FIFA dogs and no gameplay this is perhaps the biggest let-down of the year. Wooden gameplay and minimal attention directed towards the game of football - it has rush job written all over it.



# FOOTBALL

calendar month and of course the video game mob is all set to cash in this awesome event. Here we take a look at a few of bigger releases and one blast from the past.

## REALISM

I'm sure you'll all agree it's rather pointless to have a footy game that fails to reproduce something of the realism that takes place on the park, and with that in mind let us crack on and discover which comes first in this section.

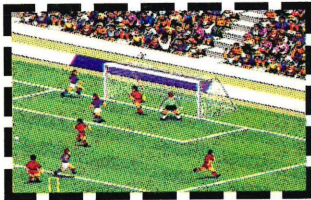
## FIFA INTERNATIONAL SOCCER

All the correct ingredients for the ultimate soccer game are included within FIFA. EA has set an example in presentation, graphics and sound and therefore FIFA should be the ideal choice for the most realistic of the football games. Unfortunately not. Despite the excellent options the gameplay is lacking in real simulation - players can perform feats any international gymnast would be proud to display and the relative length of the pitch is just a little too small. The game seems to rely on punting the ball up the park into the opposition's box and hoping one of your forwards gets on the end of it. I found it difficult to play the ball around in midfield and this ultimately detracts from any real simulation of the game of football.

6/10

## WORLD CUP USA '94

Never really gets past the starting post. As soon as the game kicks off and a tackle on any opposing player is attempted the ref blows his whistle and awards a free kick. This setting can be turned off but what is game of football without fouling. A game that stops every five seconds or so is useful to no one. The players kick the ball all over the place and seem to get nowhere fast. Very little I encountered suggested the people who programmed this game had any real knowledge of football. Players can run only in



▲ FIS: Great gameplay? Unfortunately not, but FIFA remains a good game



▲ SS: Possibly the most playable game on any format. Three years old but still going strong



▲ SKO: Crowd trouble? Not with an audience of cardboard cut-outs



▲ WCU: Not another free kick. This game stops every five seconds or so which is not my idea of football at all

straight lines making dribbling almost impossible. When goals are scored no one celebrates and the crowd makes no noise. Pointless to the extreme.

3/10

## SUPER KICK OFF

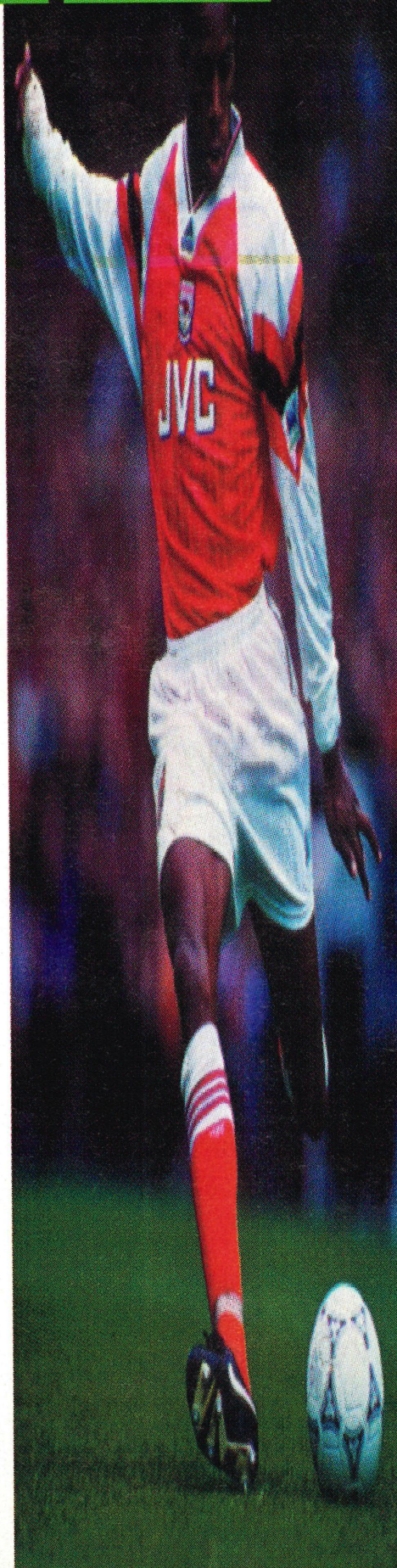
Very easy to write this oldie off as complete rubbish - the top-down view did nothing for me two years ago and sadly this is still the case. Players 'waddle' around the park as opposed to running and there is no fooling the opposition. They are onto every ball as soon as it kicked. Head to head tackling is a little confusing due to the clumsy sprite collision. Yet again tactics seem to consist of the old Wimbledon punt up the park (or as it's known were I come from 'The Ibrox Punt') which is hardly representative of a real game of football. Erm, sorry US Gold.

4/10

## SENSIBLE SOCCER

No masses of screaming fans, no superb stadiums. How on Earth can this three-year-old game compete with the mighty FIFA? Simply by forgetting all the cosmetic touches and concentrating on what really counts, the gameplay. The sprites may be small, the pitch may appear enormous but this is the closest thing yet we have had to the game of football. In Sensible the formation you choose can have an outcome on the game as can your own style of play. Games are won in midfield and timing in defence is paramount. On the downside players can sometimes score from the halfway line and the goalkeeper can muck up the best laid plans by kicking the ball straight into the path of an opposing forward. In two-player mode there is no beating this game. The best.

9/10



# LEADS

## GRAPHICS

Paramount to some, secondary to others - graphics never make a game. This is clichéd but true. However there is no denying that visuals can contribute immensely to the overall enjoyment of any game. Mega Drive footy games have never been renowned for looking great...until Electronic Arts stepped in of course!

## FIFA INTERNATIONAL SOCCER

Simply take a look for yourself and decide. Without question FIFA is the best looking football game to appear as yet on any format and hopefully a few software houses will follow the example set by Electronic Arts. All the players move very well - the actions of running, jumping and dribbling are reproduced splendidly. Even the crowd are animated

and the stadium settings are nothing short of brilliant. On the down side when the player with ball makes one of those darting runs down the wing his legs seem to move at around 200mph but his relative speed must somewhere in the region of 15mph. A small price to pay for such a good looking game though.

9/10

## WORLD CUP USA '94

The game that boasted an almost infinite number of player animation frames per second appears very dated indeed. Sure the players can run around, tackle and such like but the whole thing isn't very convincing at all. The complete inability to turn defenders stems from the fact that the players are incapable swerving or weaving through a defence. They simply run in straight lines giving the game a very static and wooden feel to it. The keepers sort of fall to make a save -

# FOOTBALL FRENZY



◀ FIS: Listen to the roar of the crowd as you make one of those darting runs up the wing



◀ SKO: The top-down angle restricts play somewhat. So does that silly big map in the top left-hand corner of the screen

▶ SS: comes out on top. With a CD edition and the ultimate Sensible World of Soccer due for release later this year this game can do no wrong



▶ WCU: A big let-down. We really expected some thing a bit better than this



## SOUND

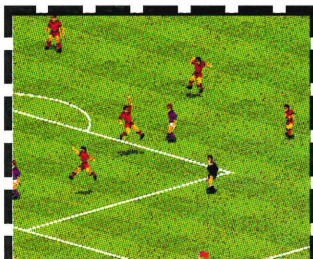
Does the sound in a football game really matter? The game is all about the footy. Wrong! The crowd can make a game of football - being but a small cog in those 50,000 voices questioning the parentage of the referee is great fun. Watching Cowdenbeath on a wet Wednesday night with an official attendance

of 214 can also be good fun, depending what the crowd make of it. So have the software houses managed to convey a little of the off the park atmosphere?

## FIFA INTERNATIONAL SOCCER

Yes, Electronic Arts has certainly done its homework on this particular offering. The crowd may not chant real footy songs but it certainly manages to make one a hell of a noise. Sounds as though the fans are more of an American footy mob but who cares because they sound brilliant. On the field of play all is well in

order - the contact between ball and foot is as good as anyone could really expect...but that crowd. Things don't end here however because good old EA has in development a CD edition of FIFA which will come complete with surround sound in Dolby stereo. I stand here completely humbled as I imagine that noise rigged up to a good



	REALISM	GRAPHICS	SOUND	TOTALS /30
FIFA INTERNATIONAL SOCCER	6	9	9	24
WORLD CUP USA '94	3	5	6	14
SUPER KICK OFF	4	5	7	16
SENSIBLE SOCCER	9	7	9	25

FIFA INTERNATIONAL SOCCER

6 9 9 24

WORLD CUP USA '94

3 5 6 14

SUPER KICK OFF

4 5 7 16

SENSIBLE SOCCER

9 7 9 25

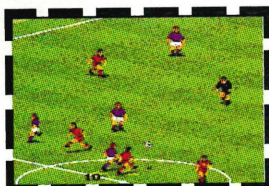
there's no twisting, contorting dives that we usually associate with the custodian of the posts. To top it all an unconvincing crowd manages to add nothing to the proceedings.

5/10

## SUPER KICK OFF

The major fault with the graphical content of Super Kick Off is probably the angle at which the game is viewed. Looking at a game of football from the top down may sound good in theory but the practicality is a little different. The heads of the players are all that is really on view for the majority of the game, except of course when the ball is kicked and then a small leg will appear from nowhere and proceed to whap the ball. The pitch and other miscellaneous objects are all present and correct, except the cardboard cut-out crowd who appear to be zombieified. I have to say that this is

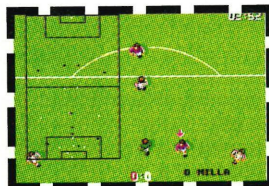
# ONLY A GAME!



▲ FIS: Player animation is second to none



▲ SS: Gameplay makes up for the small player sprites



▲ SKO: This game has been relegated



▲ WIS: The player sprites still look duff

far from the best looking game that is on offer.

5/10

## SENSIBLE SOCCER

This is proof that a game does not need to look great for it to play like a dream - but it has to be said that Sensible is not the best looking of games. It features very small sprites (actually the 'Sensible men' are something of a trademark and can be found in Mega-lo-Mania and Cannon Fodder among others) with very little animation. However the control over the players is magnificent and this more than makes up for any small graphical faults. The size restrictions decree that on the odd occasion you will be at a loss as to who has won out in the midfield ruck or all-important crunching tackle. No crowd as such to speak of but this doesn't seem to matter in the long run.

7/10

# THE GREAT BIG ROUND-UP

## FIFA INTERNATIONAL SOCCER

FIFA is the leader in the new breed of football game - all cheerleaders and hot dogs! Without question the EA game is streets ahead of every other footy game in many respects although there isn't enough gameplay for me. The new CD edition has several new game options and is bound to sell by the truckload. EA deserves a medal for pulling the footy game into the '90s and the inevitable sequel is bound to be one stormer of a game.

24 out of 30

## SENSIBLE SOCCER

Although it only beat FIFA by one point it's streets ahead in the gameplay department. The graphics may be pretty basic and no super stadiums are to be found anywhere but this is the still the ultimate console football game. A new International Edition for the World Cup, a CD version in the shops any day now and the future release of Sensible World of Soccer (with every club team and professional competition in the world plus a management sim) should keep Sensible in the spotlight for the foreseeable future.

25 out of 30

## WORLD CUP USA '94

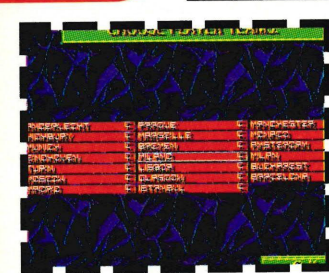
Straight down the plug-hole for this. US Gold should have been given far more time to develop the console game of the most prestigious sporting event on the globe. Perhaps FIFA (Not usually renowned for its wisdom) should hand out the licence for the France '98 finals now and you never know, we may get a half-decent game. A real 'get it out ASAP' job and the evidence is in front of our eyes. From what I have so far seen '94 has received mixed reviews...who the hell thought it was any good?

14 out of 30

## SUPER KICK OFF

Ah, the grand old man of Mega Drive football games comes out badly mauled but still manages to finish this Vs Mode ahead of World Cup '94. This game wasn't very good back when it was released and in this day and age it's really showing its age. Of course you cannot resist a quick game Super Kick Off then you'll be pleased to know that a copy can be picked up about £15-£20 today and if you're not too fussy I suppose a good time can be had. As a last word, it is well past its sell-by date.

15 out of 30



system. Ah the mind boggles.

## SENSIBLE SOCCER

Despite the obvious fact that no spectators are present at the game someone, somewhere is making some rather nice noises. When the ball ends up in the back of the net the fans go wild and throughout the course of

the game we can hear the usual crowd-type mumblings. Sensible is also available on CD and the crowd in this are brilliant - they chant at the ref when he makes (what the home crowd think is) a dodgy decision. The cads even give a rendition of 1-0 when you are losing by that single goal. Real sampled footy chants are the real 'night out at Upton Park' as opposed to the nice, clean-cut stadium fans found in FIFA. 9/10

## WORLD CUP USA '94

Surely old World Cup '94 must have at least one redeeming feature? If this

is the case it certainly isn't the sound, that's for sure. This is not to say the sound in '94 is crap. No, not at all, it's just average and as such adds nothing whatsoever to the game. As with the cart version of Sensible the crowd sound is there and it does the job but it's hardly worth writing home about. With Sensible though I'm usually too busy shouting at my team and the lack of midfield support to notice the computer crowd much. With World Cup '94 however, I'm often to be found laughing hysterically or sobbing out loud - it just depends upon what day it happens to be.

6/10

## SUPER KICK OFF

This game is pretty much in the same league as World Cup '94. Stupid looking, corpse-like crowd make a lot of noise without moving. Sort of like the thing Arsenal attempted when it was redeveloping that end of Highbury - you know not the Clock End, the other side. Anyway all the crowd sounds are here and they sound all right...to tell the truth I think it may be the same crowd who were all watching the World Cup '94 games, they are programmed by the same people so you never know - it would save a lot of time and hassle don't you think, and '94 was a rush

job (Listen Tiertex please don't shoot me, I'm just being honest). When the players give the ball a good kick it sounds as though someone is dropping a pumpkin from a great height. Oh well, I suppose they are kicking a pig's bladder around.

7/10

(For that wonderful noise heard when the ball is kicked.)





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**ALLIE WEST** ploughs deep through the memory banks, remembering her days on *ST Action* and a certain little game called *Heimdall* from *Core Design*. Yes, it's old but then again, so is Allie!

# HEIMDALL

Now do I have a good memory or what? I first remember seeing *Heimdall* on the ST way back in February 1992, when the *ST Action* staff were treated to a sneak preview of Core's forthcoming adventure.

Actually, the only reason I can remember the exact date is because I have the particular issue of *ST Action* on my desk as I write – OK, so I cheated! At the time the game was an amazing undertaking, requiring STs with one meg of memory in order to run the damn thing, and to top it all it was beautifully colourful, which was amazing in itself considering the ST isn't really known for its graphical capabilities! Now, more than two years down the line, *Heimdall* resurfaces completely unchanged and showing more than just a few cobwebs for its years behind closed doors. So why does it reappear only now? Who knows, but something's not right – after all, Core has practically finished *Heimdall III*!

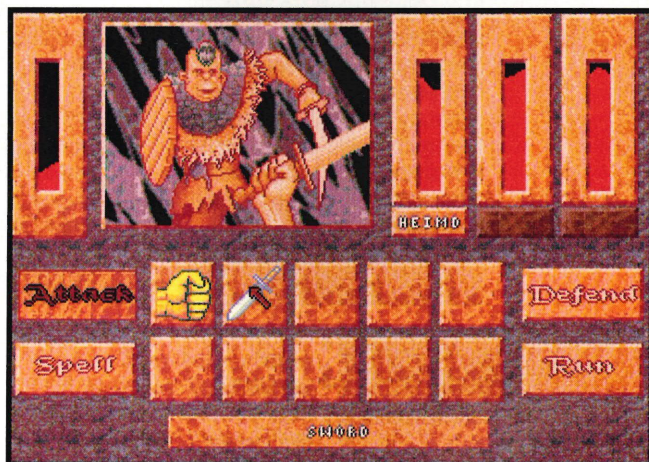
## SAILING THE SEVEN SEAS

The game concept of *Heimdall* is very simple. Playing the part of a Viking hero (named *Heimdall*, surprisingly enough), it's up to you the player to find weapons which have been stolen from the Nordic gods – Frey's spear, Odin's sword and Thor's hammer. These weapons, stolen by the evil god *Loki*, have been sent down to Earth and scattered across three regions and it's up to you to get out there and find them.

The regions are divided up in to a series of small islands that can easily be reached using a map screen. From here you and your crew can sail backwards and forwards in your little longboat, exploring each island, facing the foes each island throws at you and collecting the treasure as you go. Eventually, by solving the puzzles, overcoming traps and hazards, you will hopefully piece together clues and find yourself one of the weapons... well, in theory anyway! This sounds basic enough but in fact *Heimdall* is going to take you ages to finish.



▲ Your party consists of five team members plus *Heimdall*, with each boasting different attributes



▲ When fighting enemies the view switches to this combat screen where you can fight with either your fists, weapons or using magic

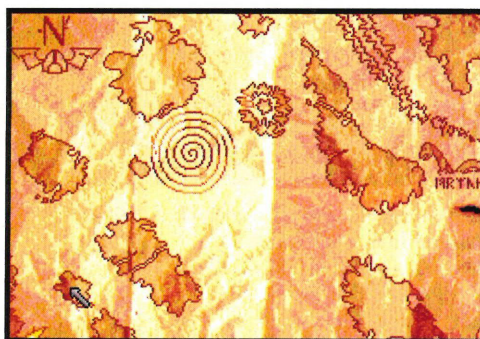


## MY KINGDOM FOR A NORSE

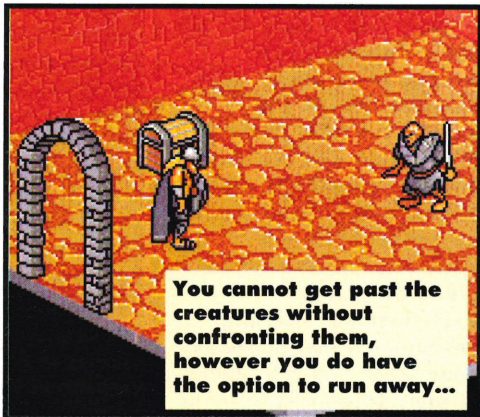
As with all adventures your player's progress through the game is governed by statistics and attributes such as health, strength, luck and magic. You can, if you want, delve straight in to the game without any messing about (that's what I like to see!), but if you want to have more than just an average character you can opt to play three sub-games that will determine your player's attributes, which is a rather nice feature, we thought.

These sub-games include axe throwing, boar catching and sword-fighting and after a little practice each of the events do become a doddle to complete, but when you first delve into the game things aren't quite so straightforward. The axe throwing involves cutting off some poor unfortunate barmaid's pigtails, the boar catching sees you rolling around in the mud with the beast, while the sword-fighting requires you to leg it down the length of a longboat, slashing at the guards that get in your way. Humour is something that fortunately isn't missing from *Heimdall*, as you've probably guessed!

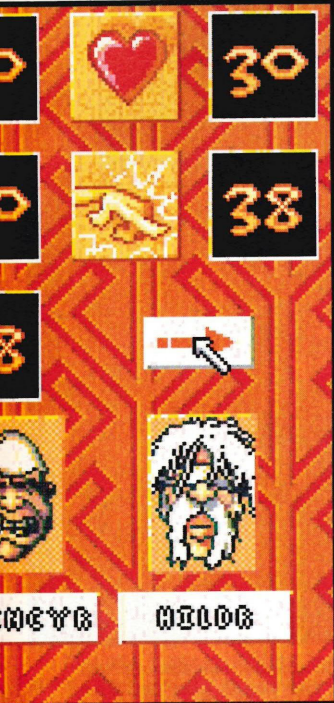
The games are governed by a time limit and whether you complete them successfully or not you move on to the main game, where the fun really begins...



▲ The game is divided up into three worlds, with each one made up of small islands which you must search



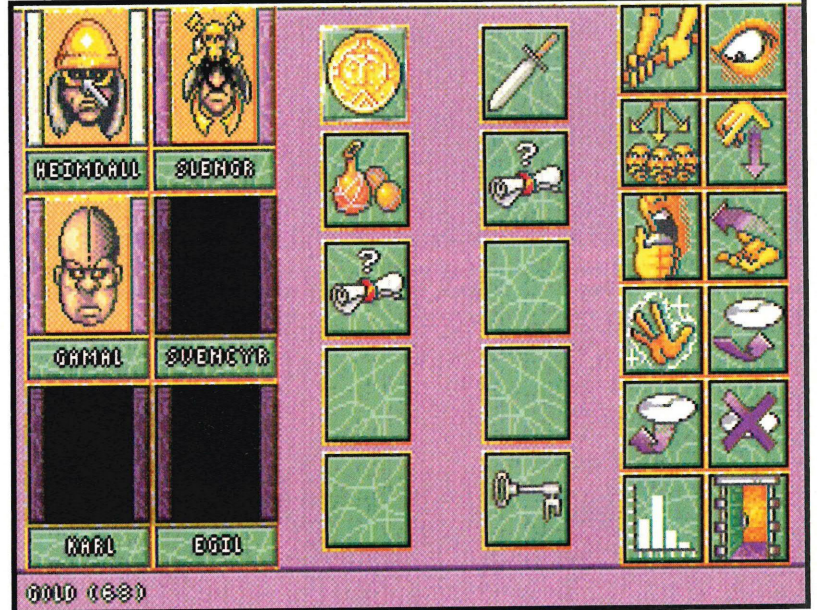




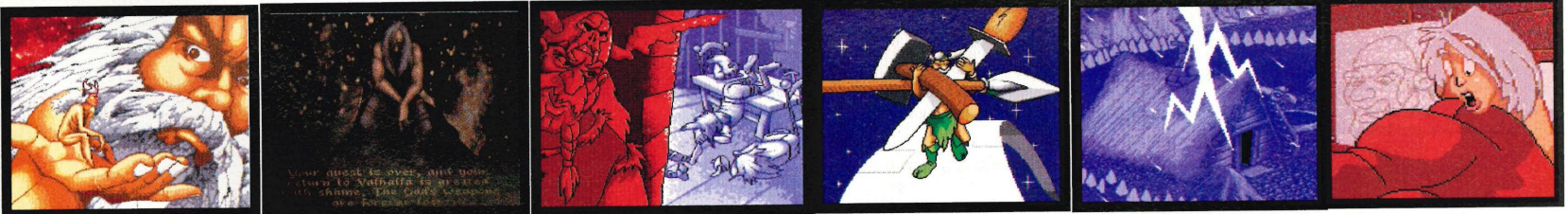
## FOUR NORSEMEN OF THE APOCALYPSE

You can take five crew members along and depending on how well you did in the sub-games, the number of volunteers changes. There are different characters to choose from including wizards, thieves, warriors and rangers and each one has differing attributes – to succeed you must have a balanced selection of characters. You then move on to the map screen where you plan your route around the cluster of islands, making sure the distances travelled aren't too great. When you reach an island you are given the choice to disembark where you can take two other team members with you (during the game you can change the 'walk-around' character to make use of their various skills).

On land you view the game from a 3-D isometric perspective where the screen scrolls smoothly and flips between individual rooms and locations, and for once the screen update isn't painful. Graphically this section (like the rest of the game) is well-detailed and colourful, and for once there is a distinct lack of graininess in the graphics. You can move around easily and an artificial intelligence kicks-in automatically, recognising treasure that you find and thrusting you in to the combat screen when you encounter an enemy, and therefore, you're not continually calling up text selection screens.

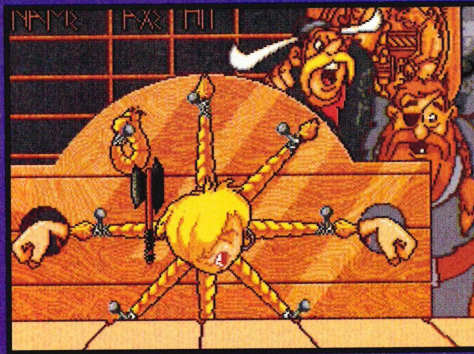
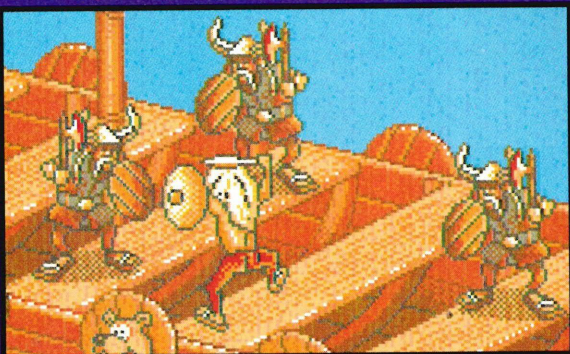
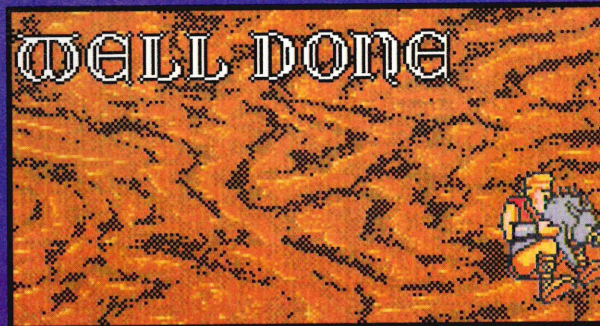


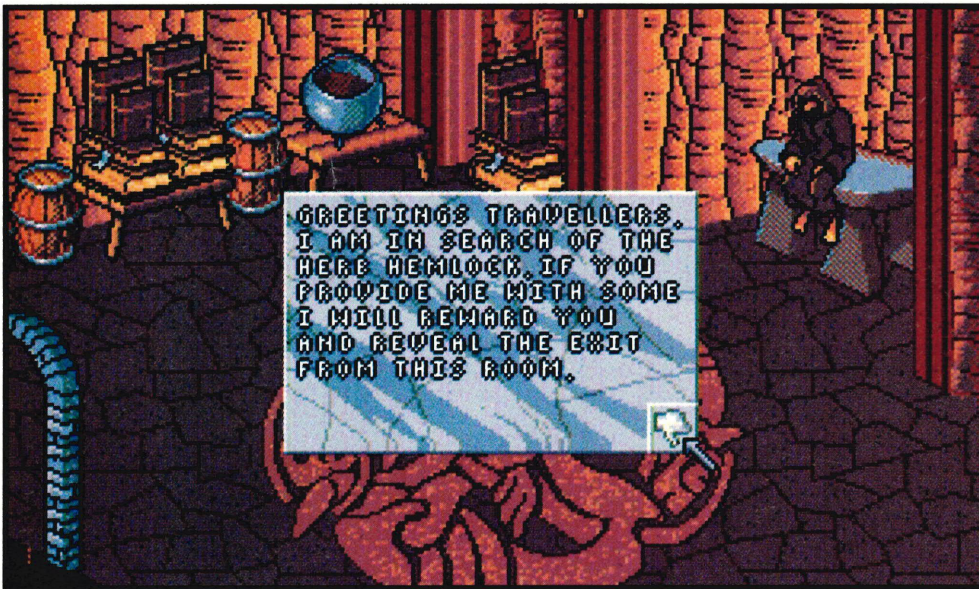
▲ Your character's inventory is easy to view, with all the actions available as easy-to-read options on the right-hand side of the screen



## ROAD TO NOWHERE

There are five different gaming styles in Heimdall, the bulk of which involve adventure and combat. However, there are also three sub-games to try your hand at, including axe throwing, boar catching and sword-fighting...





▲ You will meet people throughout the game who are willing to offer you useful advice in return for some object. In order to proceed you must co-operate with them

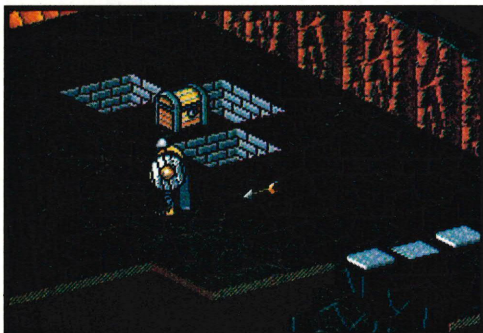


▲ The first puzzle of the game. Using the stone pads you must seal the trapdoors blocking the entrance

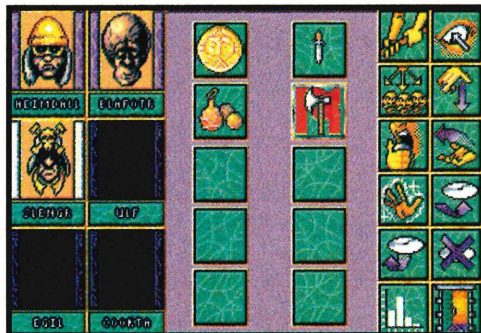
## WE THREE 'KINGS

The game is basically a walk-through type affair, involving picking up objects, casting spells to overcome traps, feeding yourself to stay alive, piecing together puzzles that the natives throw at you and so on, but there is also a combat element. Upon encountering an enemy you are given the option to run away (however, you can sometimes come off worse if you do this in the later stages of the game) or fight. Fighting is recommended as it increases your experience points and you can find useful items on the corpses.

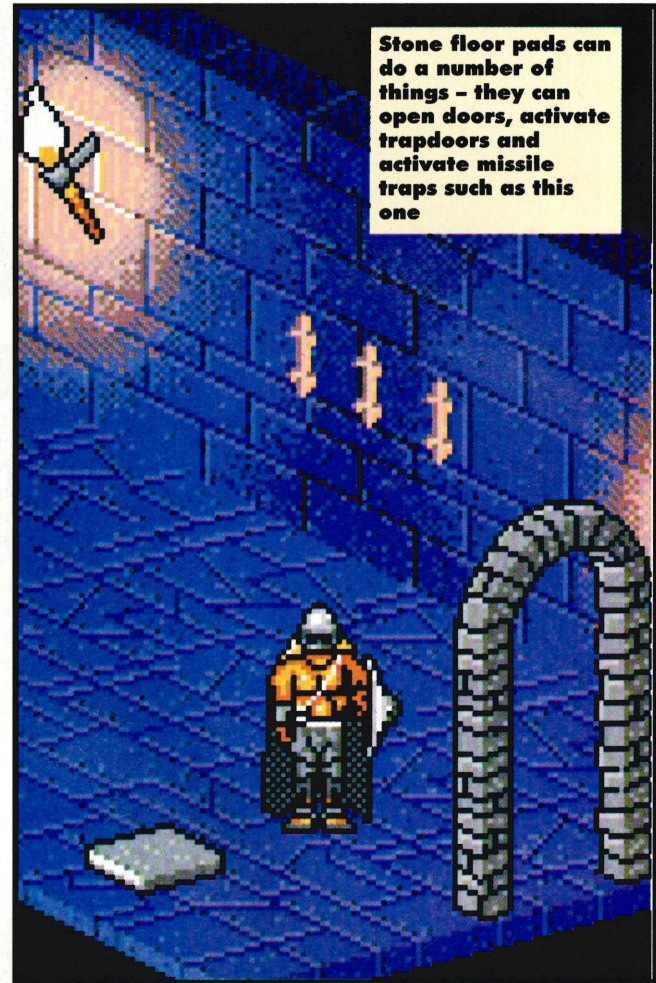
When fighting, the view switches to a new screen with your enemy displayed in the window and both you and your opponent's health bars appearing as columns filled with swishing blood! You can fight with either your fists or any weapons that you pick up, timing your attacks carefully in order to win, or if you have the skill you can cast spells to incapacitate your opponent. Initially the creatures you find are easy to overcome but later in the game the monsters become very strong, therefore it is wise to fight everything in the early stages in order to build up your experience and skill.



▲ Standing on the right floor pads will either close the trapdoors or switch the darts off - or both!



▲ Each character can carry 10 items and using the 'Look At' icon will give you a brief description of each



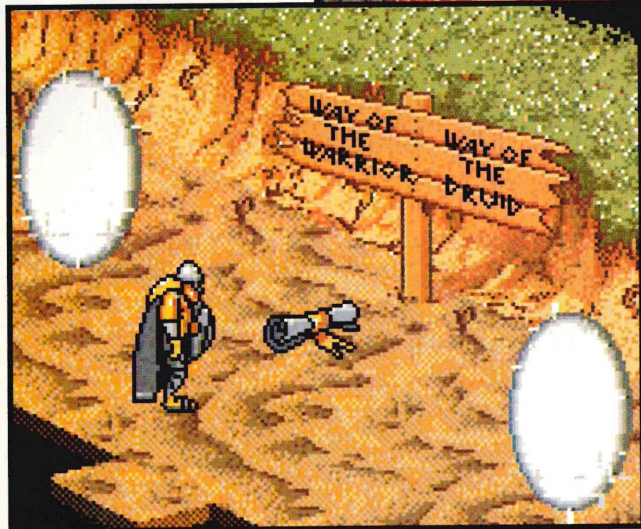
▼ There is no such thing as a straightforward room. Not only do you have to avoid the traps you can see, but there are also invisible trapdoors to worry about...



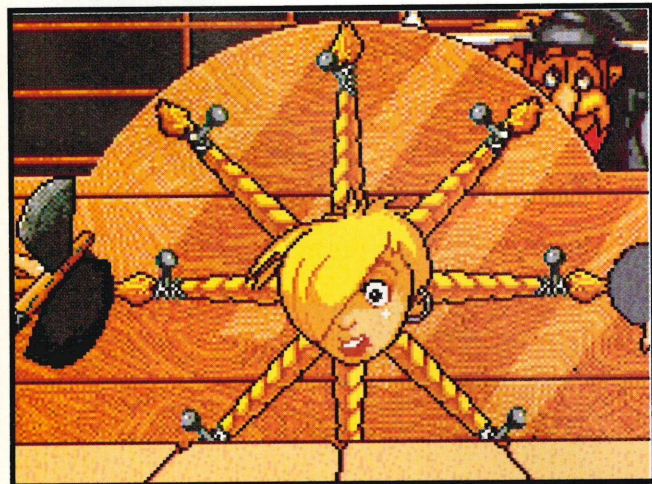
▼ The game takes you below and above ground where unfortunately you meet the same unsavoury scum!



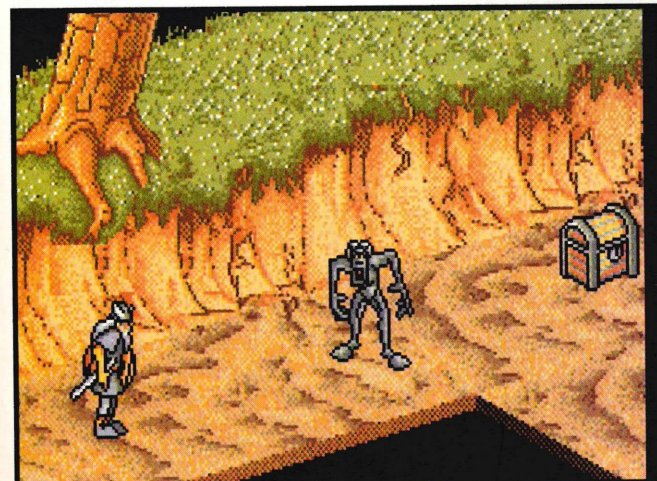
▶ Sadly, you don't have time to work out exactly what breed of spider this is, just that it's feeling decidedly hungry!



▶ Choose your path! As long as you picked the right team you should be able to take either route



▶ Playing with axes when you're drunk is not a good idea, as this poor barmaid soon finds out!



## BANANA LONGBOAT

Heimdall is enjoyable to play and because it is presented so well it is very easy to get into – the controls are foolproof while the artificial intelligence speeds up the gameplay immensely. Also, the icon-driven selection screen makes performing any task, be it casting a spell, eating or distributing items between your group, fast and simple. As for the gameplay itself, it breaks you in gently with simple puzzles, small levels and a need to experiment with a few basic spells in the initial stages. However, the further you progress the harder things get, requiring much more thought and strategy. This makes the game ideal for either beginners or experts – the beginners struggle through the basic stages while the experts quickly steam through to the later parts. There is also a welcome save game facility that can be accessed at any point in the adventure.

Sadly though, there are downpoints that make Heimdall more than a little annoying. The main gripe is that you can be happily walking along when a bloody great pit suddenly materialises beneath you, plummeting you downwards and to your death if your health status isn't all that great. You can cast spells to detect such traps but you are only given a number of these spells and you can't

keep casting them in every room you enter. Also, (and this is a really dinky gripe) the game does get a little repetitive, traipsing backwards and forwards room after room but at least the levels consistently change in appearance and new monsters present themselves throughout.

◀ Hello sailor!



## IN GODS WE TRUST

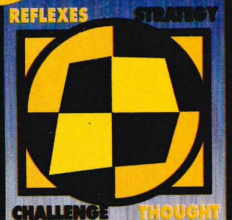
The thing about Heimdall is that despite its age it is still a very good game – lengthy and drawn-out at times but nevertheless, good. The only problem is that it's two years too late. Back in early 1992 it was something quite outstanding with very little of this calibre having been seen previously, now though in 1994 Heimdall isn't really breaking any new ground. Having said that though, this is for the American market and Heimdall hasn't been as prominent in the States as it has here (the ST and Amiga user base is VERY limited in the US). Also, JVC has done a nice job converting this on to the Mega-CD and if you think about it there aren't that many decent adventures available on this format, bar Monkey Island and Lunar perhaps.

Therefore, this proves to be a welcome change – a playable CD game! So as a CD adventure I think this is worth a score of over 90 per cent, although as a concept the game is a bit dated...but I'm willing to compromise!

## THE SECOND OPINION

**ICKLE LIKLE WIKLE RICHY ROO**  
 Having never played this before on any system, all I knew about the game was that there was an axe throwing bit that they used to play endlessly on GamesWorld. Now I'm rather glad to have played it because it is a style of game that is sadly lacking on the Mega Drive. At first the game seems quite annoying because all you really seem to do is wander around aimlessly falling into pits that appear from out of nowhere, but soon the game gets going and becomes really involving. As usual Core has gone over the top on the presentation front as well as making a great all round game that requires quick reflexes and an above average intelligence quota.

## RATINGS



**PRESENTATION**  
 Long intro, three sub-games, easy controls, good options and menus  
**94%**

**GRAPHICS**  
 Clean, colourful cartoon style. Loads of detail. NOT grainy  
**93%**

**SOUND**  
 Atmospheric tunes of CD quality. Lacks meaty sound effects  
**91%**

**SHORT TERM PLAY**  
 Very easy to get into, but little happens in initial stages  
**81%**

**LONG TERM PLAY**  
 Three massive worlds – loads of gaming potential! Can get repetitive  
**90%**

**OVERALL**  
**90**  
 A superb conversion and an excellent adventure for the CD, but has a few frustrating gaming flaws



# TECHNIQUE ZONE

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

## AT A GLANCE

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

<b>MUGS</b>	In bar	<b>RECIPE BOOK</b>	In cabinet
<b>POT</b>	(Doubles as a helmet) Kitchen in bar	<b>CINNAMON STICK</b>	In cabinet
<b>MEAT</b>	Kitchen in bar	<b>JOLLY ROGER</b>	Crow's-nest
<b>GROG</b>	Kitchen in bar	<b>FINE WINE</b>	Chest in cargo hold
<b>RED HERRING</b>	Jetty behind kitchen	<b>GUNPOWDER</b>	Cargo hold
<b>MONEY</b>	Circus in forest	<b>ROPE</b>	Cargo hold
<b>FLOWERS</b>	In forest	<b>SMALL POT</b>	In kitchen
<b>TREASURE</b>	In forest	<b>ON MONKEY ISLAND</b>	
<b>TREASURE MAP</b>	Citizen in street	<b>ROPE</b>	Fort
<b>RUBBER CHICKEN</b>	Voodoo shop	<b>ROPE</b>	Pond
<b>SWORD</b>	Village shop	<b>MEMOS</b>	All around island
<b>SHOVEL</b>	Village shop	<b>SPYGLASS</b>	Fort
<b>BREATH MINTS</b>	Village shop	<b>GUNPOWDER</b>	Fort
<b>CREDIT NOTE</b>	In safe in village shop	<b>KEY</b>	In Toothrot's possession
<b>IDOL</b>	Governor's mansion	<b>BANANAS</b>	Hanging from tree on beach
<b>GOPHER REPELLENT</b>	Governor's mansion	<b>SKULL</b>	Locked cage in village
<b>CAKE</b>	With the prisoner	<b>STATUE</b>	In front of monkey head
<b>FILE</b>	Inside the cake	<b>HEAD OF THE NAVIGATOR</b>	Natives' village
<b>BOAT</b>	Stan's Emporium	<b>GHOST SHIP</b>	In catacombs under monkey
<b>SHIP'S CREW</b>	Meathook, Sword Master, Prisoner	<b>NECKLACE</b>	On Head Of The Navigator
<b>ON SHIP</b>		<b>FEATHER</b>	In room with chickens
<b>CAPTAIN'S LOG</b>	Draw in captain's cabin	<b>BOTTLE OF GROG</b>	In pirate's quarters
<b>INK POT</b>	Desk in captain's cabin	<b>SMALL KEY</b>	Captain's quarters
<b>CEREAL CABINET KEY</b>	In galley In cereal box in galley	<b>GREASE</b>	Under locked hatch
		<b>TOOLS</b>	Behind squeaky door
		<b>VOODOO ROOT</b>	In glowing crate

# THE MON

## YOU HAVE TO START SOMEWHERE...

### CHATTING TO THE LOCALS

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

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



### GETTING IN TO THE KITCHEN

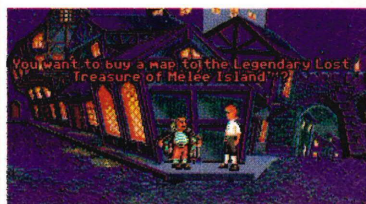


The cook gets a little irate if you try and enter his kitchen, therefore wait until he walks in to the main bar and then quickly sneak through the door. Inside you will find a piece of meat on the table and a pot underneath - take both items. You can't do anything with the barrel of grog yet but you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

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



### CITIZEN ON THE STREET



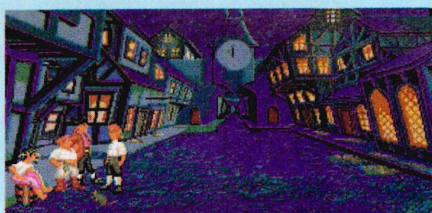
The chap standing on the street is a shady character indeed, but if you chat to him for long enough he soon reveals that he has a number of maps for sale. Unfortunately you don't have any money as yet, but make a mental note to return here when you do.



# SECRET OF KEY ISLAND

## THE MEN OF LOW MORAL FIBRE

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



## THE FORTUNE-TELLER IN THE VOODOO SHOP

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

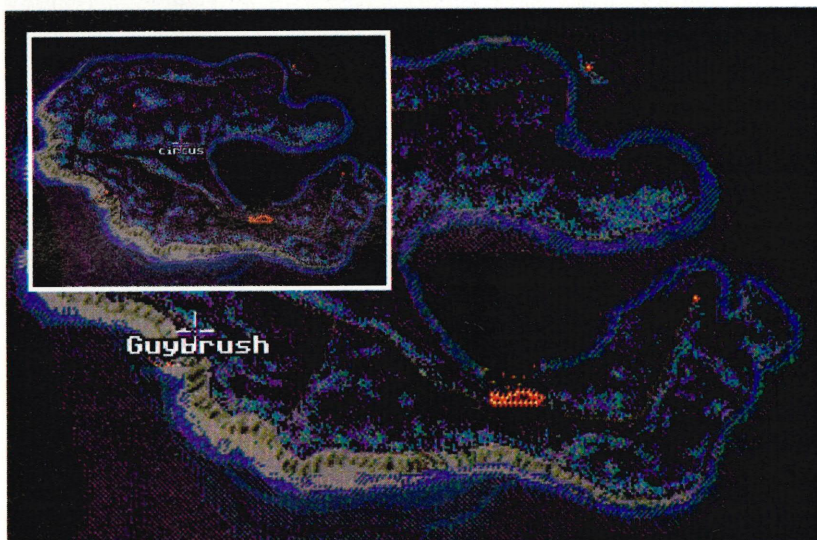
## THE VILLAGE STORE

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



## THE LOOKOUT

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



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

## AT THE CIRCUS

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





# TECHNIQUE ZONE

## HOW TO SPEND YOUR MONEY

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



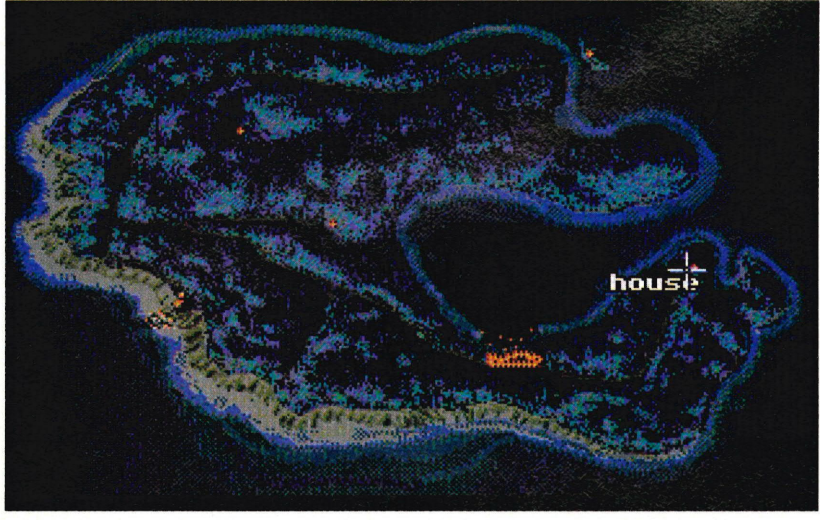
## GETTING A LITTLE BIT OF PRACTICE

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



## TRIAL ONE: THE SWORD MASTER LEARNING TO USE YOUR WEAPON

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



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



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

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

## THE BRIDGE TROLL

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



## AT THE CAPTAIN'S HOUSE

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

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





# TECHNIQUE ZONE

## HOW TO FIND THE SWORD MASTER

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



## CONFRONTING THE SWORD MASTER

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

## TRIAL TWO: THE QUEST TOOLS OF THE TRADE

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

## PROBLEMS WITH THE MAP

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

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

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



## END OF THE ROAD

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



## TRIAL THREE: THE ART OF THIEVERY HOW TO FIND THE IDOL

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

## GETTING PASSED THE DOGS

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



## INSIDE THE MANSION

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

## YOU NOW NEED TO FIND A FILE

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





# TECHNIQUE ZONE

## BACK TO THE MANSION

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

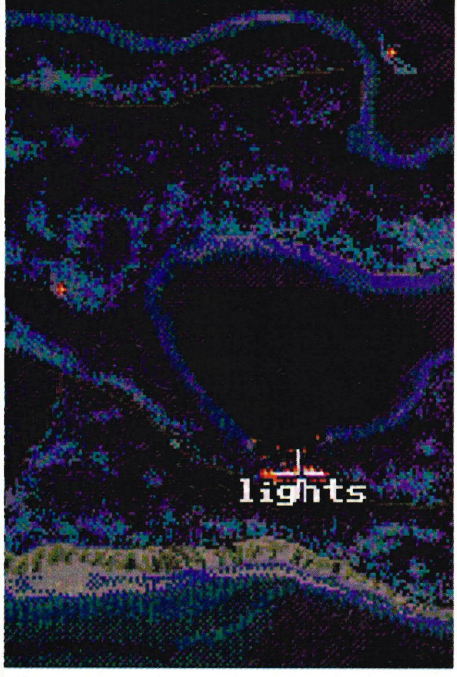


## BACK TO THE SCUMM BAR

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

## BUYING A BOAT

Not an easy task. Go to Stan's Used Boat Emporium and ask to see his finest boats. He can be found at this point on the map:  
You don't have enough collateral to buy a boat so ask Stan about credit. He will tell you that the shopkeeper extends credit if you have a job so...



## VISIT THE SHOPKEEPER

You must tell him that you have a job otherwise he will ignore you. He will get a credit note from his safe - write down the combination! Dubious of your status, he won't give you credit so ask him about the Sword Master and get him to visit her again.  
Now that he's out of the picture try the safe combination you should have written down (I did tell you!). Now go back to Stan's.

## SECURING A DEAL

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

## HOW TO FIND A CREW

### NUMBER ONE

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



### NUMBER TWO

The prisoner. He will join you, but first you have to get him out of jail. The lock to his cell looks pretty weak but it's no use searching the island for a key, you will have to melt the lock



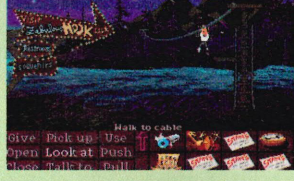
## NUMBER THREE

Meathook. Unless you've been wandering around the island exploring new territory you won't have come across Meathook yet - boy, are you in for a shock!



Meathook can be found on the small island to the north of the mainland.

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



Although he looks quite fearsome he is really quite a gentle chap, and has an amazing tattoo as well!

To get him to join you tell him that the Governor has been kidnapped, he will then reveal that he is a bit of a coward and doesn't trust you as a leader. You must accept his challenge to face his 'Beast' (oh-er!). If you have the bottle to accept, Meathook will agree to join such a brave character!



with something acidic. Remember that keg of grog in the Scumm Bar kitchen?

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

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





# TECHNIQUE ZONE

## PART TWO IT'S TIME TO SET SAIL

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



## MUTINY ON THE BOUNTY

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

## EXPLORING THE SHIP

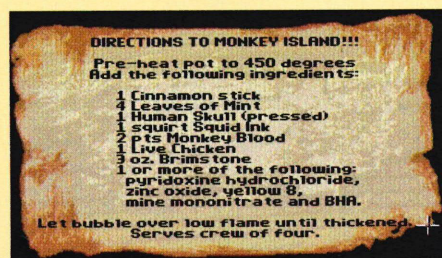
First go to the captain's cabin to the aft of the boat, open the drawer in the desk and take the captain's log. Inside you will find some helpful information about Monkey Island. Pick up the ink pot and explore the rest of the cabin.



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

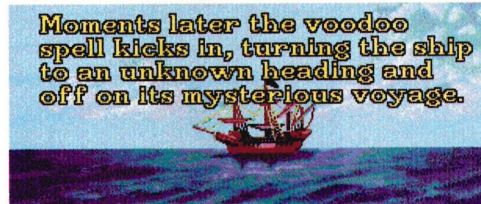
## COOKING UP A STORM

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



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

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

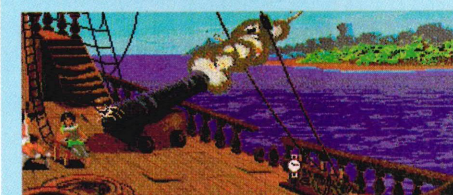


## GETTING OFF THE BOAT

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

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

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



## WHAT TO DO NEXT?

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

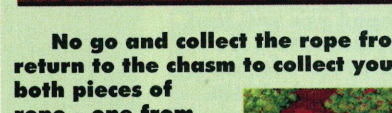
You have to find LeChuck and in turn rescue the Governor, so head off towards the jungle for a good start. By exploring you should find a piece of rope at the fort while another piece can be found at the pond.



## TORTURE AT THE POND



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



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

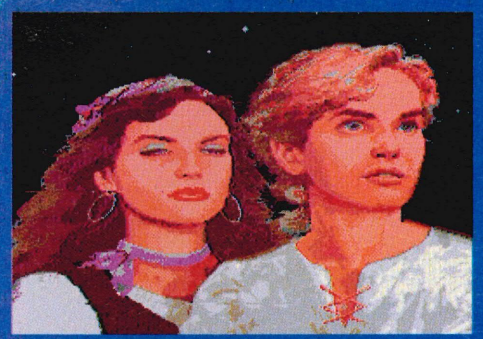
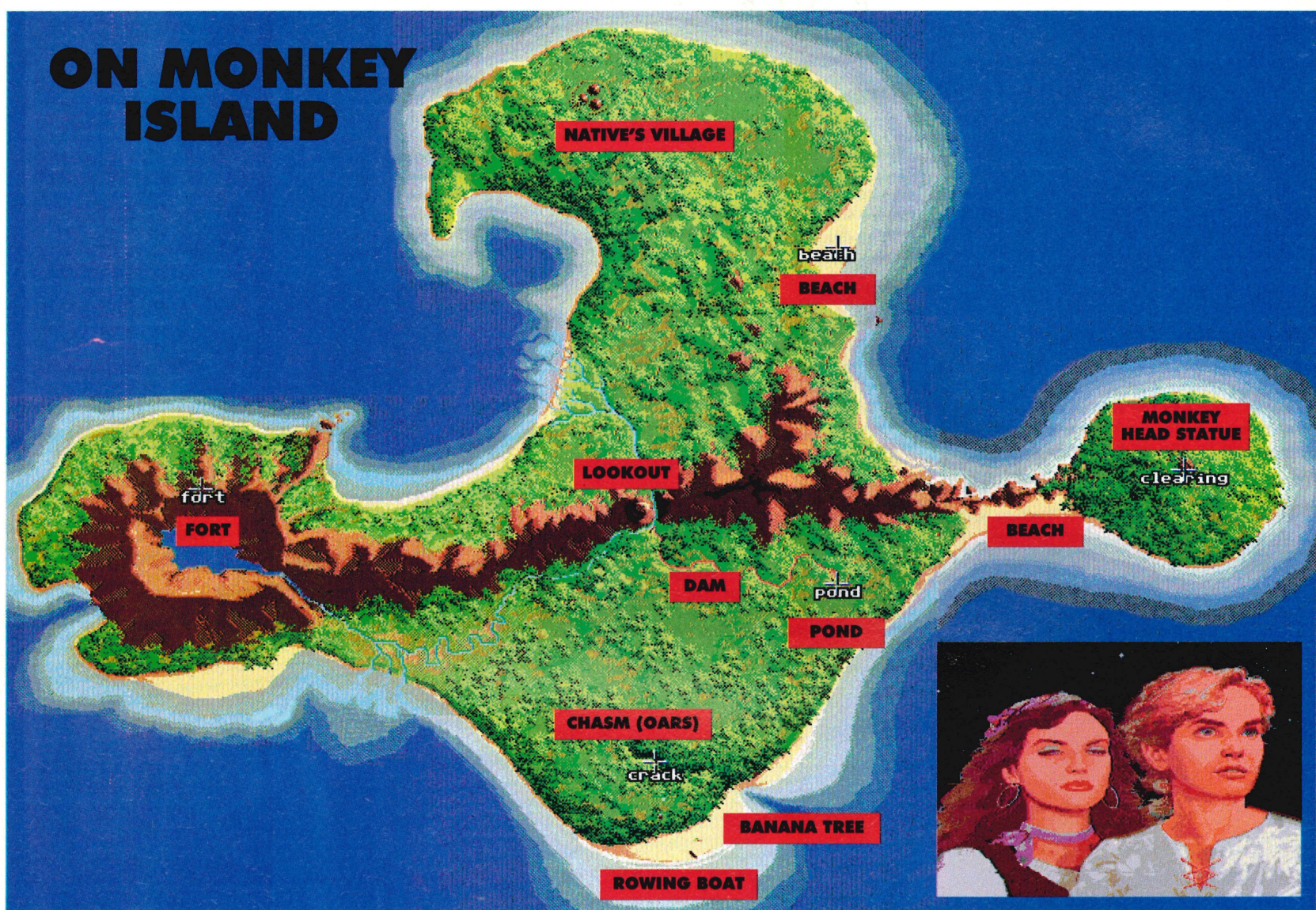
No go and collect the rope from the pond and then return to the chasm to collect your oars. You need both pieces of rope - one from the fort, the other from the pond. Tie one piece to the tree branch and then tie the second piece to the sturdy stump halfway down.





# TECHNIQUE ZONE

## ON MONKEY ISLAND



### GUT-ROT? NO, TOOTHROT

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

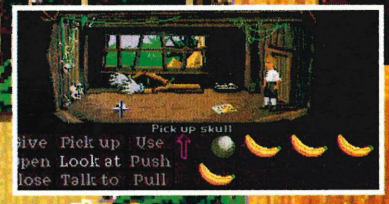
### TALKING TO THE NATIVES

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

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

### MAKING HEADWAY

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



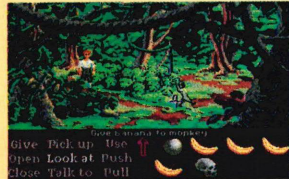
Give Pick up Use Pick up skull  
Open Look at Push Use  
Close Talk to Pull



# TECHNIQUE ZONE

## MONKEY BUSINESS

The little monkey you come across proves to be very helpful later, but you first need to bribe it with some bananas - five will do the trick.



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

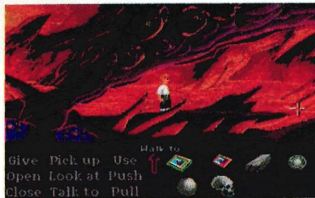
You will find some stunning artwork but you won't get very far by looking at it, so pull it towards you four times. You will find yourself high above sea level. Push the large rock you find towards the beach, aiming for the tree. It will knock the tree allowing you to collect the extra bananas. Don't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

## BACK AT THE MONKEY HEAD



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

## INSIDE THE CATACOMBS



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



## THE GHOST SHIP!

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



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



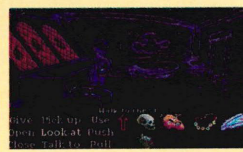
## GETTING INSIDE



Search the ship thoroughly and you will find some rooms that you can't enter just

yet. Start off by finding the room with the chickens and pigs in it and collect one of the small ghost feathers.

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



Next seek out Captain LeChuck's quarters where, after some examination, you will find a

small key. No? Try using the magnetic compass to collect it.

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



Using the tools, open the glowing crate and collect the voodoo root which should be

taken back to the natives.

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



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



## THE END IS NIGH

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



## GHOST TOWN

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

## MAKING IDLE CHIT-CHAT

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

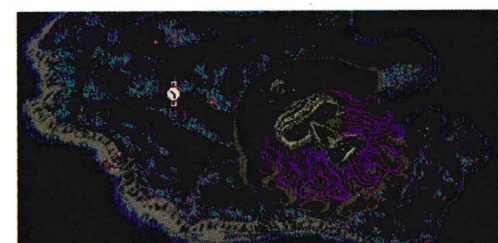


## THE FINALE



LeChuck himself?

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



## CONGRATULATIONS

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



# GAME INDEX



## MEGA-CD GAMES



### BATMAN RETURNS

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 19  
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!  
**MT RATING: 94%**

### BATTLECORPS

BY: CORE DESIGN  
PRICE: £39.99  
REVIEWED: MT32  
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.  
**MT RATING: 90%**

### CHUCK ROCK II: SON OF CHUCK

BY: CORE  
PRICE: £44.99  
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

### MT RATING: 86% DOUBLE SWITCH

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 27  
Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

**MT RATING: 74%**

### DRACULA UNLEASHED

BY: VIACOM  
PRICE: £44.99  
REVIEWED: MT 27  
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.  
**MT RATING: 62%**

### DRAGON'S LAIR

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.  
**MT RATINGS: 85%**

### DUNE

BY VIRGIN  
PRICE: £39.99  
REVIEWED: MT 23  
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.  
**MT RATING: 73%**

### ECCO CD

BY SEGA  
PRICE: £34.99  
REVIEWED: MT 21  
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.  
**MT RATING: 92%**

### FINAL FIGHT CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 17  
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!  
**MT RATING: 94%**

### GROUND ZERO TEXAS

BY: SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree but set

in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

**MT RATING: 85%**

### HOOK

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.  
**MT RATING: 80%**

### JAGUAR XJ220

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 16  
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in splitscreen head-to-head style. Also features a track construction option and smart music.  
**MT RATING: 87%**

### JURASSIC PARK CD

BY: SEGA  
PRICE: £39.95  
REVIEWED: MT 26  
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.  
**MT RATING: 79%**

### KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).  
**MT RATING: 80%**

### LETHAL ENFORCERS

BY KONAMI  
PRICE: £74.99 (WITH ONE GUN)  
REVIEWED: MT 22  
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.  
**MT RATING: 80%**

### LUNAR THE SILVER STAR

BY: WORKING DESIGNS  
PRICE: £39.95  
REVIEWED: MT 27  
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

**MT RATING: 82%**

### MAD DOG MCCREE

BY: AMERICAN LASER GAMES  
PRICE: £44.99  
REVIEWED: MT 26  
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joystick or Menacer to blast your way through the various scenes.  
**MT RATING 61%**

### MICROCOSM

BY PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 25  
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.  
**MT RATING: 60%**

### MORTAL KOMBAT

BY: ACCLAIM  
PRICE: £39.99  
REVIEWED: MT31  
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.  
**MT RATING: 69%**

### MY PAINT

BY: SADDLEBACK GRAPHICS  
PRICE: £39.99  
REVIEWED: MT32  
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.  
**MT RATING: 2%**

### MYSTERY MANSION

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.  
**MT RATING: 65%**

### NHLPA HOCKEY '94 CD

BY: EA  
PRICE: £39.99  
REVIEWED: MT 27  
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.  
**MT RATING: 91%**

### NIGHT TRAP

BY SONY IMAGESOFT  
PRICE: £44.99

REVIEWED: MT 17  
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.  
**MT RATING: 79%**

### PRINCE OF PERSIA

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 10  
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.  
**MT RATING: 70%**

### PRIZE FIGHTER

BY: DIGITAL PICTURES  
PRICE: £49.99  
REVIEWED: MT 28  
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.  
**MT RATING: 62%**

### RISE OF THE DRAGON

BY DYNAMICS  
PRICE: IMPORT  
REVIEWED: MT 29  
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.  
**MT RATING: 88%**

### SECRET OF MONKEY ISLAND

BY: LUCASARTS  
PRICE: £TBA  
REVIEWED: MT 26  
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.  
**MT RATING: 93%**

### SENSIBLE SOCCER CD

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT30  
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.  
**MT RATING: 96%**

### SEWER SHARK

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.

**MT RATING: 87%**

### SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 16  
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

**MT RATING: 79%**

### SHERLOCK HOLMES II

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 21  
Same format as the first one, but the three cases are longer and the game comes on two CDs.

**MT RATING: 84%**

### SILPHEED

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

**MT RATING: 94%**

### SONIC CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-ophiles.

**MT RATING: 94%**

### SPIDERMAN VS KINGPIN

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 24  
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.

**MT RATING: 84%**

### TERMINATOR CD

BY VIRGIN  
PRICE: £49.99  
REVIEWED: MT 26  
The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.

**MT RATING: 69%**

### THUNDERHAWK

BY CORE DESIGN  
PRICE: £44.99

REVIEWED: MT 22  
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.

**MT RATING: 91%**

### TOMCAT ALLEY

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.

**MT RATING: 72%**

### WOLFCHILD

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 16  
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

**MT RATING: 82%**

### WONDER DOG

BY JVC  
PRICE: £39.99  
REVIEWED: MT 12  
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.

**MT RATING: 82%**

### WWF RAGE IN THE CAGE

BY ACCLAIM  
PRICE: £44.99  
REVIEWED: MT 26  
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.

**MT RATING: 72%**



## MEGA DRIVE



### AEROBIZ

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 21  
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!

**MT RATING: 90%**

### ALADDIN

BY SEGA

PRICE: £44.99  
REVIEWED: MT 23  
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

**MT RATING: 90%**

### ALIEN 3

BY ARENA  
PRICE: £39.99  
REVIEWED: MT 9  
Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.

**MT RATING: 94%**



### ANOTHER WORLD

BY VIRGIN  
PRICE: £39.99  
REVIEWED: MT 14  
A 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. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

**MT RATING: 86%**

### 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 pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

**MT RATING: 90%**



### BARE KNUCKLE III

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 29  
Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.

**MT RATING: 90%**

### BARKLEY: SHUT UP AND JAM

BY ACCOLADE  
PRICE: £44.99  
REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.

**MT RATING: 70%**

### BATMAN RETURNS

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.

**MT RATING: 76%**



### BELLE'S QUEST

BY ACCLAIM  
PRICE: £39.95  
REVIEWED: MT 26  
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.

**MT RATING: 78%**

### 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 in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.

**MT RATING: 88%**

### BLOCK OUT

BY ELECTRONIC ARTS  
PRICE: £34.99  
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. A totally addictive one or two-player puzzler.

**MT RATING: 91%**

### BUBBA 'N' STIX

BY CORE DESIGN  
PRICE: £39.99  
REVIEWED: MT 27  
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

**MT RATING: 83%**



### CASTLEVANIA

BY KONAMI  
PRICE: £44.99  
REVIEWED: MT 26  
The popular Nintendo series



makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

## 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 in the later levels, but there's a bit too much challenge and not enough fun.

**MT RATING: 73%**

## CHUCK ROCK II

BY: CORE  
PRICE: £39.99  
REVIEWED: MT 21  
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.

**MT RATING: 86%**

## COMBAT CARS

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: MT32  
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard.

**MT RATING: 62%**

## CORPORATION

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 4  
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

**MT RATING: 87%**

## 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.

**MT RATING: 83%**

### DAVIS CUP TENNIS

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT19  
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

**MT RATING: 90%**

### DESERT STRIKE

BY ELECTRONIC ARTS  
PRICE: £39.99

REVIEWED: MT 3  
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

**MT RATING: 93%**

### DRAGON

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 32  
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.

**MT RATING: 85%**

### DRAGONBALL Z

BY: BANDAI  
PRICE: £39.99  
REVIEWED: MT31  
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.

**MT RATING: 75%**

### DRAGON'S FURY

BY TENGEN  
PRICE: £39.99  
REVIEWED: MT 1  
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.

**MT RATING: 91%**

## E

### ECCO THE DOLPHIN

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 13  
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

**MT RATING: 94%**

### ETERNAL CHAMPIONS

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 25  
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.

**MT RATING: 82%**

### 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, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy.

**MT RATING: 89%**

## F

### F1 WORLD CHAMPIONSHIP

BY: DOMARK  
PRICE: £44.99  
REVIEWED: MT 20  
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

**MT RATING: 94%**

### F-15 STRIKE EAGLE II

BY: MICROPROSE  
PRICE: £44.99  
REVIEWED: MT31  
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.

**MT RATING: 69%**

### FATAL FURY 2

BY: TAKARA  
PRICE: IMPORT  
REVIEWED: MT 30  
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newie.

**MT RATING: 67%**

### FIDO DIDO

BY: KANEKO  
PRICE: £39.99  
REVIEWED: MT 26  
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.

**MT RATING: 82%**

### FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS  
PRICE: £44.99  
REVIEWED: MT 24  
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

**MT RATING: 92%**

### 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 antics abound in the five levels, although finishing it doesn't take all that long.

**MT RATING: 94%**

## G

### GAUNTLET 4

BY: TENGEN  
PRICE: £39.99  
REVIEWED: MT 22  
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

**MT RATING: 94%**

### GHOSTBUSTERS

BY: SEGA  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.

**MT RATING: 86%**

### 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 to pick up. Looks great, plays great, great music. Just 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 your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.

**MT RATING: 89%**



### GUNSTAR HEROES

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 21  
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.

**MT RATING: 95%**

### GYNOUG

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.

**MT RATING: 91%**

## H

### HARDBALL '94

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: MT32  
A decent baseball game that for some reason doesn't seem to be as good as the others in the series.

**MT RATING: 74%**

## I

### THE INCREDIBLE HULK

BY: US Gold  
PRICE: £TBA  
REVIEWED: MT32  
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it.

**MT RATING: 82%**

### INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 19  
This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

**MT RATING: 75%**

## J

### J-LEAGUE PRO-STRIKER

BY: SEGA  
PRICE: IMPORT  
REVIEWED: MT 19  
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

**MT RATING: 93%**

### JEOPARDY

BY: GAMETEK  
PRICE: IMPORT  
REVIEWED: MT 30  
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.

**MT RATING: 55%**

### 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 player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

**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 game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

**MT RATING: 88%**

### JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS

PRICE: £49.99

REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.

**MT RATING: 84%**

### JUNGLE BOOK

BY: VIRGIN

PRICE: £44.99

REVIEWED: MT 30

Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

**MT RATING: 83%**

### K

### KING OF THE MONSTERS 2

BY: TAKARA

PRICE: £39.99

REVIEWED: MT31

Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

**MT RATING: 69%**

### KLAX

BY: TENGGEN

PRICE: £34.99

REVIEWED: PRE-MEGATECH

This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

**MT RATING: 85%**



### L

### LANDSTALKER

BY: SEGA

PRICE: £59.99

REVIEWED: MT 23

The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff - basically it's excellent.

**MT RATING: 93%**



### LEMMINGS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

**MT RATING: 92%**

### LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS

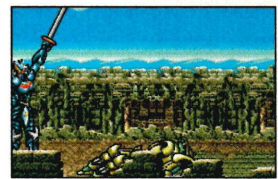
PRICE: £39.99

REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

**MT RATING: 85%**

### M



### MARIO ANDRETTI

BY: EA

PRICE: £39.99

REVIEWED: MT32

A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

**MT RATING: 40%**

### MARKO'S MAGIC FOOTBALL

BY: DOMARK

PRICE: £39.99

REVIEWED: MT 30

Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

**MT RATING: 73%**

### MAZIN WAR

BY: SEGA

PRICE: £39.99

REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

**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 and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

**MT RATING: 92%**

### MEGA TURRICAN

BY: DATA EAST

PRICE: IMPORT

REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

**MT RATING: 70%**

### MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

**MT RATING: 81%**

### MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA

PRICE: £39.99

REVIEWED: PRE MEGATECH

Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrael in this cute and cuddly platform adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

**MT RATING: 84%**

### MICRO MACHINES

BY: CODEMASTERS

PRICE: £34.99

REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

**MT RATING: 92%**

### MORTAL KOMBAT

BY: ACCLAIM

PRICE: £49.99

REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

**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 sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

**MT RATING: 92%**

### MUTANT LEAGUE HOCKEY

BY: EA

PRICE: £44.99

REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

**MT RATING: 78%**

### N

### NBA JAM

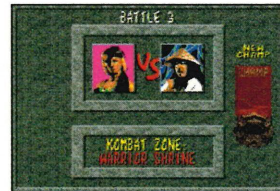
BY: ACCLAIM

PRICE: £44.99

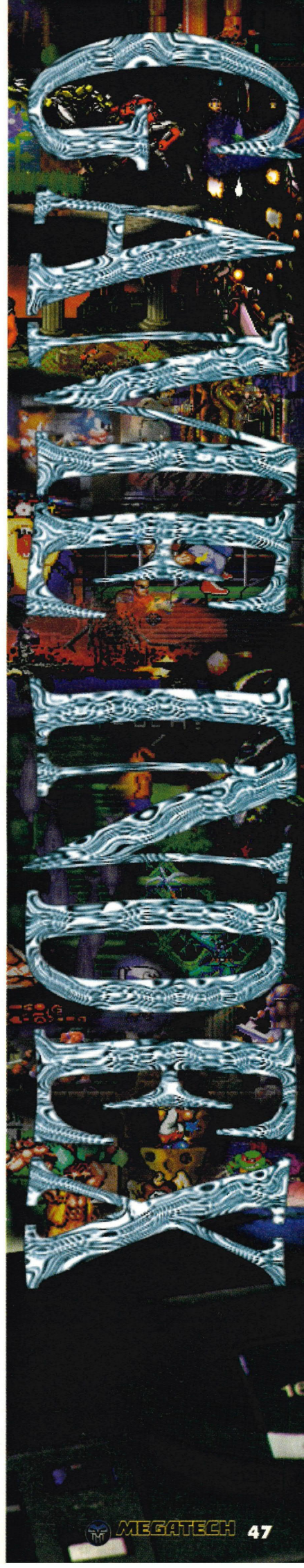
REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

**MT RATING: 86%**



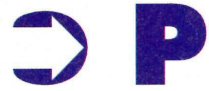
### NHLPA HOCKEY '93



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 that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.  
**MT RATING: 89%**

**NHL HOCKEY '94**

BY: ELECTRONIC ARTS  
 PRICE: £44.99  
 REVIEWED: MT 22  
 Features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.  
**MT RATING: 90%**



**PETE SAMPRAS TENNIS**

BY: CODEMASTERS  
 PRICE: £39.99  
 REVIEWED: MT 30  
 Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.  
**MT RATING: 79%**

**PGA EUROPEAN TOUR GOLF**

BY: EA  
 PRICE: £44.99  
 REVIEWED: MT 27  
 The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.  
**MT RATING: 90%**

**PGA TOUR GOLF 2**

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 13  
 Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.  
**MT RATING: 94%**

**PHANTASY STAR III**

BY: SEGA  
 PRICE: £49.99  
 REVIEWED: PRE-MEGATECH  
 Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.  
**MT RATING: 89%**

**POWERMONGER**

BY: ELECTRONIC ARTS

PRICE: £39.99  
 REVIEWED: MT 14  
 Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.  
**MT RATING: 81%**

**PRINCE OF PERSIA**

BY: DOMARK  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.  
**MT RATING: 82%**

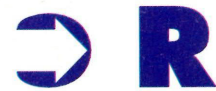
**PUGGSY**

BY: PSYGNOSIS  
 PRICE: £39.99  
 REVIEWED: MT 21  
 Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.  
**MT RATING: 90%**



**QUACKSHOT**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 1  
 Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.  
**MT RATING: 82%**



**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. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters.  
**MT RATING: 94%**

**RAMPART**

BY: TENGEN  
 PRICE: IMPORT  
 REVIEWED: MT 13  
 Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.  
**MT RATING: 90%**

**RBI BASEBALL 4**

BY: TENGEN  
 PRICE: £39.99  
 REVIEWED: MT 31  
 A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.  
**MT RATING: 77%**



**ROAD RASH 2**

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 12  
 More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.  
**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 and hidden bits, dodging Maybe's multitudinous monsters.  
**MT RATING: 85%**

**ROBOCOP VS TERMINATOR**

BY: VIRGIN  
 PRICE: TBA  
 REVIEWED: MT 24  
 Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.  
**MT RATING: 90%**

**ROCKET KNIGHT ADVENTURES**

BY: KONAMI  
 PRICE: £39.99  
 REVIEWED: MT 20  
 Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.  
**MT RATING: 85%**



**ROLO TO THE RESCUE**

BY: ELECTRONIC ARTS  
 PRICE: £34.99  
 REVIEWED: MT 14  
 A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.  
**MT RATING: 89%**

**ROLLING THUNDER 2**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 17  
 This is your basic 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. A great conversion of the arcade game, with lots of levels and action.  
**MT RATING: 89%**

**RYAN GIGGS SOCCER**

BY: ACCLAIM  
 PRICE: £39.99  
 REVIEWED: MT 32  
 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.  
**MT RATING: 25%**



**SENSIBLE SOCCER**

BY: SONY  
 PRICE: £39.99  
 REVIEWED: MT 24  
 This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.  
**MT RATING: 80%**

**SENSIBLE SOCCER INTERNATIONAL EDITION**

BY: SONY IMAGESOFT  
 PRICE: £39.99  
 REVIEWED: MT 31  
 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.  
**MT RATING: 95%**

**SHADOWRUN**

BY SEGA  
 PRICE: IMPORT  
 REVIEWED: MT 29  
 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking.  
**MT RATING: 95%**

**SHINOBI III**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 21  
 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.  
**MT RATING: 93%**

**SKITCHIN'**

BY: EA  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.  
**MT RATING: 83%**

**SOLDIERS OF FORTUNE**

BY: SPECTRUM HOLOBYTE  
 PRICE: £39.99  
 REVIEWED: MT 28  
 Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.  
**MT RATING: 92%**

**SONIC THE HEDGEHOG**

BY: SEGA  
 PRICE: £34.99  
 REVIEWED: PRE-MEGATECH  
 If you don't know about this already, WAKE UP!!!  
**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 against 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! Not as easy as the first game.  
**MT RATING: 95%**



**SONIC 3**

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.  
**MT RATING: 93%**

**SONIC SPINBALL**

BY: SEGA  
 PRICE: £49.99  
 REVIEWED: MT 24  
 Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.



**MT RATING: 86%**

**SPIDERMAN**

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.  
**MT RATING: 91%**

**STAR CONTROL**

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: PRE MEGATECH  
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.  
**MT RATING: 90%**



**STREET FIGHTER II SCE**

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 23  
12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.  
**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. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.  
**MT RATING: 94%**

**SUBTERRANIA**

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.  
**MT RATING: 90%**

**SUNSET RIDERS**

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.  
**MT RATING: 87%**

**SUPER KICK OFF**

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 15  
Loads of options for different footy tournaments, various weather conditions, strip colours – the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.  
**MT RATING: 75%**

**SUPER STREET FIGHTER II**

BY: CAPCOM  
PRICE: £TBA  
REVIEWED: MT32  
It's SF with knobs on. Four extra characters and better gameplay make this the game of '94.  
**MT RATING: 96%**



**TAZ-MANIA**

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6  
Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.  
**MT RATING: 82%**

**TMNT: THE HYPERSTONE HEIST**

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but 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  
Based on the hit Operation Wolf-style Cain-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.  
**MT RATING: 86%**

**THIRD WORLD WAR**

BY EXTREME ENTERTAINMENT  
PRICE: IMPORT  
REVIEWED: MT 29  
Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.  
**MT RATING: 83%**

**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.  
**MT RATING: 94%**

**TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE**

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 17  
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.  
**MT RATING: 94%**

**TOEJAM AND EARL**

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
Toejam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.  
**MT RATING: 82%**

**TOEJAM AND EARL 2**

BY: SEGA  
PRICE: £49.99  
REVIEWED: MT 25  
Toejam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.  
**MT RATING: 91%**



**TWO CRUDE DUDES**

BY: SEGA  
PRICE: £34.99  
REVIEWED: MT 5  
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action with great graphics, great fun, but dead easy.  
**MT RATING: 84%**



**VIRTUA RACING**

BY SEGA  
PRICE: £69.99  
REVIEWED: MT 29  
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least! Great fun, addictive but very pricey.  
**MT RATING: 93%**



**WIZ 'N' LIZ**

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 22  
Manic and super-fast game in which your aim is to save bunny rabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay.  
**MT RATING: 86%**

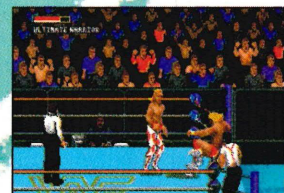
**WORLD OF ILLUSION**

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.  
**MT RATING: 90%**



**WWF WRESTLEMANIA**

BY: FLYING EDGE  
PRICE: £39.99  
REVIEWED: MT 13  
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.  
**MT RATING: 84%**



**ZOMBIES**

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 22  
Eek! Assorted B-movie baddies are running amok and surprise, surprise – it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.  
**MT RATING: 90%**



# NEXT MONTH MOMENT MOMENT MOMENT MOMENT MOMENT MOMENT

**NEXT  
MONTH'S  
ISSUE OUT  
THURSDAY 27  
OCTOBER**



If music is the food of love then why aren't my headphones all soggy?  
When the police identify dead bodies using dental records how do they know who the dentist was?  
Why isn't there another word for thesaurus?  
If crossing the road is more dangerous than flying how come you never get hijacked at zebra crossings?  
How can you look a word up in the dictionary if you don't know how to spell it?  
What's the point of philosophy?  
If some diseases can only be caught from someone else, how did the first sufferer get it?  
As the only people in Star Trek to get killed are the blokes in red, why don't they just burn their jumpers?  
What would happen if you spilt ink remover on indelible ink?  
Why did the first sword swallower do it?  
In Scooby Doo why didn't they solve their crimes just by finding the company that made all the rubber masks? Who was the second person to use the word 'plagiarism'?

All these questions and more won't be answered in next month's MegaTech. What do think this is, Focus or something? Don't be silly, we only deal in the fabulous, exciting world of Mega Drive games. In next month's mag you won't find out the meaning of life or anything but you will find out about the spectacular Mickey Mania (If Pluto and Goofy are both dogs how come Pluto is the intelligent one and he can't walk or talk?) and if you're lucky we might cover some other exciting games as well.

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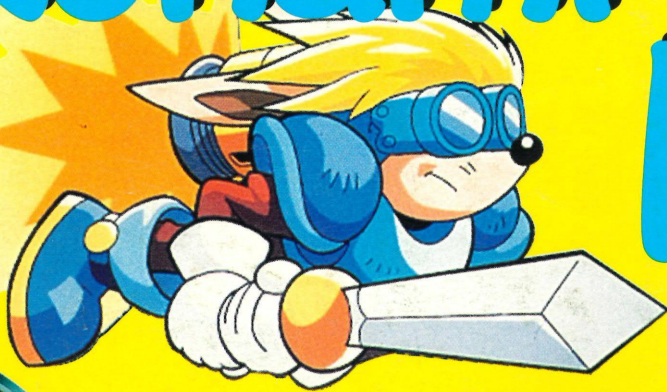
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