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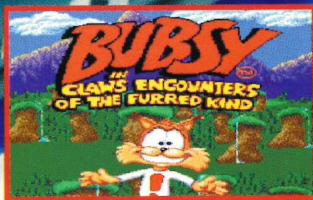
- **GUNSTAR HEROES**
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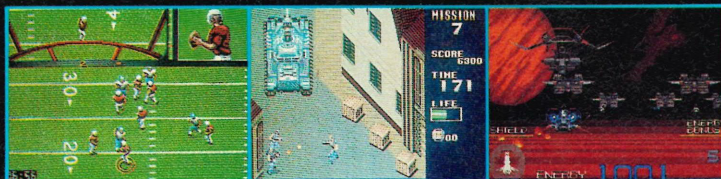
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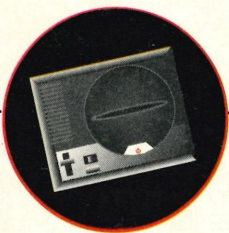
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We reveal why Domark's official Formula One licence is the fastest and bestest racing game on the Megadrive!

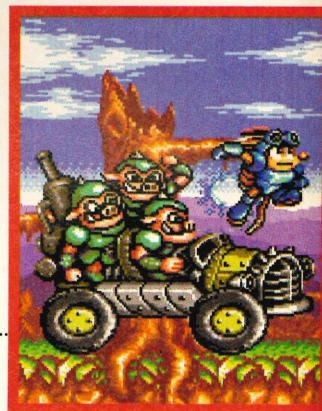
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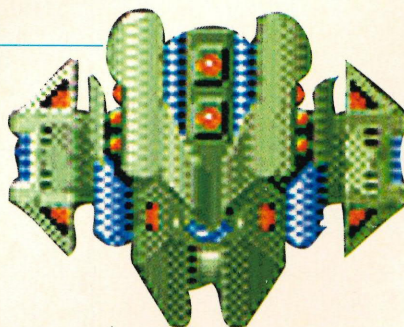
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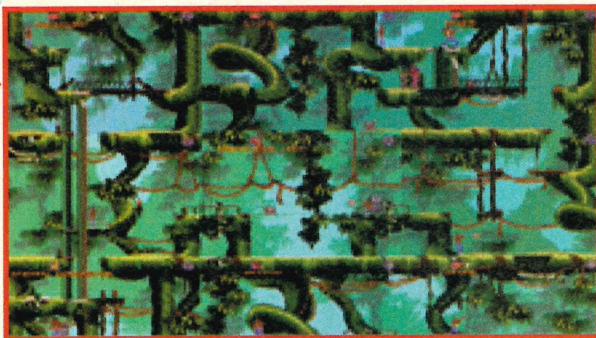
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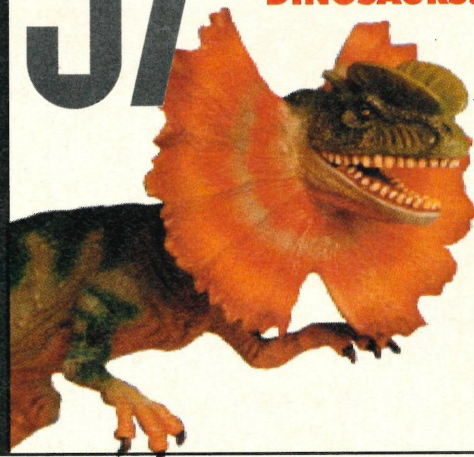
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This Month's Proverb: 'The only thing you need to know is never, never eat yellow snow.'



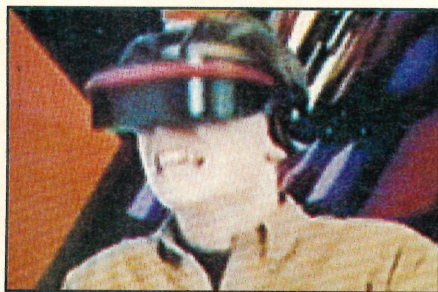
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MEGADRIVE MEGANNEWS FROM CES!!



The Consumer Electronic Show is always the circus event of the year when it comes to the heady world of console games. Held in Chicago, USA, the four day June event took place a little too late to make it into last month's news. Nonetheless, here it is in all its glory. All the hardware, all the software, all the gaming gossip from the good, to the bad, to the downright ugly. This is your guide to what is up and coming in Sega-Land. Welcome to the MegaWorld CES report.



● Sega's new VR Headset in action.



● Four new games are under development.



● A gyroscopic balancing unit is incorporated.



● Game view changes as you move your head.

CES NEWS	SEGA VR
JUNGLE BOOK	SEGA ACTIVATOR
REBEL ASSAULT	SONIC SPINBALL
JURASSIC CD	MIRACLE
SFII - THE MOVIE	SHINOBI 3
TOE JAM & EARL 2	JOE MONTANA CD
CASTLEVANIA	MORE DINOSAURS
SEGA CHANNEL	MORE NEWS!

SEGA VR: THE GAMES AND THE GEAR REVEALED!

The hottest news at the show was without a doubt home virtual reality from Sega. What's more they even had an exclusive VR viewing studio in which a few chosen members of the video games industry could experience this wondrous new gaming medium. Fortunately MegaTech's hardened newshound managed to get himself on the viewing list and had a first-hand sneak preview of what could be the future of console entertainment. Read on...

Basically, Sega's VR system consists of little more than a headset which plugs directly into your Megadrive. Inside the headset are two LCD screens that are similar, but far superior to those used by the Game Gear. Sound is relayed to the wearer via a pair of stereo headphone speakers. However, the most impressive part of Sega VR is the special gyroscopic balancing unit concealed in the front of the headset. Move your head in any direction and the view on the binocular screens changes accordingly. Thus the action can be viewed from any angle. That's the beauty of Sega VR. However, control of the game is still conducted via a standard Megadrive joystick.

So that's the hardware. Great, but what about the games? Well, Sega presently have four VR games in the pipeline.

Nuclear Rush comes packed in with the Sega VR headset. Set in the year 2032, where nuclear waste is a valuable energy source, you take on the role of a nuclear pirate who has to battle his way through three levels of radioactive wastelands in his armoured hovercraft.

Then there's Matrix Runner, dubbed a 3D cyberspace voyage. Race around the dark, winding tunnels of the Matrix, confronting strange creatures in an attempt to solve the mystery of your missing colleagues.

Outlaw Racing pits the player against 20 other cars in a high-speed dirt track race. The action is fast and furious as your opponents send your car smashing into the side-walls in a frenzied dash to reach the finishing line.

Finally, there's Iron Hammer. This is the game that our reporter actually got a chance to experience first-hand. Similar in style to the ancient Amiga game, Backlash, Iron Hammer sees the player in command of a futuristic gunship as they negotiate 30 different missions in a quest to search out and destroy the enemy.

Our reporter's opinion? A highly enjoyable experience. Although still incomplete, the game was extremely fast and playable. The binocular screens take a bit of getting used to at first, as everything is in double vision. Also the small LCD screens produce a very narrow field of vision - it's like looking through a letterbox. In time you can expect extra VR peripherals to be produced, perhaps along the lines of a powerglove hand controller.

We can expect to see Sega VR as soon as the end of this year in America? Stay tuned for further info.



SONIC'S BACK!

No, Sonic's next outing isn't going to be Sonic 3, or even Sonic CD – it's a completely new spin-off game based around pinball called Sonic Spinball. The evil Dr Ivo Robotnik has holed himself up on his volcano fortress and Sonic's hot on his trail. The only problem is that Robotnik has created a fiendish pinball defence system.

Similar in style to the Casino Night Zone from Sonic 2, the game is super-fast, with loads of flippers, bumpers and fiendish badniks all hollering for hedgehog blood. Fortunately, Sonic still has his Super Spin Attack and Speed Sneakers and, of course, his trusty pal Tails is on hand to help him.

Funnily enough, Sonic Spinball is a game for up to four players. Whether this means that there are new good-guy characters in the game remains to be seen.

The pre-production version shown at the show was in very early development, and although the Sonic sprite was bouncing and spanging all over the screen at incredible speed, it still looked very jerky. Hopefully though, these problems will all be ironed out by the time the game is released on Segamania Day in November.



● Sonic Spinball: Robotnik's volcano fortress.



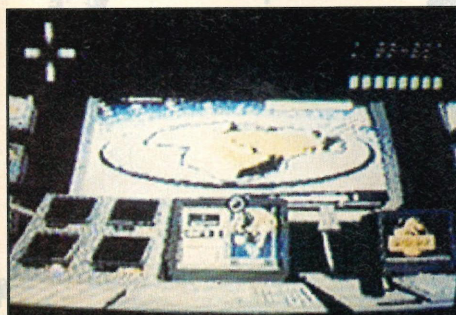
● New Sonic game features pinball-style gameplay.



● It's super-fast with loads of flippers and bumpers.



● Jurassic Park CD: 15 months in the making.



● Produced in conjunction with the movie-makers.



● The game uses Sega's new Q-Surround Sound.

DINOSAURS INVADE CD!

If you read last month's issue of MegaTech, you should be drooling over the prospect of Jurassic Park on the Megadrive. Well, you'd better wipe your bottom lip because it seems the game of the film is about to stomp its way on to the Mega-CD too.

"Yeah, yeah," we hear you moan. "Another straight conversion of the Megadrive game with a bit of smart music stuck on top, I suppose?" Wrong! Jurassic Park CD is a brand new game and a right smart one at that.

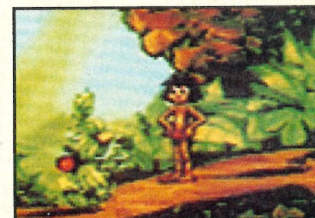
Created at Sega's \$10 million MultiMedia Studio in Redwood City, California, Jurassic Park is their first project and it's been nearly 15 months in the making.

The aim of the game is simply to collect up precious dinosaur eggs and return them to the visitor centre. Simple enough, except that the dinosaurs are free (as in 'escaped') and have taken over the island.

Taking on a first-person perspective, Jurassic Park CD features incredible prehistoric vistas and superbly animated dinosaurs. These dinosaurs were created using a combination of models, stop-motion animation and softimaging, a similar technique to that used to bring the film's dinosaurs to life. In order to produce a realistic result, Sega even worked together with the Jurassic Park movie creators and a noted paleontologist, Dr Robert T Bakker, who went as far as dissecting a chicken to illustrate the muscle configuration of a dinosaur and explain how real dinosaurs would walk and move. In fact there's even a live-motion Tru Video Dinosaur Field Guide, featuring Dr Bakker, built into the game.

What's more, the game's budget even extended to location filming in Hawaii and the Okefenokee Swamp, where reptiles sounds were sampled for use as dinosaur noises and insect-enhanced swamp sounds were recorded for use in the game soundtrack. In fact, all the game's sounds use Sega's revolutionary new Q-Surround Sound to enhance the whole feeling of being in Jurassic Park.

Scheduled for an October release, Jurassic Park CD could start a whole revolution in Mega-CD gaming and you can trust us to give the game the full review as soon as possible.

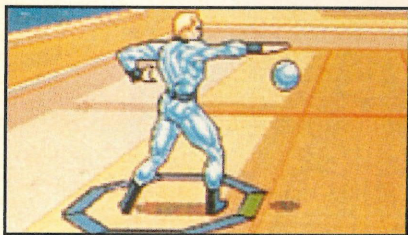


GET WITH THE BEAT, BAGGY!

Among the many Disney names lined up for release on the Megadrive is the Jungle Book.

Based on the animated movie which in turn was loosely based on Rudyard Kipling's Just So story, the aim of the game is to guide the man-cub Mowgli back to the human village, while avoiding the evil schemes of the dreaded Shere Khan.

All the famous characters are there: Baghera the Panther, the funky ape King Louis, who's still after the secret of man's great fire and, of course, Baloo the Bear too. The game looks absolutely gorgeous with incredible animation on the main sprite, as you'd expect from programmer David Perry, the man behind Cool Spot and Mick and Mack. The 8 meg cart will be released by Virgin this Christmas.



WORK-OUT AND PLAY WITH THE ACTIVATOR ADD-ON

Sega must have some mad professor working for them or something. First they invent home Virtual Reality and now they've come up the full-body joypad, better known as the Activator.

In short, the Activator allows players to control the on-screen actions of a character by performing the actions themselves. You'd better believe it, buddy! At the CES show, a demonstration of Streets Of Rage 2 saw Axel successfully mimicking the actions of the player. When the person punched, Axel punched... when the person kicked, Axel kicked.

So how does it work? Well, the Activator is made up of a set of floor panels that form an octagonal ring around the player. These panels emit infra-red beams which shoot up towards the ceiling. When the player punches, kicks or jumps the infra-red beams are broken and the Activator then transmits the signal to the Megadrive. Simple, but exhausting.

Set for a Christmas release in America, the Activator will retail for around \$79.99 and comes packaged with two games. Bounty Hunter (pictured) sees you in control of interstellar martial artist, Garrot. There are four fantasy worlds of fighting action to negotiate and even a practice gym where Garrot can practice his moves using his Activator. Air Drums allows you to play a pair of on-screen drums using your hand and foot movements and there's even a game of Simon Says for your amusement.

Also lined up for Activator compatibility is the 16-Meg Eternal Champions, the one-on-one Streetfighter II-style beat 'em up. Eleven of history's greatest warriors have gathered to battle for the title of Eternal Champion. There's a Thai kick-boxer, a ninja and even a Green Beret Special Forces soldier amongst the combatants.

Whether the Activator is a success or not remains to be seen. Obviously it's not a device for the old, the infirm, the unfit or the pregnant. But that won't stop the young, healthy, fit and definitely un-pregnant members of the MegaTech crew giving the Activator a good beating and kicking when we get hold of it.

STAR WARS ON MEGA-CD! THE FORCE IS STRONG, THE GAME LOOKS AWESOME!

The Sega-CD (Mega-CD to us) made a strong showing at the CES and one of the more impressive titles on display was Rebel Assault. Created by LucasArts, the people behind the epic Star Wars movies, Rebel Assault is based around the movies and follows the exploits of a trainee rebel pilot in a number of battles against the might of the evil Empire.



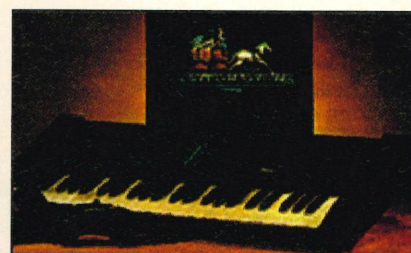
Featuring incredible landscapes from the desert plains of Tatooine to the final assault on the Empire's secret weapon, the Death Star, the game looks to be shaping up superbly. There's plenty of full-motion video from the first Star Wars movie and the whole game is complemented by a full rendition of the Star Wars soundtrack. This one looks completely awesome and we'll be closely following it right up to its Christmas release.



RYU AND KEN GET INTO THE MOVIES!

It has finally happened. After much rumour and speculation, not only is Streetfighter II going to be made into a Megadrive game (more on that subject elsewhere), it really is being made into a movie. The big-screen action epic is being co-financed by Capcom themselves and produced by the Edward R Pressman Film Corporation, the company behind Conan The Barbarian, Wall Street and more recently, Hoffa. Written and directed by Steven de Souza, the creator of the Die Hard movies and The Running Man, the story centres around the twelve World Warriors and their mission to rescue an important hostage from behind enemy lines. Who is the hostage? Blanka's mum perhaps? Dhalsim's son? Who knows, but you can guarantee that when lives are in danger and world peace is threatened, the world-famous underground streetfighting gang will be on hand to save the day.

MAKE MUSIC ON YOUR MEGADRIVE!



Have you ever wanted to learn how to play the piano in a few

weeks? Well if that's the case, your dream could just come true with the help of your Megadrive and the Miracle Piano System.

Plugging into your Megadrive, the Miracle Piano System consists of the Miracle cartridge, a keyboard with 49 full-size, velocity-sensitive keys, a pressure-sensitive foot pedal and stereo earphones. What's more, it has built-in stereo speakers, 16-note polyphonic capability (which enables the keyboard to play 16 different notes all at once) and it's fully MIDI compatible.

Contained within the cartridge are 200 lessons that cover everything from rhythm and chords to reading sheet music. There's even an artificial intelligence teacher which monitors your progress. If you happen to be struggling with a particular task, the Miracle presents new activities concentrated towards the problem. When you're confident with your new-found ivory-tickling abilities you can take to the Arcade mode and jam with the Miracle band or play in the Miracle Orchestra, both of which contain digitally-reproduced instruments.

To date, the Miracle has proved highly successful as a form of musical education in America, both in its NES and Genesis incarnations. However, at \$480 (around £300) it's a pretty expensive add-on, although perhaps not as expensive as a full course of piano lessons. At present, makers Mindscape are still waiting to get a third-party Sega licence for Europe, so there's no Euro-release date for the Miracle, but should it ever happen we'll let you know.



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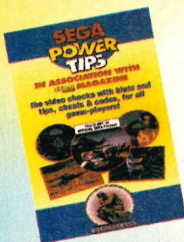
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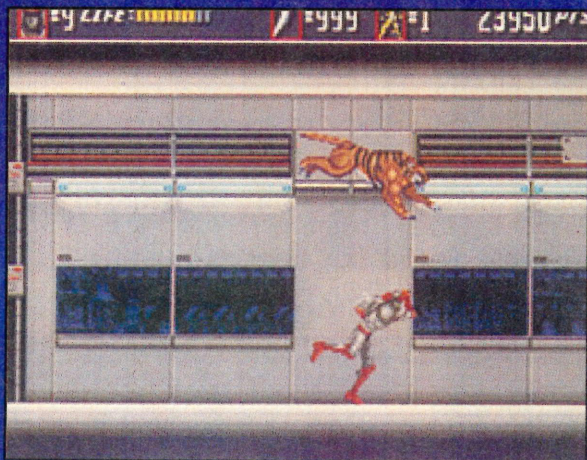
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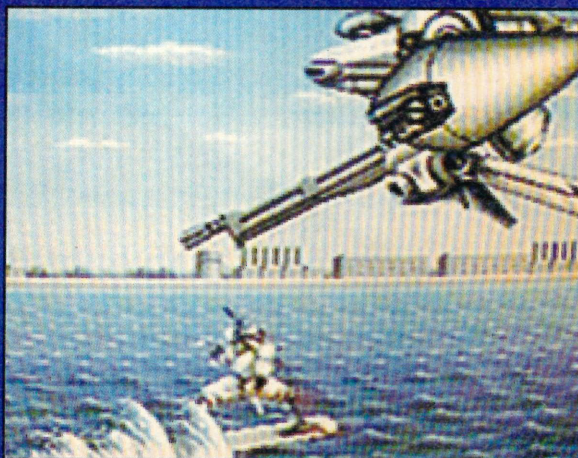
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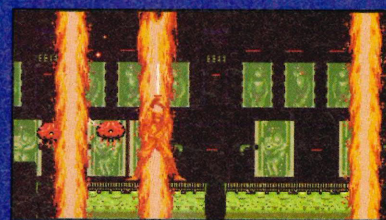
RETURN OF THE NINJA MASTER



● Shinobi 3: completely revamped and looking great!



● Joe Mushashi hangs ten on his jet surf ski-board thing.



● Kariu Magic: it's flamin' great, mate!



● Joe enters the 3.30 at Sandown.



● Machine guns vs kitchen scissors.

Showcased at the CES was Shinobi 3, the long awaited sequel to Revenge of Shinobi, one of the Megadrive's first (and best) games. But hang on a second, didn't we review this game in issue 14? Well, yes we did and we were more than a tad disappointed with the game. But wait, Shinobi 3 has been taken back to Sega's secret workshop and almost completely revamped and the result is mega.

Most noticeable is the addition of two new shoot 'em up levels. The first one pits Shinobi against the legions of Zeed whilst riding on the back of a horse. The other sees him riding a powered surfboard as he faces a monstrous robot-boss. It's all very reminiscent of Konami's awesome Contra Spirits on the SNES and it looks fantastic.

Scheduled for release around September, Shinobi 3: Return Of The Ninja Master could be the big name on the Xmas software shopping list.



● Toe Jam and Earl try to emulate Joe Mushashi's surf prowess.



● The sequel is a platformer: will it be a rocker or a bummer?

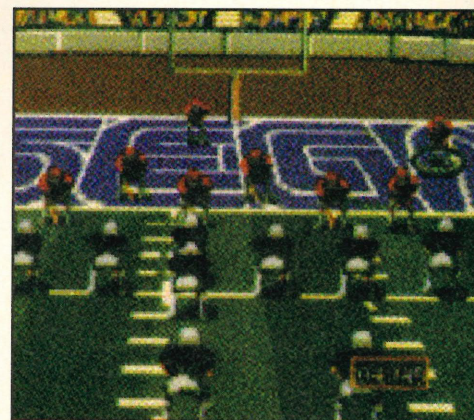
TOEJAM AND EARL 2: THE FUNKY ALIENS ARE BACK AND BAD!

After their brief cameo appearance on the Menacer game, Ready-Aim-Tomatoes!, those Teen-Aliens of Funk, ToeJam and Earl, are set to return in the official sequel to their original Megadrive game.

Toe Jam and Earl 2 is the surprise name of the game and, as usual, the plot is nothing short of bizarre. It seems that dastardly human invaders are polluting their home planet of Funkatron and it's up to those hip and happenin' dudes to round up the offenders and return them back to Earth. As usual, the action is accompanied by plenty of cool tunes, but the big difference between this game and the original is the fact that Toe Jam and Earl 2 is a platformer. Whether it turns out to be just another boring platformer or a rockin' cool sequel remains to be seen when the 16 meg game is released in Autumn.

JOE MONTANA ON CD IN 3D

Hey, it's another Joe Montana game. Great... yawn. But wake up, things are different, this time Joe is on the Mega-CD and the result looks incredible. This all-new American footie uses the Mega-CD's smart sprite-scaling and background rotational abilities to awesome effect. Played from a behind the quarterback, the game features super large, well-animated sprites, smooth, fast 3D action and a whole new batch of features and plays. This could be the game to steal the American Football crown from John Madden and about time too.



● Montana CD: could it steal Madden's crown?



CASTLEVANIA: BLOODLINES

Konami's superb Castlevania series is about to make its debut on the Megadrive with the release of a brand new episode in the saga, entitled Castlevania: Bloodlines. Just like all the previous incarnations of this series on the Nintendo systems, the game follows whip-wielding Simon Belmont as he battles his way through Castle Dracula in an attempt to destroy the Prince Of Darkness forever. Bwa-ha-ha!

The last Castlevania game, Castlevania IV on the SNES was an excellent game and Megadrive Castlevania looks like following suit. The pre-production version we saw at the show looked graphically very similar to the SNES counterpart and although still in its early stages, played very well indeed.

Coming from Konami we can expect Bloodlines to be of an exceptionally high standard, but will it match up to its previous incarnations? We'll find out nearer to Christmas when the game is released, and we promise to tell you first.

SEGA CABLE TV: TURN ON, TUNE IN AND PAY UP

By now you must have seen those Sega Pirate TV ads. Well, now it seems that Sega television is going to become a reality in the form of the Sega Cable Channel.

Yes - soon homes all over America will have access to all the latest Megadrive games through the cable TV network!

It's not as amazing as it sounds. Just like other cable channels such as MTV and the Movie Channel, people will be able to subscribe to the Sega Channel. By paying a monthly fee, these subscribers will be given a special decoder which fits to the Megadrive. This decoder not only enables users to download games from the channel directly into their Megadrives, but also to pick up all the latest tips and news from the world of Sega.

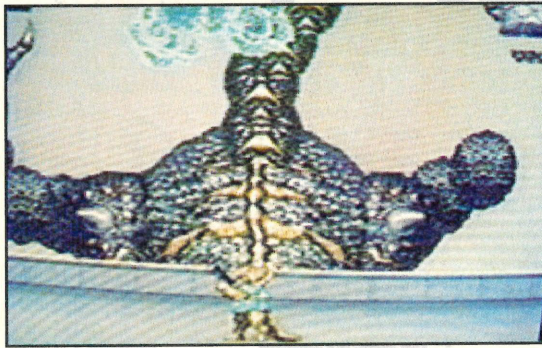
However, as with all things in life there are a couple of downsides. For starters the games cannot be permanently downloaded. Once the Megadrive is switched off, the games are erased. Also, it's doubtful whether any of the games will be new releases. Similar to the situation that surrounds movies on TV and video, all new games will first be sold in cartridge form before being available on the Sega Channel. This way, anyone wanting to play the very latest games will still have to buy them. And then there's the subscription fee. At present it looks like the price could be as much as \$200 (around £125) a month and as any member of the MegaTech staff could tell you, that's a lot of moolah.

Nonetheless, it's possible that the channel could be up and running in the States by autumn, and if it proves a success over there we may see it moving onto these shores. We'll keep our noses to the ground and our ears to the grindstone in the search for more news on this subject.

DO YOU WANNA HIRE A DINOSAUR?



● Dinosaurs For Hire: yet another dinosaur game.



● It's a platform shoot 'em up with a choice of dino heroes

The world's gone dinosaur crazy at the moment and here's another dinosaur game to fuel that fervour. Dinosaurs For Hire is based on the Malibu Comics series where gun-toting dinosaurs are the heroes.


Following the format of the platform shoot 'em up, you can take on the roles of such dino-riffic heroes of Archie the Tyrannosaurus, Lorenzo the Triceratops, Reese the Stegosaurus and Cybano the Pteradactyl (although we all know that Pteradactyls weren't dinosaurs at all). There are loads of weapons in the game from your basic AK-47 to sub-machine guns and rocket launchers.

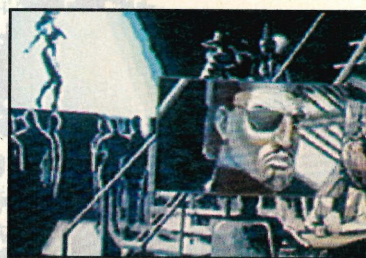
The graphics look superb and the blasting action (which looks not unlike the old Robocop arcade game) is shaping up to be some of the best seen on the Megadrive for a long time. Of course, we'll know whether that's true or not when we get a full look at the game.

The CES was absolutely chock-full of the latest Megadrive games. Some were good, some were bad, some were just downright ugly. Here, MegaTech presents an alphabetically-ordered rogues' gallery of the Mega-CD and Megadrive gear which will be hitting your local software store in the near future.




Indiana Jones and the Fate of Atlantis

 From LucasArts, the people behind The Secret Of Monkey Island, comes this point-and-click graphic adventure based on the popular movie series. It features LucasArts iMUSE sound system which changes according to the on-screen action.




Rise Of the Dragon

 A conversion of Dynamix's Blade Runner-style PC game. Plenty of superb animated sequences and CD sound, but will it suffer from bad disc accessing as Dynamix's previous Mega-CD game Willy Beamish did? Find out soon!




Stellar Fire

 A conversion of Dynamix' PC Battle Zone-type game, Stellar 7, this 3D Mega-CD shoot 'em up from Dynamix puts you in control of a space skimmer in a battle against enemy ships on an alien planet. Look out for this one this Autumn.




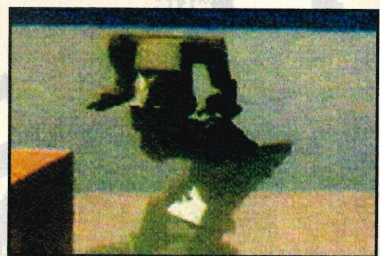
Keio Flying Squadron

 Meet the Keio Flying Squadron, a bunny girl who flies atop a baby dragon. It's Parodius-style shoot 'em up time as Rami the Bunny-Girl goes on a quest in search of a key in a magical kingdom. Out in August on Mega-CD.




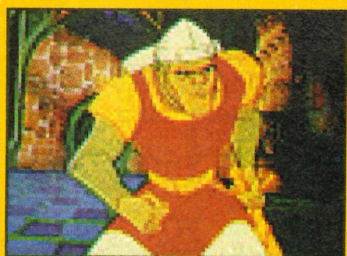
Sherlock Holmes Returns

 The great detective is back! Even more crimes to solve in smog-filled old London town. Search for clues amongst the full-motion video scenes, if you can stand the cheesy Americo-cockney accents that is. See it closer to Christmas.




BattleTech

 Giant robot dreadnoughts battle it out in Earth's apocalyptic future. Based on the popular arcade game, this strategy cum action wargame is going to be available on cartridge and CD by this Christmas.




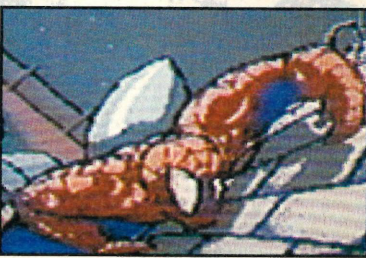
Dragon's Lair

 The original laser disc coin-op comes to the Mega-CD. Guide Dirk the Daring in a quest to save the Princess. Full-motion cartoon animation as drawn by Don Bluth, one of Disney's greatest cartoonists. Out this Autumn.




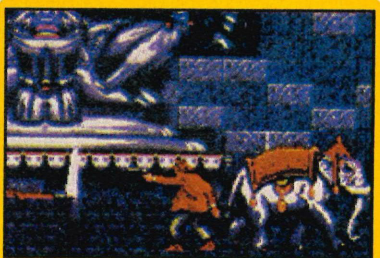
Lethal Enforcers

 Konami's first Mega-CD title is a conversion of their blasterific coin-op. The aim of the game is simple, blast at all the baddies on screen. This one will be Menacer compatible. Scheduled for a Christmas release.




Spiderman vs the Kingpin

 Everyone's favourite web-slinger arrives on the Mega-CD in a spruced up version of the popular Megadrive game now sporting 50 levels, improved gameplay and cartoon intermissions. Imminent release.




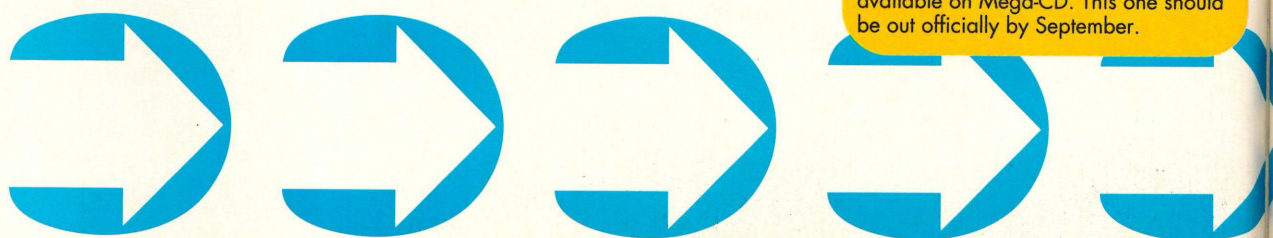
Instruments of Chaos starring Young Indiana Jones

 Indiana Jones is back and this time he's brought his school bag. Young Indy follows the platform adventures of the adolescent archaeologist as he battles his way through eight levels of action with two extra levels available on Mega-CD. This one should be out officially by September.



Harrier Assault

 After converting their own MiG 29 flight sim to Megadrive, Domark are putting this PC air combat game on Mega-CD for release this winter. Expect jump-jet action and all manner of airborne assaults in a plethora of deadly missions into enemy territory.

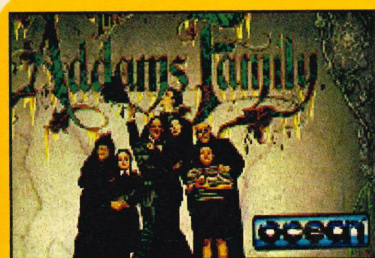


GAMES AND MORE GAMES!



Total Carnage

The sequel to Smash TV is coming to the Sega's 16 bit machines courtesy of Flying Edge. Lead Captain Carnage and Major Mayhem against the forces of General Akhboob and blow up everything in sight. Don't hold your breath though, this one isn't out till 1994.



The Addams Family

That ooky, kooky family are coming to the Megadrive. Take control of Gomez and guide him around Addams Mansion in a quest to find his family. Ghouls, ghosts and monsters await in every nook and cranny. Watch this space for more info.



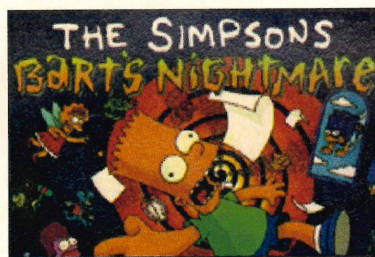
Aero The Acrobat

He's a high-flyin', death-defyin', star of the circus! He's Aero the Acro-Bat! Marvel as he battles against the henchmen of Edgar Ektor across funfairs and amusement parks. This could be one to look out for. Soon.



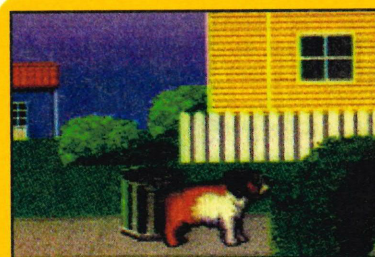
Barbie Super Model

She's blond, she's sexy (YIPE! WHO WROTE THIS?- ED), she's made of plastic and dates a plastic prince called Ken. She's Barbie and she's coming to the Megadrive in her pink car. It's an educational game this one and it's coming out in Autumn, you've been warned.



Bart's Nightmare

It's Bart Simpson, who the heck are you? Plenty of cheese-before-bedtime action with the Bartman as he confronts such nightmares as the Temple of Maggie and Homer Kong. Out soon.



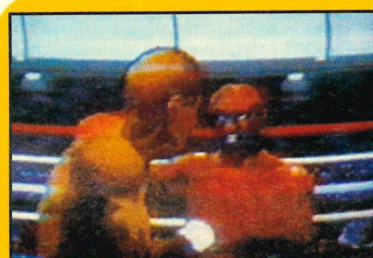
Beethoven's 2nd

No, it's not a game about the deaf 18th Century composer, Beethoven's 2nd is in fact a game about a slobbering dog based on the movie of the same name. If side-ways scrolling doggy-style action is your cup of tea then this is the game for you.



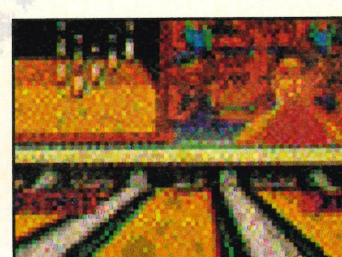
Blaster Master 2

Radioactive mutant shoot 'em up action is the order of the day in this platform shoot 'em up, but the game is neatly broken up into side-view and overhead levels with zoom-in boss sections. If it's anything like the original NES game it'll be ace!



Boxing Legends of the Ring

Arcade-style boxing is on its way to the Megadrive in the form of this smart new beat 'em from ElectroBrain. Boxing Legends of the Ring features massive sprites and behind-the-fighter action for realistic fight action. Coming soon.



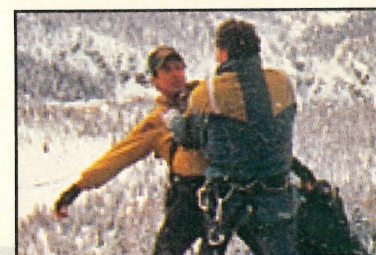
Championship Bowling

It's the Megadrive's first bowling game. Known as Boogie Woogie Bowling over in Japan, this game pits you against ten players in the ultimate ten-pin challenge. There's even a four-player tournament if you can cope with the excitement!



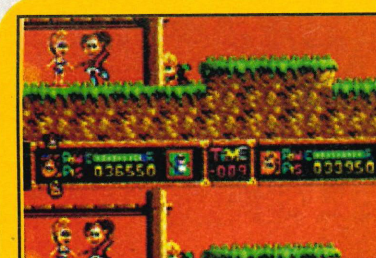
Chester Cheetah 2

Not content with just releasing Socks the Cat on the world, Kaneko are releasing Chester Cheetah 2 on to an unsuspecting public. The ultimate cool cat is back collecting paws in this platform romp. What have we done to deserve this?



Cliffhanger

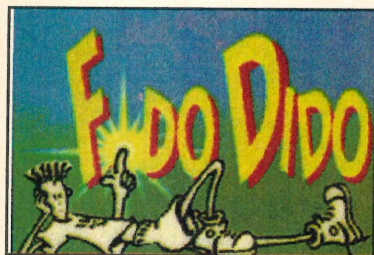
Sylvester Stallone's blockbuster summer movie comes to the Megadrive. Rescue the stranded victims and defeat the hijackers atop the Rocky Mountains in this platform beat 'em up. Coming out in Autumn.



Dashin' Desperados

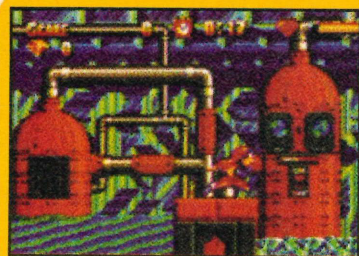
Two-player split-screen action from Data East as you battle against your opponent in a quest to win your girl. Use bombs, electricity, fire or even plain old guns to get rid of your rival, but watch out for other hazards too. Coming this August.





Fido Dido

The pencil drawing from the Seven-Up commercials strolls on to the Megadrive in his very own game. Cool, clear and very refreshing? We'll find out this Christmas when the game comes out in America.



High Seas Havoc

This platform game from Data East puts you in control of Captain Lang, a pirate in search of lost treasure. There are seven stages of high seas action featuring some pretty ship-shape graphics.



Last Action Hero

Arnold's blockbuster summer movie comes to the Megadrive. Brought into the real world by a magical, the Last Action Hero has to find a way back to his home on the other side of the silver screen. Coming out in winter.



Pink Panther

Now this guy is cool and he's pretty rinky dinky too. Coming to the Megadrive this winter, the Pink Panther is a platform game from Tecmagik based on the popular cartoon series.



The Incredible Hulk

US Gold bring Marvel's green super-oaf to the Megadrive and surprisingly enough it's a beat 'em up. There are nearly 70 moves at Hulk's disposal and it's all been packed onto a 16 Meg cart. Scheduled for a Christmas release.



NBA Jam

Converted from the William's coin-op this 16 meg basketball game from Acclaim features 54 of the hottest NBA All-Stars from all 27 teams complete with all their signature moves. Large sprites and hot sound effects abound.



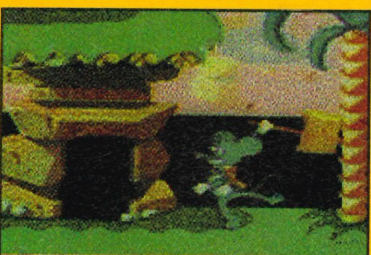
Rage in the Cage

Hard-hitting WWF action in the Mega-CD's first wrestling game. 20 WWF Superstars, full-motion video and stereo sound. Take to the ring in one-on-one, tournament and brawl match-ups or battle it out in the Steel Cage.



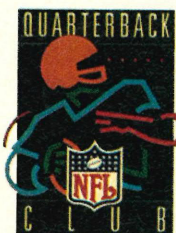
Gauntlet 4

Converted from the ancient coin-op, Gauntlet is an exploration-cum-shoot 'em up game which allows four players to play together via the Sega-Tap. With an extra quest mode complete with bosses this game looks pretty good.



Itchy & Scratchy

From the Simpsons come the most violent cat and mouse duo in history. Take on the role of Scratchy and race around this platform game, blowing up, electrocuting and slicing up your feline enemy.



NFL Quarterback Club

Yet more American Football! 16 megs of action from Acclaim as up to 28 officially licensed NFL teams battle it out on the grid-iron. There are 10 top Quarterbacks to choose from and the revolutionary quarterback point-of-view gameplay.



The Ren and Stimpy Show

That crazy asthma-sufferin' hound and his feline sidekick from the classic Nickelodeon cartoons bring their wacky adventures to the Megadrive courtesy of programmers T.H.Q.



Goofy

Disney's lovable buck-toothed hound comes to the Megadrive. After knocking himself out at the local museum, Goofy is sent back through time in search of four mystical artifacts. Scheduled for an Autumn release.



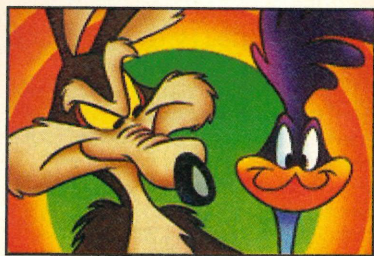
Joe and Mac

Caveman Ninja japes as Joe and Mac attempt to rescue the kidnapped babes in a prehistoric world packed with dinosaurs. Takara are responsible for the conversion of this almost-popular platform coin-op with decent graphics and catchy tunes.



Operation Aliens

Based around the film Aliens, this platform blaster from T.H.Q follows the antics of Ripley and her team of Space Marines as they battle their way to the Alien Queen. From what we've seen so far, it looks like a poor man's Alien 3, but we won't find out till next year.

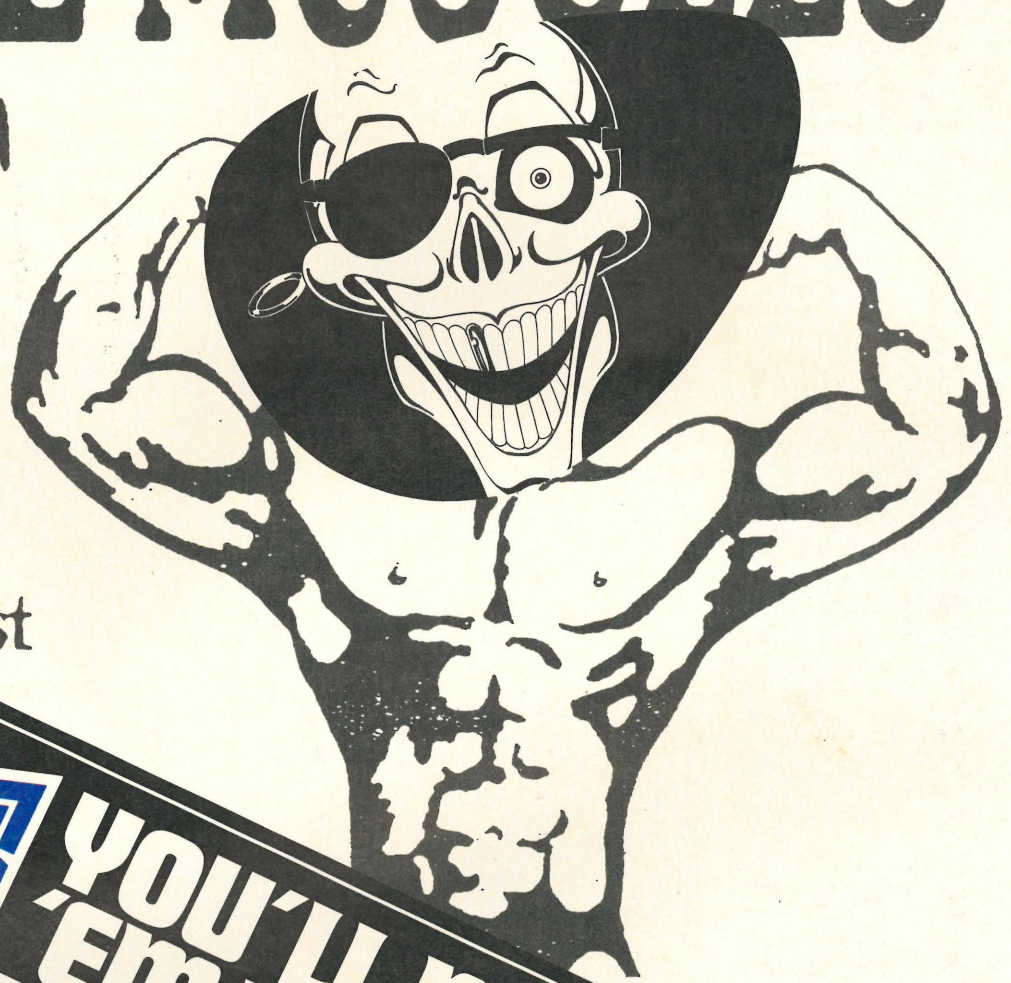


Road Runner in Desert

Demolition

Beep beep! Take control of the fastest bird in the world and race across Death Valley, Arizona avoiding the many traps of that cunning Wile E Coyote. Cartoon quality graphics and super-fast gameplay abound.

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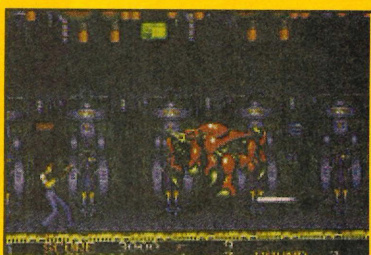
The Muscle University,

Dept. 69, 114a Brittain St., Bells End, Cheshire CL C10



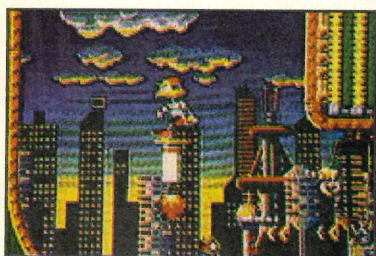
Robocop 3

Half man, half machine, all cop. Robocop returns in a game based on his third movie. Armed with a multi-weapon attachment and jetpack, the titanium bobby must battle against OCP's newest techno-warrior Otomo, a cyborg ninja! Let's hope it's better than the rather poopy Super NES game.



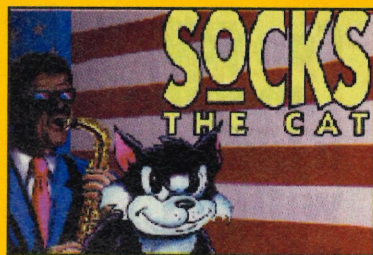
Rolling Thunder 3

Namco's secret agent saga continues. Battle against Geldra on foot, bike and even jet-ski in this 12 meg horizontally scrolling shoot 'em up. It looks good, but where's the simultaneous 2-player action gone? Coming out in July.



Socket

Previously known as Time Dominator this crazy platformer follows the antics of a speedy duck with an electric cord tail. Smart graphics and super-fast gameplay make Socket a game to look out for. Scheduled for an Autumn release.



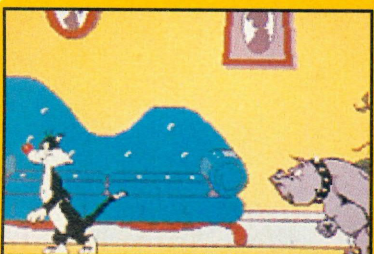
Socks The Cat

Anything can make it to video game status nowadays it seems and to prove it is Socks the Cat, the US President's daughter's pet cat. The most famous feline in America has made it to the Megadrive thanks to Kaneko. Oh dear!



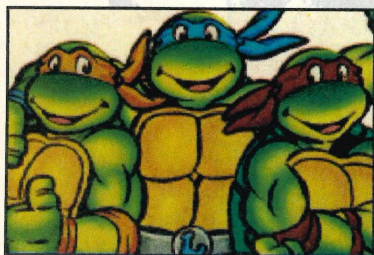
Spiderman and X-Men: Arcade's Revenge.

A conversion of the highly successful SNES game, Arcade's Revenge teams up Spidey with four of the Marvels' mutant superteam in this action-packed platform romp. Coming real soon.



Sylvester and Tweety

Ooh! Dat nasty ol' puddy tat, he's coming to the Megadrive and this time he's going to get that 'tittle yellow bird once and for all in this game based on the famous Loony Toons cartoon capers.



Teenage Mutant Ninja Turtles: Tournament Fighters

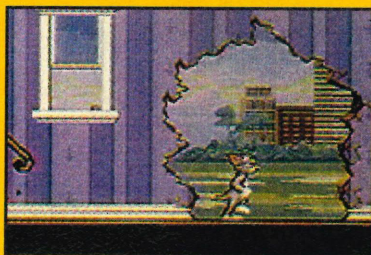
Those heroes in a half-shell are back again courtesy of Konami. In this one-on-one beat 'em up you can pit those pizza-loving dudes

against such baddies as Bee-Bop, Rocksteady, the evil Krang and of course, Shredder! Out this Christmas.



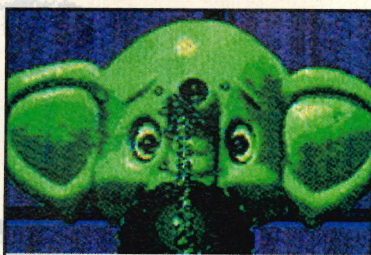
Thomas The Tank Engine & Friends

Games and activities with the lovable blue steam train in this education-cum-entertainment game from T.H.Q. There's quizzes sections, colouring sections, fat controllers and absolutely no Ringo Starr.



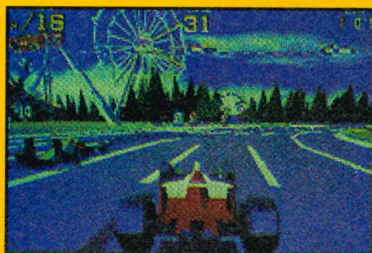
Tom and Jerry: Frantic Antics

The original cat and mouse duo and still the best! It's mad-cap slap-stick mayhem ahoy as Thomas the Cat attempts to make that darned mouse into a tasty snack between two slices of white bread. Look out for it this Christmas.



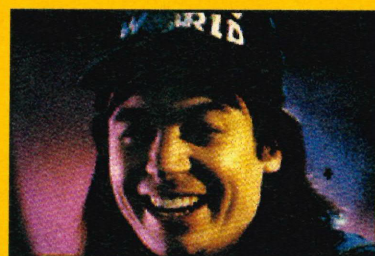
Toys

Based on the Robin Williams movie, Toys pits you and your collection of toys against your evil brother's bad toys. The movie was a massive flop, but will the Megadrive version follow suit?



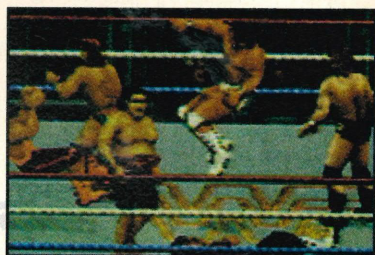
Virtua Racing

A conversion of Sega's awesome driving coin-op. 16 megs of action, polygon graphics, four different driving views and Sega's answer to the Super FX chip-the DSP. Still in early production, but watch this space.



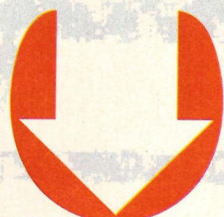
Wayne's World

Just in time to completely miss any of the film's hype, this platformer from T.H.Q. puts you in the role of your most excellent host, Wayne as he attempts to rescue his pal Garth from a fate most unbecoming.



WWF Royal Rumble

No, it's not the sound of the Queen's stomach before her mid-morning snack, it's Acclaim's latest 16 meg Wrestlemania game. 12 WWF Superstars to choose from and tons of moves including, of course, the wild 6-men-in-a-ring Royal Rumble.



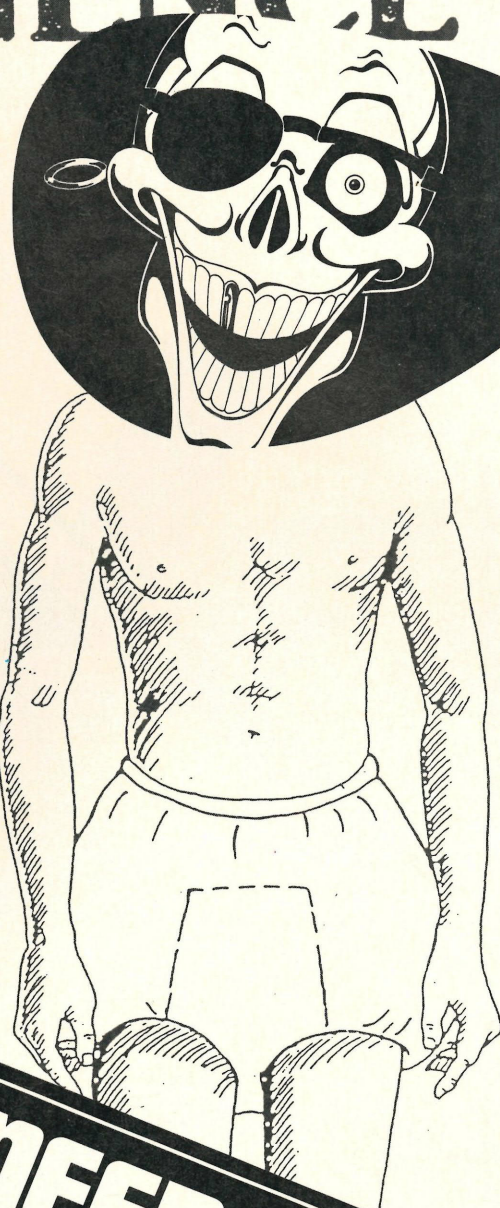
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MEGATECH INTERNATIONAL NEWS NETWORK

●	SEGA'S SATURN	DOMARK DELAY
●	NEW RACER	SILPHEED LATEST
●	KARAOKE CD'S	4 WAY PLAY
●	MORTAL KOMBAT	CDX (AGAIN!)
●	LIVE '93	CHARTS
●	COMPO WINNERS	SPECIAL OFFERS
●	WONDERMEGA 2	SHOPPED!



SEGA AIM FOR SATURN

The rumours are still flying! But Sega HAVE more or less confirmed that they have been working on a 32-bit console, that they've actually produced working prototypes, and it has, for the time being, been dubbed the Saturn. Here's all the information we've managed to uncover about it and an artist's impression of the new wonder machine.



The machine is a CD-based console, with a 32-bit processor, built-in sprite effect and polygon graphics processors and the graphics resolution and colour capabilities to produce photo-realistic graphics, much like those used in the Philips CD-i machine.

Apparently there is some unresolved debate at Sega USA as to whether or not the Saturn should be retro-compatible with the Megadrive, and therefore have a cartridge slot as well as a CD drive. Though Sega do see that good stuff can be produced on cartridge, they seem certain that the medium of tomorrow will be the CD.

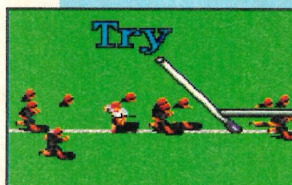
The word is that the Saturn will make use of the technology Sega are currently using in their arcade machines – probably the System 32 machinery. The first game that Sega have finished is said to be a home version of their breath-taking driving coin-op, Virtua Racing, which is absolutely indistinguishable from the arcade game (aside from the inflating chair and the steering wheel).

The reason we can't bring you a real picture or any further details is that, although Sega say they could pretty much release the Saturn tomorrow if they wanted to, they have decided not to let it on the market for quite some time yet, certainly not before the end of next year. The reason for this is that, at the moment, the machine would cost too

much to manufacture, and consequently the retail price would be over £500. They consider that the market for a £500+ machine is too small at the moment, and anyway, releasing the machine now would run contrary to the Sega philosophy of selling the machines cheap and making money on the software.

Of course, the other thing is that Sega don't want to divert punters' attention away from the recently-released Mega-CD, which is likely to remain the top-of-the-range Sega machine, at least until the end of 1994.

If we hear any more news from Saturn, rest assured we'll let you know.



RUGBY FULL BACK

There have been a few changes of plan regarding Domark's recent Megadrive titles, so if you were planning on buying any of them, listen up. Or read up. Or something.

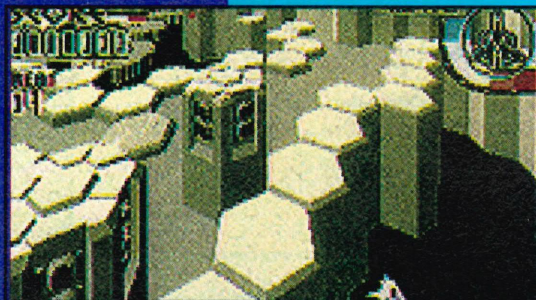
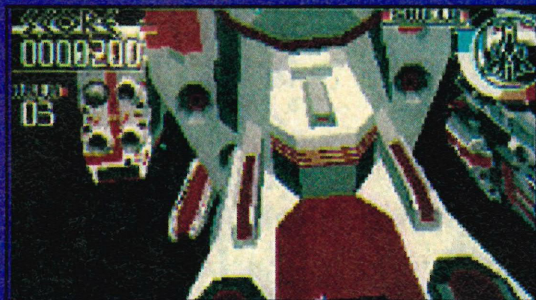
Anyway, change number one: the release date of International Rugby has been put back to October, and by the way it's just called International Rugby, not International Rugby Challenge.

Changes number two and three: MiG 29 and Davis Cup have had their release dates put back to September.





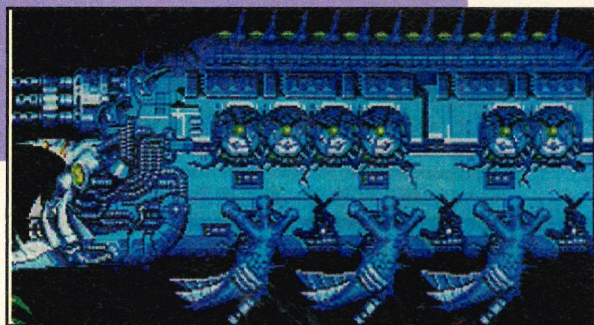
SILPHEED: LATEST NEWS



Latest news on Sega's CD wondergame is that it will be out on import at the end of July! Bigger news is that it will probably cost a mint, because it looks like Sega are packaging it with a co-processor cartridge which will help handle all those incredibly complex 3D images. Plug in the cart, load the disc and the co-processor in the cart helps out the Megadrive's central processor unit and the Mega-CD's to produce some stunning 3D visuals.

The pics we've seen show huge polygon starcruisers sliding past the Silpheed fighter, and when they're destroyed they explode into a cloud of billions (well, lots) of tiny triangles! Wowee! We were a bit dubious about this game before, thinking that maybe the gameplay wouldn't live up to the startling graphics, but this news has certainly renewed our enthusiasm and we can't wait to get hold of the finished object. Let's hope we can print a review next month!

ELIMINATION GAME!



Watch your importers for the arrival of this new two player shoot 'em up, called Eliminate Down. It looks like a cross between Sol-Face and Bio-Hazard Battle, with a fair smattering of weapons and large, spectacular bosses and plenty of laser danger. If your local supplier hasn't got it in already he should have soon, because it's due out on June 25th. Review next month, surely?

Karaoke UK are the Manchester-based company which originated the karaoke concept way back in 1975 as a way of providing professional singers with compact equipment to provide backing tracks onstage without the need for a backing band.

They produce CD discs for the professional karaoke machines that you'll probably find in your local club or pub, and discovered that the discs worked perfectly on Sega's Mega-CD.

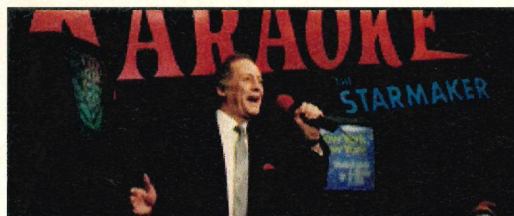
Discs can be bought containing either ten or 16 songs, retailing at £27.91 and £34.66 respectively, featuring artists ranging from Engelbert Humperdinck and Frank Sinatra to Madonna and En Vogue. So what do you get for your money? Well, you get a CD+G disc with the backing tunes of your choice, featuring full-screen lyric display and incidental graphics during the instrumental breaks,

You know I'm bad, I'm bad,
you know it, you know it.
I'm bad, I'm bad,
you know it, come on.

but you'll have to provide the microphones and amplification yourselves. If not, you can always have an 'unplugged' singalong session, like we did in the MegaTech office when we tried out a Michael Jackson disc - great fun!

● For further information, write to: Karaoke UK, The Lodge, Goyt Mill, Marple, Stockport, Cheshire SK6 7HX, or phone: (061) 449 0441.

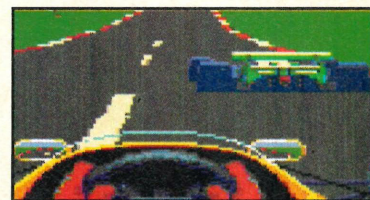
SINGALONGA MEGA-CD!



Hands up all of you who've had a go at karaoke. Thought so - quite a lot of you. Now put your hands up all of you who think it's a Japanese invention. Hah! Caught you out! It's NOT a Japanese invention at all - the karaoke concept was first put into practice by a company based in Manchester. Yes, it's true. And it's been confirmed by Mr Ogawa, Associate Professor of Music and Sociology at Saint Andrew's University, Osaka, so there! "But what has this got to do with the world of games in which MegaTech normally moves?" you're probably asking. Well, the connection is that the same company has just brought out a range of karaoke discs for the Mega-CD.



FOUR WHEELS GOOD — TWO WHEELS BETTER!



Hot off the grapevine, more Domark news. Notice the rave review we gave their Formula One World Championship on page 40? Well, you may be interested to know that during the F1 launch bash at London's Formula Fun Karting Emporium, our Tom found out that Domark are considering getting programmers Lankhor to produce another race game, using the same game engine, but this time basing it around motorcycle racing. Should be pretty smart, no? We'll keep our ears open for more news of any interesting developments, and keep you informed.

SEGA DO IT THEMSELVES

After four years of having to import all of their Megadrive cartridges from Japan, Sega Europe are considering having them manufactured a bit closer to home - in Germany, to be exact.

Yes, very interesting, you're probably thinking. But it is at least quite interesting, because this should mean that there should be less in the way of delays in getting supplies of those hot! hot! hot! Megadrive titles onto a shop shelf near you. But will it bring prices down? It would seem not, for the foreseeable future.



MORE F1 ACTION!

You probably won't remember the original Megadrive version of F1 Circus, an obscure little Japanese racing game we rated at 80% back in issue 3. Well, the original programmers at Nichibutsu are producing a version for the Mega-CD, but they've replaced the old top-down view racing action with a super-duper 3D viewpoint. It looks impressive with all its digital displays and driver blood-type specifications (no, really) but will it have the speed and driving feel to overtake good old Formula One World Championship?

The game is currently only 70% complete, so we'll have to wait a couple of months to find out.

THE DATEL CDX COMPO REVISITED

There are obviously some very desperate Mega-CD owners out there. When we ran our competition to win five Dattel CDX, play-any-game-on-any-Mega-CD-on-any-Megadrive cartridges last month, we asked you to identify some CD games from their distorted pictures, then forgot to print the pictures. Honestly! And to think, we actually get paid money to produce this magazine!

The fact that the questions were unanswerable did nothing to stop about 40 readers, obviously desperate to get the most from their Mega-CDs, from making up some answers and sending them in in the hope that we would reward them for their simple enthusiasm. Well, nice try, you chancers, but we decided that it would be fairest if we ran the comp again, this time with some pics. So here they are...



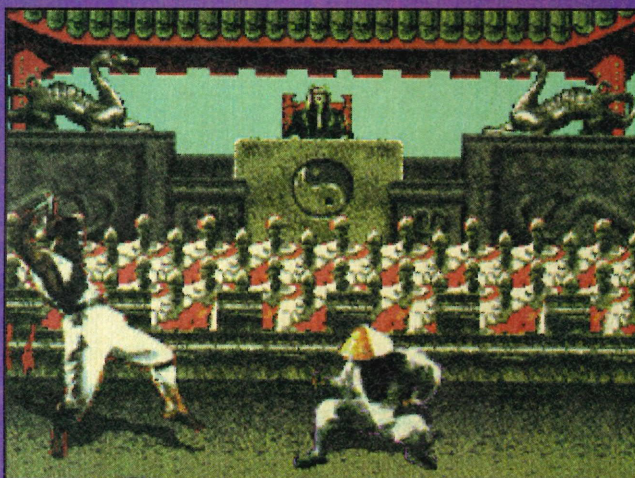
Just name those games and send your answers in on the back of a postcard to: THE RETURN OF THE CDX COMP, MEGATECH, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Cleverly, we've also put the closing date for entries back to August 20th.

SPOT IN POP VIDEO SLOT



Who are these people? Well, surely you recognise that Virgin employee in the Cool Spot costume (don't you feel sorry for those poor souls who have to dress up like this for a living?) but the bright young things in the foreground are none other than those brand new groovers, The Chosen Ones (or TCO as they like to be known).

In a feat of music biz/games biz co-operation, these characters are all to be found in TCO's video for their debut single, the very appealing 'Touch' which could well be appearing on a Chart Show near you at any minute. But that's not all. TCO (also known as The Chosen Ones) are also knocking up a cover of the Harry J. All Stars classic, The Liquidator, which, just by coincidence, was also part of the Cool Spot soundtrack. And, AND (How can there be MORE to this riveting story? - Reader's Voice) Spot will also be making an appearance in that video too! Cor! What a crazy world!



MORTAL KOMBAT: MORAL KOP-OUT OR CODED KILLER?

After all this tabloid moral majority uproar malarkey about Night Trap and violence in video games, perhaps we shouldn't have been surprised to find that Acclaim have had the developers at Probe Software take the spine-ripping, heart-tearing Fatal Moves out of the Megadrive version of Mortal Kombat (a bit of a problem, considering that they were the most popular bits in the game). But wait! The word on the street is that the moves actually ARE there, but they require a special sequence of joystick moves to be entered on the title screen before they're



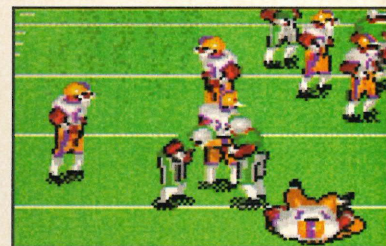
activated. So, er, that's that problem solved. Watch out for what we think of the game - with and without - in the review next month.



ELECTRONIC ARTS GET IN ON THE FOUR PLAY ACTION SCENE

Electronic Arts have just launched their own four-player adaptor, called the 4-WAY PLAY™ which allows four players (hence the name) to participate, compete, interact if you will, in some of their upcoming releases.

These will be Bill Walsh College Football (previewed on page 30), General Chaos (reviewed on page 56), NHLPA Hockey '94 and EA's soccer game, which has the working title of 'EA Soccer' and is currently being programmed in Canada. You can expect any of EA's future more-than-one-player games, especially the EASN sports ones, to be compatible with the 4-Way Play.



The 4-Way works in a similar manner to Sega's 4-way adaptor, by allowing you to plug four pads into one controller socket on the Megadrive, but the question we're asking is whether EA's 4-Way will actually be compatible only with their own four player games or with Sega's as well. At the time of going to press, Electronic Arts weren't entirely sure about that. The gizmo itself will be out in October, priced at about £20.

MEGAWORLD CHART

THE UK MEGADRIIVE TOP 20

Supplied by those Sawbridgeworth-based kings of mail order, Special Reserve.

1	2	Flashback	US Gold
2	1	Super Kick Off	US Gold
3	3	PGA Tour Golf 2	EA
4	8	Fatal Fury	Sega
5	RE	Ecco	Sega
6	6	Tiny Toons	Konami
7	4	Road Rash 2	EA
8	5	Streets of Rage 2	Sega
9	NE	Cool Spot	Virgin
10	9	Lemmings	Sega
11	10	NHLPA Hockey	EA
12	7	Sonic 2	Sega
13	17	Revenge of Shinobi	Sega
14	NE	Populous	EA
15	NE	Bulls vs Blazers	EA
16	14	Desert Strike	EA
17	12	Mickey and Donald	Sega
18	NE	Another World	Virgin
19	RE	Hardball 3	Accolade
20	NE	Sunset Riders	Konami

WINNERS!

And the winners are:

EA WHERE ARE YOU TOM? COMPO

The winner of all that hi-fi gear is: Nigel Wright, Chelmsford, Essex.

LAWNMOWER MAN TURF GUY COMPO

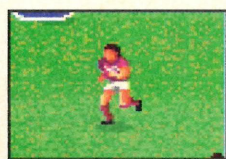
Winner of the Lawnmower Man Jacket is Wayne Tuckfield, Dagenham

Winners of the Lawnmower Man videos are Ian Blissett, Wallingford; R Pitts, Billericay; G Cheadle, Dunstable; Colin McKenzie, London W6; K Thatcher, London E16.

Winners of the Lawnmower Man shirts are Clive Bilby, Basildon; Jonathan Lees, Wadebridge; Ian Wall, Wickford; Henry Shek, Edinburgh; Wai Man, Brighton.

THE MEGATECH MEGA-CD COMPO

The winners of our phone line comp get a Mega-CD pack each and they are: A Judd, Southport and H Petersen of Halifax.



J-LEAGUE PRO STRIKER

Currently the best football game on the Megadrive. Unfortunately only available on import and full of Jap text, but supremely playable. Especially good fun with four players using Sega's new multi-player adaptor, the Sega Tap.

MT RATING: 93%

MEGATECH RECOMMENDS...

The best games of recent months, as reviewed by our good selves.



JUNGLE STRIKE

EA's sequel to Desert Strike is a massive 16 Mbit shoot 'em up in helicopters, hovercraft, stealth bombers, motorbikes and jeeps.

MT RATING: 95%

BATMAN RETURNS

The CD version of the ropery platform game adds to the original with some amazing 3D driving/shoot 'em up sections. One of the best games on the CD at the mo'.

MT RATING: 94%



RANGER X

An original-playing and amazing-looking shooter from the House of Sega. Check out those special effects!

MT RATING: 94%

SWITCH

A bizarre Japanese import on CD. Sample Gagamon in hundreds of screens full of button-pressing larks and amazing graphics.



MT RATING: 90%

MAZIN WAR



Unusual but very playable beat 'em up starring robot fighters. Tremendous giant-sprited, one-on-one boss confrontations.

MT RATING: 90%

LIVE ACTION!

If you're interested in video games (which you must be, otherwise you wouldn't be reading MegaTech) and all sorts of other home entertainment technology: Virtual Vision (the mini TV you wear like a pair of specs), the latest hi-fi, high definition TV, wide screen, home cinema, video cameras, satellite telly, and of course loads of video games, you might like to take a trip to the Live '93 Consumer Electronics Show which is being held in London's Olympia from the 16th to the 20th of September. All sorts of punter-interaction things are planned, and there should be something for everybody, except those who absolutely hate home entertainment technology. You never know, you might see the MegaTech boys down there, picking out the new wide screen telly and Dolby Pro-Logic Surround Sound system for their penthouse offices.

Go before 4pm and tickets cost £7 each. Family tickets are £16 for two adults and up to three children. After that, they're a fiver or £12 for the family ticket. Call 071 373 8141 for further details.

● If you'd like to win tickets, we've got 20 pairs to give away to the first 20 postcards we pull out of the MegaTech sack on 10th August with the name of the Ridley Scott science fiction movie which was recently released in a wide-screen format. Easy.



SEGA TAKE TO THE AIRWAYS!

MEGATECH READERS OFFER ICE COOL PRICES!

There we were the other day, minding our own business, slurping our Tangle Twisters, when who should ring up? That's right - George from Ice Distribution, the games importer from Doncaster.

"How would it be if I was to send you all the latest import games for review?" says George.

"That doesn't sound too bad," we reply.

"And I'll tell you what. Put a coupon in your mag and I'll give your readers 10% off any game they buy from Ice."

"That doesn't sound too bad neither not, no sir, it don't Mr Frodo," we says.

"What?" says George.

And so, 100 words and a mere few days later, here we are at the coupon. If you're looking for a game - import or otherwise- give ICE a call on 0302 340079 to see if they've got it in, then cut out the coupon and send it with your order to (or take it into the shop if you happen to be in the Doncaster locale): MEGATECH/ICE OFFER, ICE DISTRIBUTION, 6 CLEVELAND STREET, DONCASTER TOWN CENTRE, DONCASTER, S YORKS.



Meet the latest Megadrive hardware device to come from Japan - the Sega-Jet. No, it's not a pair of plug-in rockets for the Megadrive - the Sega-Jet is, in fact, a miniature Megadrive which you can play on commercial airline flights.

Plugging into the arm of the chair, the machine comes with a posable monitor and headphones. Gone are those days when all you got were crappy little headphones for the in-flight movie and tacky pre-recorded muzak.

Of course, it brings to mind the recent spate of incidents where pilots have complained that Gameboys and Game Gears are actually affecting their plane-radios. There have even been calls to ban the use of the devices during take-off and landing. If this is the case, why invent the Sega-Jet?

Who knows, but at present this little widget is only available on Japan Airlines, so if you fancy playing Megadrive games at 50,000 feet, you'll have to catch a flight to Tokyo.

10% OFF VOUCHER

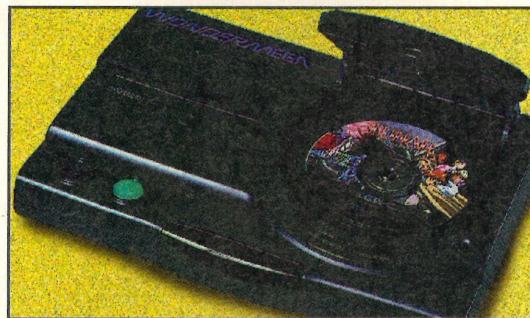
THIS VOUCHER ENTITLES YOU TO 10% OFF ANY FULL-PRICED GAME PURCHASED FROM ICE DISTRIBUTION BEFORE THE END OF SEPTEMBER 1993. ONLY VALID FOR PURCHASE OF FULL PRICED GAMES, NOT TITLES WHICH ARE ON SPECIAL OFFER.

NAME: _____

ADDRESS: _____



WONDERMEGA, NUMERO DEUX!



In response to Sega's recent redesigning of the Megadrive and Mega-CD, JVC have followed suit with a revamped Wondermega 2.

Basically encompassing all the new features of the other new machines, the Wondermega 2 is a

top-loading machine with certain facilities removed, such as the audio line output.

The main selling point of the original Wondermega was the fact that it had a special Mega-CD karaoke built-in. This feature is still present in the new Wondermega.

A new Wondermega 6-button joypad is also packaged in with the machine. What's more, a special set of infra-red, 6-button Wondermega pads are also being released.

Considering the Wondermega was never released in Britain, it seems unlikely that we'll ever see its successor over here either. But if any more news on this machine fall on our shell-likes, we'll let you know.

MEGATECH READERS OFFER SEGA ACTION CHAIRS ONLY 40 NICKER!



As sold in yer quality toy stores, yer Hamleys, yer Toys 'R' Us. THERE they charge you a penny short of a ton. Yes, m'love – that's £99.99. That's what THEY charge yer. The MegaTech Marvellous Readers Offer Department want to bring a few smiles to the faces of tearful kiddies, to relieve the burden on the wallets of the impoverished masses in these troubled times. So we're sellin' these Sega Action Chairs for – not £99.99, not £79.99, NOT EVEN HALF PRICE!

We're willing to let these beautiful, BEAUTIFUL, bits of advanced console electronics go to you for only £39.99. What does it do? What does it do, m'love? M'gorgeous? M'precious? Well you sits in it, duncha? Yeh, you sit down in it, plug it into one of them Megadrive video games consoles, grab hold of the handles then you can make your on-screen persona move by

simply rocking backwards and forwards and leanin' left and right, thus replacing the normal control pad with a 'full-body joystick' if you will. Bring those racing games alive! Feel the G-forces as your jet fighter plunges into a power dive!

And all for £39.99! You can't buy a decent joystick for that these days, and you certainly wouldn't be able sit on one of those, wouldya now? Well, you could, but you'd be the talk of the casualty department.

So, why not take advantage of this stunning and unusual offer NOW, while stocks last? No, no, never mind your excuses. Just cut out this coupon and send it with a cheque or postal order for £39.99 (including post and packing) to: MEGATECH SPECIAL CHAIR OFFER, C/O COMPUTER GAMES, 309 GOLDHAWK RD, LONDON, W12 8E2. We'll even throw in a free £1 off voucher for any games bought at any Computer Games/That'z Entertainment retail or mail order outlet.

OH BOY! YES PLEASE! I'M A MEGATECH READER WHO'D LOVE TO REVITALISE MY MEGADRIVE GAMING LIFE WITH ONE OF THOSE SEGA ACTION CHAIRS! HERE'S THE MONEY! PLEASE SEND ME ONE NOW!!

NAME: _____

ADDRESS: _____

Please allow 2-10 days for delivery.
Offer available while stocks last.
Some assembly required (needs spanner and screwdriver.)



LOOK OUT, LOOK OUT, HAMBURGLAR'S ABOUT!

Following in the footsteps of those poor traumatised children Mick and Mack, Ronald McDonald himself has decided to take a journey to the many burger worlds that lie beyond our own. McDonald's Treasure Land Adventure follows the antics of the mad burger clown in question, as he searches for treasure to fill the already over-full coffers of the mysterious Lords of McDonalds.

Unsurprisingly, the game takes the form of a platform game with such originally named levels as Magical Forest, Magical Town and – wait for it – Magical Sea, and Ronnie had better stay on his toes because the evil Hamburglar and all his minions are out to cook that clown once and for all.

Believe it or not, McDonald's Treasure actually looks like it could be a real hoot. The graphics look extremely impressive, Ronnie clowns around as only a mad burger clown can and there are loads of smart looking baddies such as a huge half-eaten fish, a giant apple and a pair of lips in a pirates hat. There's even a bonus Tetris-style game where Ron has to drop all manner of MacDonald-affiliated symbols into place.

Scheduled for an August release, we'll give you the full sesame-seed-covered review as soon as we get our hands on it. Let's just hope they've left the pickle out.



SHOPPED!

We were thinking the other day (as we occasionally do in the MegaTech office)... thinking about getting down to street level to check out for ourselves which carts all you people out there in Gamesland are blowing your cash on. So we left the cocoon-like security of our ivory tower in deepest Farringdon to hit the mean street of Tottenham Court Road in London's West End, where competition between software dealers is fierce, discounts are negotiable and only the best games survive to be re-ordered another day. Talking shop with some of the dudes at the counters, we found out which Megadrive and Mega-CD games are hot on the streets at the moment, and this is what we discovered...

First stop was Dattel Electronics – manager Suhail didn't want his photo taken, but he did agree to tell us what his top-sellers are at the moment. On Megadrive, his soaraway top two are Flashback and Super Kick Off, both of which were sold out when we visited the shop. On the Mega-CD, Final Fight and Sewer Shark are both going great guns, but top of the pile is Night Trap. Suhail claimed that Megadrive Action Replay cartridges and Mega-CD CDX carts are selling like hot cakes too (however, Dattel actually manufacture these carts, so make of that what you will).



Moving on down towards Tottenham Court Road Underground station, we paid a visit to Shekhana Consoles. Their man Amrit (that's him striking a mean 'n' moody pose in the pic) filled us in on what's going down a storm in his shop. Flashback really is THE hot Megadrive cart at the moment – Shekhana had sold out their initial stock in days, and enquiries from customers eager to get their hands on the next shipment were coming in thick and fast. Strangely, Tony La Russa Baseball was selling well too, having

developed quite a cult following, according to Amrit. Big interest was also being shown for the up-and-coming gory beat 'em up, Mortal Kombat.

On the Mega-CD front, Shekhana were waiting for second shipments of Final Fight and Jaguar XJ220, but they weren't the biggest success stories. It seems that the 'shock-horror' coverage of Night Trap in the tabloid press has just served to increase demand for the game – Shekhana have sold out and demand is so great their suppliers can't even get hold of any more copies!

So there you go. If you think your local software emporium is worth a visit from SHOPPED!, drop us a line at the usual address and we'll see what we can do. Thanks to the two shops we featured this week, and here are their numbers if you want to contact them...

● Dattel: (071) 580 6460
● Shekhana: (071) 631 4627



PREVIEW



BY: SEGA



price: £39.99

developers: TREASURE

release date: SEPT 1993



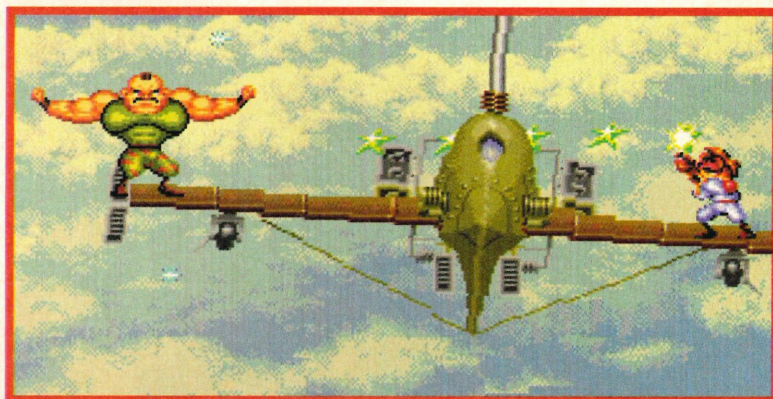
GUNSTAR HEROES

Now here's something we weren't expecting. For a start, we thought that, after having read some translated Japanese news pieces, it was going to be called *Gangster Heroes*. And for a finish, we didn't expect it to be one of the best games we've ever seen. Ho yes, it may not be a big name right now, but mark our words – **GUNSTAR HEROES** is undoubtedly going to be **ONE OF THE MOST OUTSTANDING MEGADRIVE TITLES OF THE YEAR!**

The plot follows the antics of an evil super-villain who has stolen four mystical crystals. Using these crystals he intends to revive an ancient robot known only as the Creator. With this robot under his control, he will undoubtedly become ruler of the universe. Yikes! "Calling the Gunstar Heroes – Danny Boy to Gunstar Heroes – come in Heroes!" Yep, if anyone can rescue the whole galaxy from this power-crazed madman, it's a pair of gun-toting, kung-fu chopping, super-ninjas. All they have to do is recover the crystals and destroy the Creator. Simple.

Having been designed and coded by Treasure, a team of ex-Konami programmers and the people behind the Lethal Enforcers coin-op, it's perhaps not surprising that the gameplay is reminiscent of Konami's *Contra Spirits* on the Super NES. Gunstar Heroes is a two-player shoot 'em up in which our heroes (of the Gunstar variety) have to blast away everything in sight in an attempt to reach the end of each level. There are loads of mega death-dealing weapons, swarms of baddies and, of course, the mandatory end-of-level bosses to face.

It might all sound a bit familiar, but take our word for it – Gunstar Heroes is anything but unoriginal. It's super-fast, action-packed, totally sexy and it's going to make you scream. Think we're exaggerating? Well you just wait until next month, when we give it the full MegaTech review treatment. Then you'll see for yourselves, you doubting fools.



▲ Amazing sprite tricks abound in the autogiro fight scene!

BOARD GAME MADNESS!

Who said that video games had killed that family institution known as the board game? Those dice-rolling, community-chest-collecting, plastic-piece-moving, board-based japes are back in fashion in a big way. Even the Gunstar Heroes are into them. In fact, one level of Gunstar Heroes is a board game in itself. Roll the huge dice and move across the board. Sounds pretty boring, huh? Well, it would be if there weren't some very special surprises on each square. We're not going to give the game away until next month, but let's just say there are such terrible challenges to face as Timeron, the Super Gondola, Melon-Head and Curry and Rice awaiting those Gunstar Heroes. Food for thought eh?



▲ A pile of innocent crates becomes a streetfighting robot, complete with Dragon Punches!



▲ Death to caterpiar and broccoli fiends!



▲ Beware! Low-flying jungle claws!



▲ Eat laser death, vile Empire scum!



FAST AND FURIOUS!

The action in Gunstar Heroes is wickedly fast. There's not even a moment to stop and tie your shoe-lace or answer the call of nature. From hair-raising races on magnetic mine-carts through horizontal and vertical underground tunnels to sole-burning slides down the side of a pyramid, the pace of the game is phenomenal.

There's even a horizontally-scrolling shoot 'em up level, where our heroes chase the evil master-villain through the void of space.

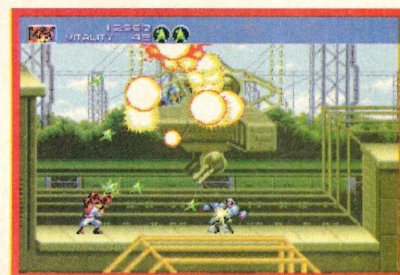
▲ What's M. Bison doing in this game?



▲ Slide! Slide and shoot, O Gunstar hero!



▲ Wombling free, in the underground leaping mine cart destruction ride!



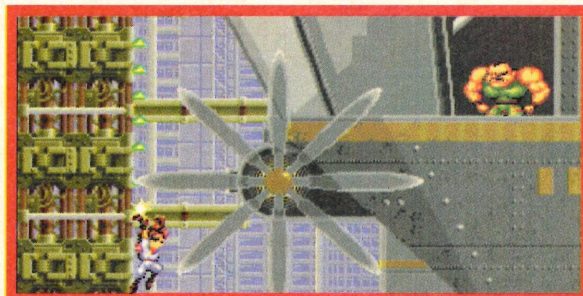
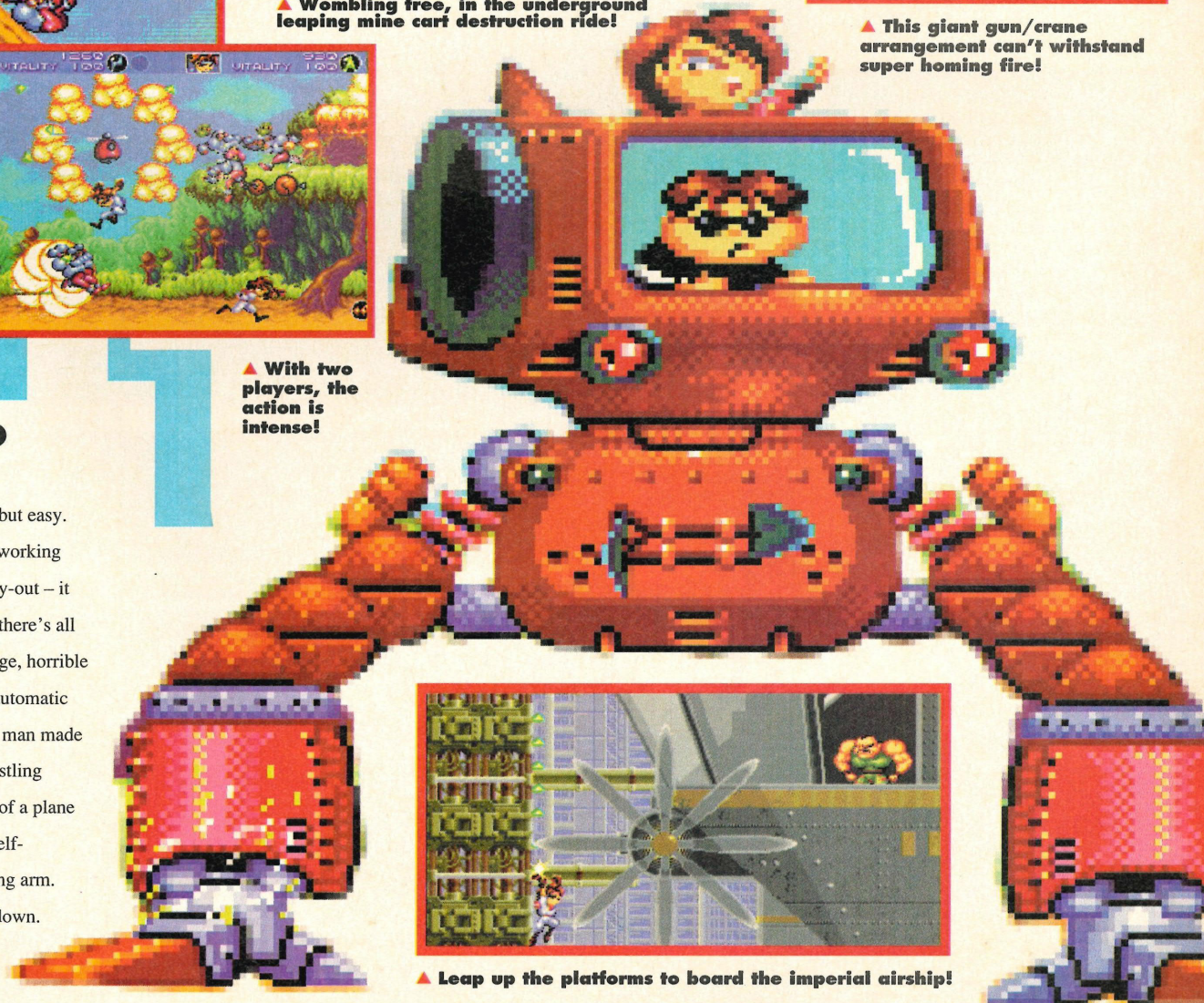
▲ This giant gun/crane arrangement can't withstand super homing fire!



▲ With two players, the action is intense!

BIG, BAD AND BOSSY!

Life as a Gunstar Hero is anything but easy. Getting up early, walking the dog, working nine-to-five in the office day-in, day-out – it can really get you down. And then there's all those bosses you have to battle. Huge, horrible bosses like a giant dog, a massive automatic pistol, a hydraulic walking crane, a man made out of packing-crates, some fat wrestling blokes who fight you on the wings of a plane and a massive running robot with self-targetting guns fitted to his extending arm. Like we said, it can really get you down.



▲ Leap up the platforms to board the imperial airship!

INCREDIBLE GRAPHICS!

As everyone knows, it's the gameplay that makes a game good, not the graphics. Yeh, but who wants to play a game that looks like a pile of cack? Not us. Luckily for everyone, Gunstar Heroes looks completely fantastic.

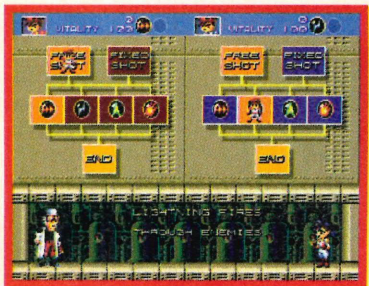
Sumptuous, colour-packed backdrops, screens packed with tons of superbly-animated sprites and graphical trickery that laughs in the face of the Super Nintendo with its poncey custom chips. Watch as the skies rotate when the Heroes battle atop a wheeling, diving plane, amaze as screen explodes into a rippling raster effect between stages on the board-game level and fill your pants at the movement of some of the big baddies. Even the boys from Nintendo Magazine System drooled uncontrollably at the game, pondering the big question "Why isn't this game on the Super Nintendo?" Answer: because it's on the Megadrive. Bwa-ha-ha!



▲ With two players, you can attack from all angles!

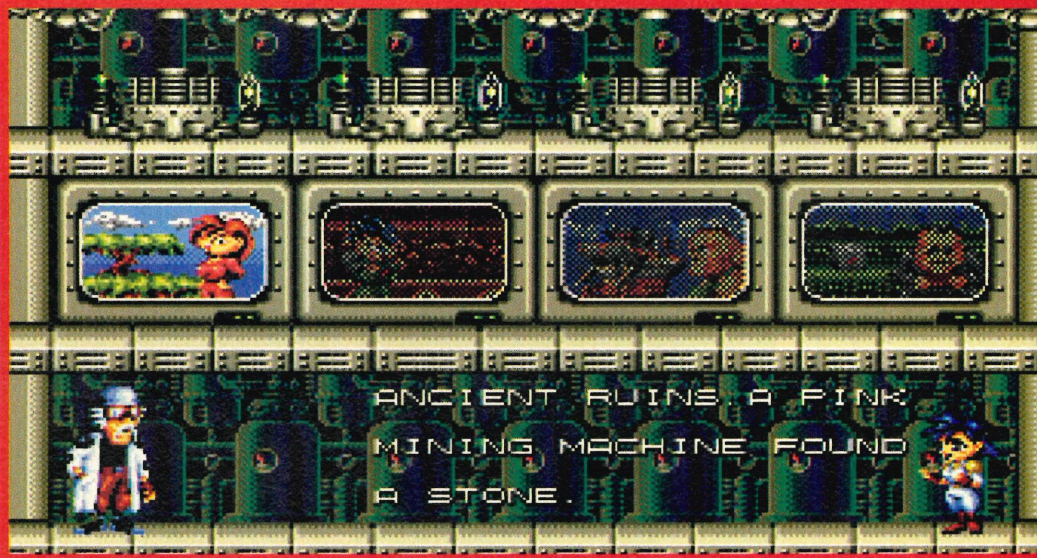


▲ Uh-oh! Stomping-Boss-With-Bombs-And-Claws alert!



▲ Select your starting weapon. You can pick up more later on, then link the two together for super firepower!

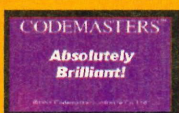
▲ M. Bison again. And he's abandoned his rocket pack for a train!



▲ You can choose to start on any of the first four levels, but because your energy level is boosted after completing each one, it's best to leave the harder ones till the end.



PREVIEW



price: £34.99
developers: IN-HOUSE
release date: SEPT 1993



BY: CODEMASTERS

DIZZY



▲ Here's Dizzy! Anyone know why's he wearing boxing gloves?

Wait a minute," you're thinking. "What – Dizzy? As in the Spectrum budget game? What's that doing on the Megadrive?"

Well, Codemasters are hoping that what it will do on the Megadrive will be exactly the same as what it did on all the other formats – very well indeed, thank you very much for asking. Believe it or not, the egg-like hero has starred in no less than twelve top-selling games on one format or another, and with such a successful record it's hardly surprising that the Codies are putting him in a Megadrive cart.

In this particular Dizzy game, the story goes that the Evil Wizard Zaks has cast a spell over Dizzy's homeland, turning all the once-cuddly creatures therein into fiends. Yes, fiends.

To make matters worse, and the plot even less inventive, Zaks has also kidnapped Daisy, Dizzy's girlfriend, so Dizzy has to rescue her from Zaks' castle in the clouds. Hard to imagine having an egg for a girlfriend, but there you go.

Like the rest of the Dizzy series, Fantastic

Dizzy is one of those games in which you have to jump around hundreds of screens full of platforms, finding objects, then finding where you're supposed to use those objects. How do you save yourself from being eaten (raw – disgusting!) by the ravenous pink dog-thing which lives under the treehouse village, for example? Could it be something to do with the that large ham which is lying around a couple of screens to the right? That's the sort of thing.

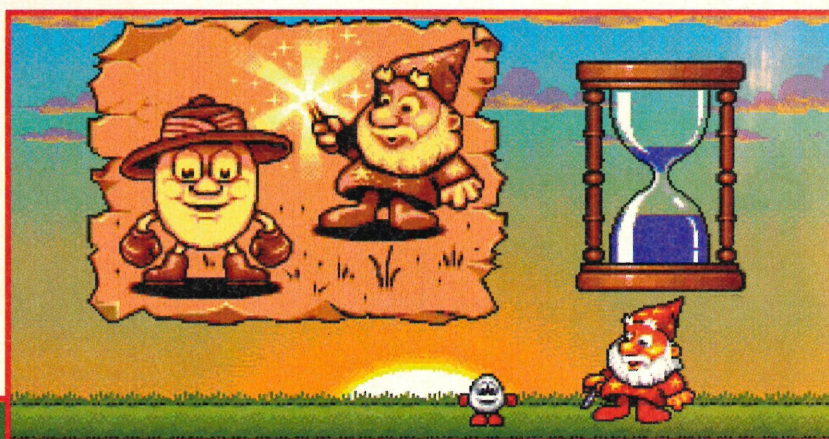
On his way to Zaks' castle, Dizzy finds himself bargaining with rum-crazed pirates, leaping over enraged butterflies (even the butterflies have been turned into fiends, don't forget), diving for sunken treasure, exploring a dragon's cave and riding minecarts. Yes, folks, it's yet ANOTHER Megadrive platform game with a minecart level... but it is quite a novel one, thankfully.

While it may not have heaps of originality on its side, Fantastic Dizzy does at least give the player plenty to do, and as you can see from the pics, the graphics are very pretty, so it looks like this could do as well on the

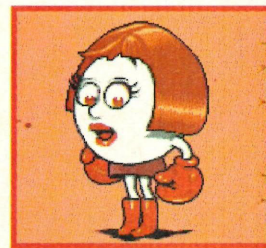
Megadrive as it has on all the other systems, especially among younger players. Watch out for the full story in the MegaTech review next month.



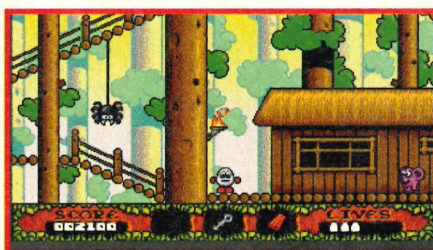
▲ A Mine Cart level with a difference! Learn the route and dodge the railbound monsters.



▲ This nice wizard gives Dizzy an extra life if you complete his sliding block puzzle on the left... which he has... so... good!



▲ "Hello. I'm Dora – Dizzy's attractive sister"



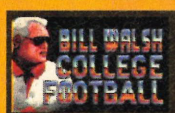
▲ Even a forest full of fiends can't wipe the smile off Dizzy's happy, egggy fizzog!



▲ It's smiling Seamus the Leprechaun. He's going to use his big stick to beat a few eggs. Oh dear.



PREVIEW



price: TBA
developers: IN-HOUSE
release date: AUG 1993



BILL WALSH

COLLEGE FOOTBALL

Those sports-crazy Electronic Arts chaps – they love nothing better than unleashing a new American football game upon an unsuspecting world, don't they? And that's just what they're going to do this August with the release of *Bill Walsh College Football*.

Those of you who aren't in tune with the College Football scene on the other side of the Atlantic might be wondering: 'Bill who?' It turns out that this Walsh geezer is the current coach of the Stamford University team, and used to coach the San Francisco 49'ers. Apart from endorsing the game, he appears alongside EA Sports presenter Ron Barr, 'to offer his prognosis on the opposing team's prospects' (it says here). So there you go.

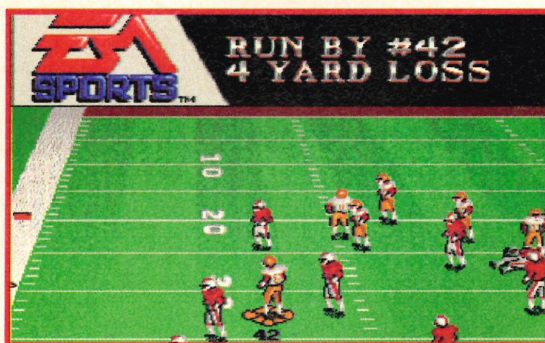
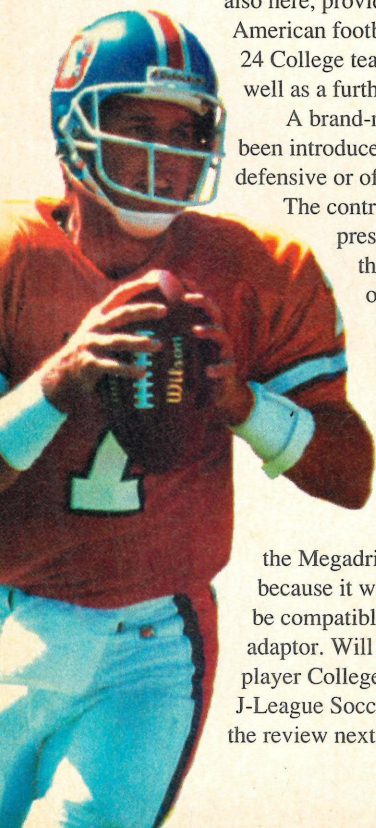
But the question on every American football-loving, red-blooded MegaTech reader must be: 'How does it compare to the John Madden series?' Well, for a start, the game features a new 'game engine' (ie it's not just another thinly-veiled version of the Madden code, but a new game that's been programmed from scratch), which naturally offers one or two-player action.

The game also features the full College rules, which are a bit different from the NFL rules featured in John Madden. The formations and strategies that are unique to College football are also here, providing a new slant on the old American football game formula. All the top 24 College teams of 1992 can be played, as well as a further 24 all-time great teams.

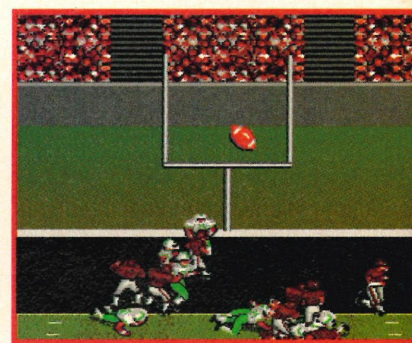
A brand-new play-calling interface has been introduced to allow players to choose defensive or offensive plays in a single step.

The control system will also allow preselected Audible Plays and there's an option for Automatic or Manual Coaching.

Apparently, real-live college football is renowned for its exciting plays and rousing atmosphere, with exuberant cheerleaders and wild-assed fans. What we do know that it will be the first four-player gridiron game on the Megadrive, or on any home machine, because it will be one of the first games to be compatible with EA's new four-player adaptor. Will the MegaTech squad find four player College Football as fun as four-player J-League Soccer? You'll just have to wait till the review next month to find out.



▲ "Okay, hold everything – McRugden's lost his contact lens. Everybody better help him look for 'em."

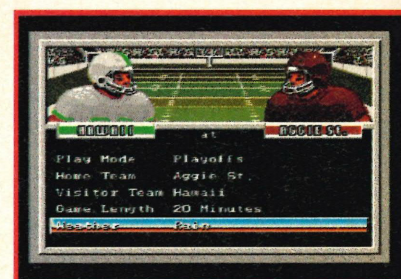


▲ "Oh no – someone's slipped an inflatable comedy enormo-ball onto the pitch."



▲ And number 13's getting a good kick in the 'nads.

▲ "Okay, you guys – when I say 'Hut,' everyone mill around like headless chickens... 'HUT!!!"



▲ It's one of those intro-type screens.



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PREVIEW



BY: SEGA

price: TBA
developers: VIRGIN USA
release date: OCT 1993



It's one of the biggest-grossing animated movies of all time (netting almost \$200 million in its first few months at the US box office), it won Golden Globe awards and Academy awards for its music and now it's coming to the Megadrive. The programmers at Virgin are currently turning Disney's Aladdin into a major Megadrive platform game which, from what we've seen, should fully recreate all the action and adventure of the movie.

A QUICK SUMMARY OF THE PLOT...

Heroic young Arab fella-me-lad Aladdin has landed himself with a magic lamp loaded with a wish-giving genie (played in the movie by the voice of Robin Williams) who in turn has coughed up loads of riches, which in turn gives Aladdin the wherewithal to marry the beautiful princess Jasmine and build her a castle.

Unfortunately, Aladdin's wicked uncle Jafar (who isn't really his uncle at all, but is in fact an evil wizard) wants the power of the genie and has appropriated the magic lamp, then ordered the genie to steal the whole castle and kidnap the beautiful princess Jasmine. If he's going to live happily ever after, Aladdin has to brave Jafar's black sorcery and his heavily-armed guards to track down the princess.

SWASHBUCKLING AND CROCODILE PITS

As you can probably tell from the pics, the game itself resembles Prince of Persia, with lots of Arabian Nights-style swashbuckling on disappearing platforms, jumping across crocodile pits, a bit of carpet-flying and genie-powered magic – all that sort of stuff. Our sources tell us, though, that we can expect Aladdin to be a far superior game, not just because it looks and sounds brilliant, but also because it has all the action and the swashbuckling capabilities without having a fiddly and annoying control system.

Aladdin comes on a massive 16 Mbit cartridge and all that chip space has been used for ten platform levels set in caves, cities and palaces, all fabulously drawn by – would you believe it – those expert artists from the Disney studios.

These guys have also been involved in the sprite design and animation, with the result that the game looks remarkably like the cartoon, with big, sharply defined characters and super-smooth animation. Actually, when we saw the game in action we found it quite hard to believe that the programmers hadn't discovered some new technique for increasing the resolution of the Megadrive screen – the graphics are that good.

ALL THE BIG NAMES

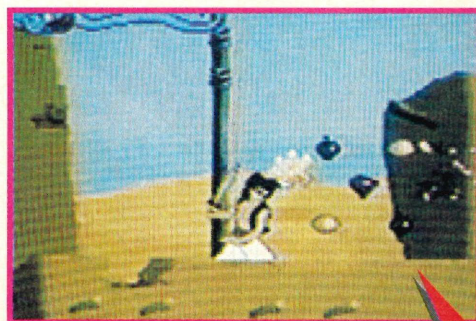
Helping out with the programming is David Perry, the man behind Virgin's other recent platform releases Cool Spot and Global Gladiators, and the forthcoming Jungle Book. Obviously if you want a slick Megadrive platform game, you've got to have Mr Perry on your team somewhere.

The music promises to be pretty top-notch too, being note-for-note renditions of the movie soundtracks which won all those awards for big-time tunesmith, Tim Rice (who also penned the tunes for major musicals like Cats, Jesus Christ Superstar and Joseph and His Amazing Technicolour Dream Coat).

Aladdin is being released just before Christmas, to coincide with the release of the movie in the UK. And if the film is as popular here as it was in the States, this game will definitely feature in a lot of letters to Santa this December.



ALADDIN

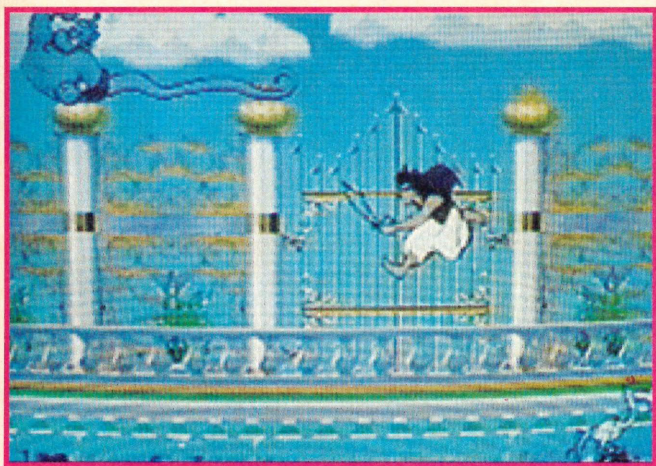


▲ Aladdin swashes his buckle.



▲ Aladdin takes his new jet-powered Axminster for a spin.

MEGATECH
SPYCAM
PICTURE!



▲ He flies through the air with the greatest of ease.



▲ Part of the amazing dungeon sequence.



DIN



▲ Aladdin floats on to the next baddie.



▲ Hanging out the washing, Arabian style.



▲ Water... water... and not a drop to drink.



▲ Aladdin shows off with his weapon.



PREVIEW



BY: ELECTRONIC ARTS

price: TBA

developers: EA IN-HOUSE

release date: AUG 1993



Baseball games? Yeah, yeah. They're all the bloody same aren't they? Throw the ball. Hit the ball. Run around the bases. Hours of fun...? Shyeah, right - if you're a real baseball-head American who get their jollies from having loads of statistics. Us Brits need something more exciting than a game of rounders that we used to play when we were seven years old before we discovered real games, like football.

It's lucky, then that Electronic Arts have decided NOT to give us more of the same old stuff, with Ron Barr fronting it all (in case you were wondering, their EASN baseball game, Tony La Russa Baseball, won't be released officially in this country). Instead they've converted SNK's future baseball game from the Neo Geo arcade system to the Megadrive.

STEEERIKE ONE!

The difference between Super Baseball 2020 and the likes of Hardball 3 is that instead of fielding teams of mere men dressed in their pyjamas, this game puts you in command of armoured male and female players as well as baseball robots who earn cash by scoring home runs, stealing bases or just giving the ball a good old smack. The good thing about getting all this cash is that you can actually use it to upgrade your players' batting or running abilities by buying power-ups for their armour.

STEEERIKE TWO!

Okay, so it's more your sort of hydraulically-powered exoskeleton than just ordinary armour, but you do need the bodily protection. Those pitchers hurl the steel ball at up to warp ten, and if it hits the hitter his armour gets gradually more and more knackered until BOOM! he's had it and has to be carted off.

STEEERIKE THREE!

The other danger, which kicks in after a few innings, are the crackers. These are mines which are sprinkled around the outfield, much to the annoyance of the fielders who tend to explode whenever they run across them.

YEROWDAHEEEERE!

Apart from that it's pretty much a case of standard rules applying, but what sets this apart from the ordinary baseball games on the Megadrive at the moment are the graphics. From what we've seen so far EA have managed to do a remarkably good job of translating the arcade game which ran on a 24-bit system almost perfectly on to the Megadrive.

But one does wonder whether anyone in this region of the planet's surface will want to pay £50 for a suped-up game of baseball which you might only put a couple of quid into in the arcade. We'll just have to wait and see.



▲ Batter reduced to knees by power pitching!

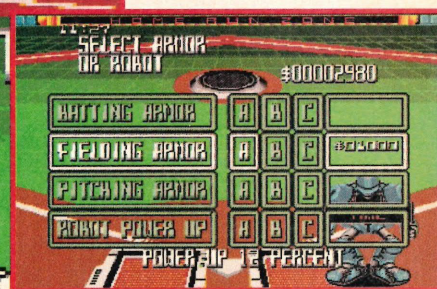


SUP

20



▲ Star batter reduces ball to splinters with high-explosive hitting!

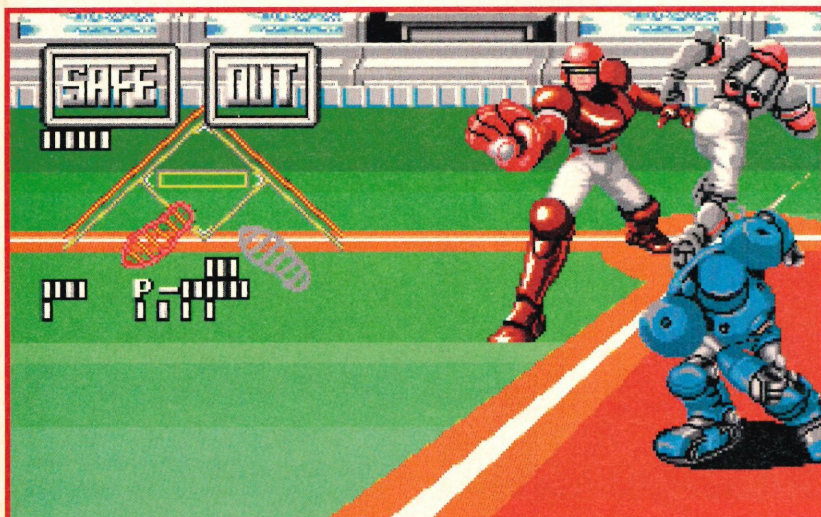
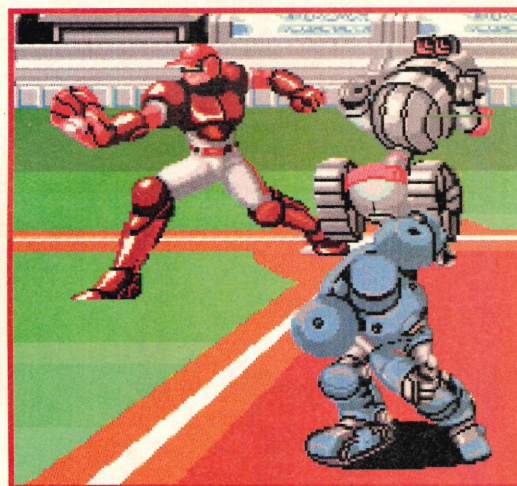


▲ Good play earns you cash for power-ups.



▲ Power-ups can be given to any of your players.

ER BASEBALL 020



▲ Son of Robocop turns up on base, trying to get your boys out of the game.

▲ Turn the playing area into a minefield to screw up the opposition's fielding!



PREVIEW



BY: ELECTRONIC ARTS

price: £49.99
developers: IN-HOUSE
release date: SEPT 1993



Come closer, friend, closer... sit ye down while we tell you a tale that will chill your very bones to the marrow. They say money doesn't buy you happiness, and you know, they're right. No sooner had young Guy inherited a fortune in cash than he was brutally murdered by persons unknown.

Unknown to the police... but NOT to Guy. In fact he knew them very well because they were none other than his most hated relatives, the Sardinis family. Now everyone has an auntie they can't stand, because she applies her lipstick with a wooden spoon and always wants A GREAT BIG KISS, or a vile uncle who enjoys FARTING THE NATIONAL ANTHEM at you over dinner. Guy's relatives were worse.

Horribly jealous of Guy's new-found fortune, they decided they were much more deserving and thought no-one would notice if they bumped him off and claimed his inheritance as his only surviving family. They wasted no time in turning his cash into four mansions filled with expensive cars, top of the range stereos, and other expensive fripperies, and all bought with the late Guy's cash. Guy, meanwhile, was not as out of the way as the Sardinis thought. After his violent and probably bloody demise, his soul was trapped between this world and the next, and justifiably furious at his relatives, he decided to exact his own HORRIBLE revenge on them. He would use his new-found supernatural powers to scare the Sardinis out of their wits, and with any luck, out of their houses.

UNCANNY

And so, friend, we come to Electronic Arts' UNWORLDLY game of these SINISTER happenings on this astral plane. You, the player, are cast as the tortured soul that is Guy, reborn in the basements of the Sardinis houses, from where he launches his UNCANNY quest for retribution.

MYSTIC BASEMENT

First he must travel the basement, avoiding other, more dangerous spirit inhabitants, while gathering strength from the ECTOPLASMIC SLIME which drips from the ceiling. When fully empowered he is MYSTICALLY

TRANSPORTED upward, into the house where the four members of the family, Vito and his wife Flo, and their OBNOXIOUS offspring, Tony and Mimi, wait to be HAUNTED.

CHAIN SAWS OF COMEDY

Guy's prime haunting tactic is to locate the hauntee on the on-screen house blueprint, then go to that room and POSSESS one of the items therein. It could be a vase. It could be a car. It could be A CHAIN SAW. It could be A MEAT CLEAVER.

Be assured, though, friend, that this isn't a game of GORE, but of humour, for when one of the many possessed items strike they merely cause the hauntee to QUIVER IN TERROR, SCREAM or DROP THEIR TROUSERS, and run from the room. It also increases their fright factor, as depicted by a stricken face at the foot of the screen, and when that fright factor runs beyond human limits, that person will flee the house, and Guy must find another victim. When the whole family leave for one of their other mansions, Guy follows them.

MYSTERIOUS BANGING

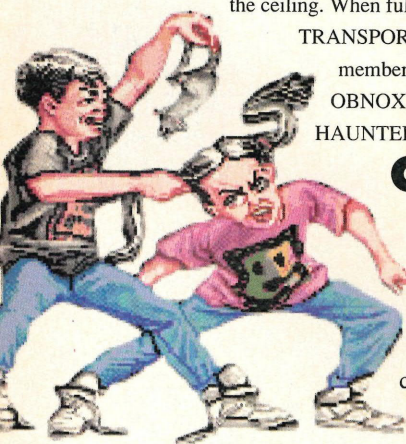
As Guy's possession and haunting exploits progress he gains special haunting abilities, such as the power of MYSTERIOUS BANGING SOUNDS and the ability to transform Sardinis into MINDLESS ZOMBIES who then wander the house scaring the rest of the family for you.

STRANGE... UNCANNY... UNNATURAL.

PROGRAMMING SOULS

The 16 Megabits'-worth of code is the work of John Salwitz and Dave Ralston, two PROGRAMMING SOULS who have previously provided the Megadrive world with Sega's Cyberball, and Domark's Rampart and Paperboy. Will their programming powers prove to be PARANORMAL? Or will this game prove to be THE WORK OF SATAN? The MegaTech seers have witnessed the workings of The Haunting and lo, they believe it to be NOT BAD AT ALL, but in fact, empowered with THE FORCES OF GOOD. They also see it approaching through the mists in time for a review in the NEXT ISSUE OF MEGATECH. Till next time then, friend...

THE HAUNTING STARRING POLTERGUY



▲ If your family was as ugly as this, wouldn't YOU want to come back and haunt them?



▲ He's green and spooky and ... cool?



▲ Hmm... looks like Tom Guise's sister.



▲ "Roll out the barrel..."



▲ Behind you, behind you... look out BEHIND YOU!!



▲ I wouldn't sit on that sofa if I was you, missus!

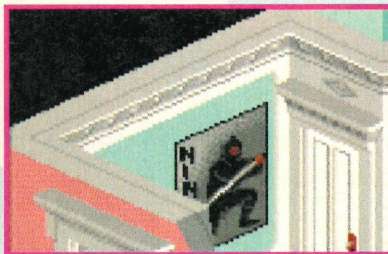
HUNTING GUY



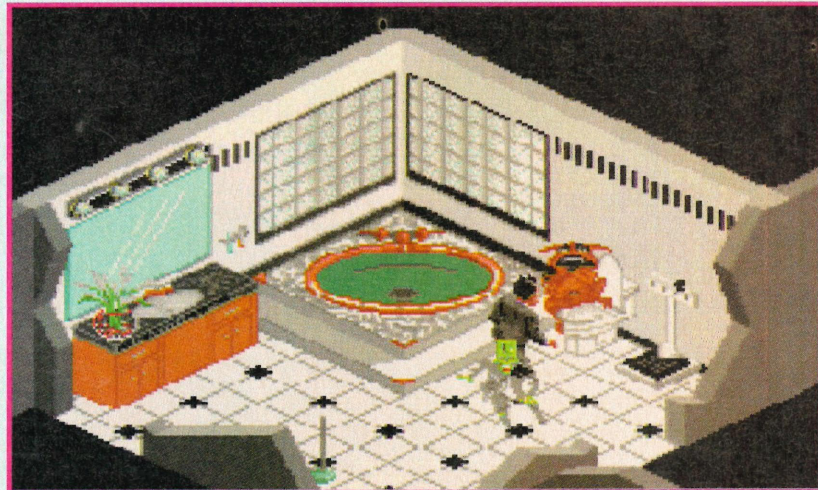
▲ Sometimes auntie would pretend she was a teapot.



▲ "Look, honestly - I was just standing next him and his head exploded!"



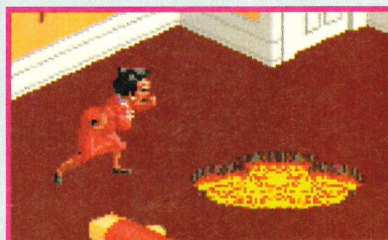
▲ Georgian architecture and Nnnja combine for a pleasing effect.



▲ "Oh no - grandad's deposited a nasty in the toilet again."



▲ "Look, I don't mind you haunting me, but don't lay my guitar okay."



▲ Too many sherries spells disaster for auntie and the living room carpet.



▲ Remember, kids - always lock up your mountain bike, even in the garage.

COMPUTER AND VIDEO GAMES

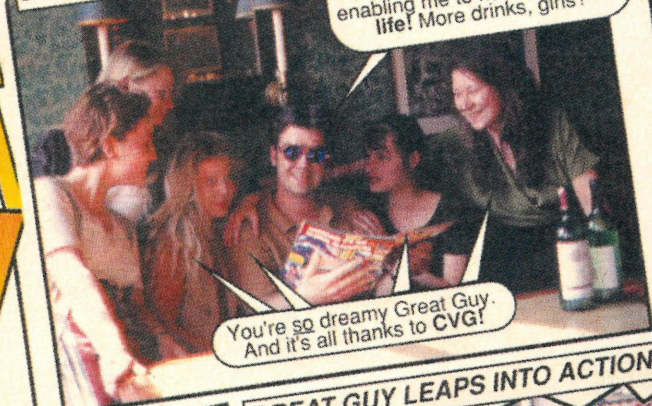
COMPUTER AND VIDEO GAMES

COMPUTER AND VIDEO GAMES

COMPUTER AND VIDEO GAMES

GREAT GUY

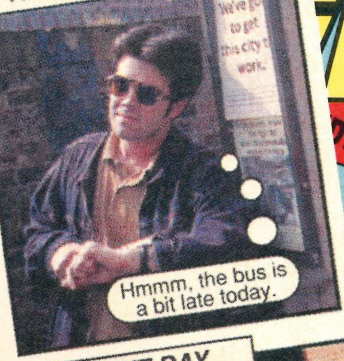
JUST ANOTHER DAY...



Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?

You're so dreamy Great Guy. And it's all thanks to CVG!

ON THE WAY HOME...



Hmmm, the bus is a bit late today.

THE NEXT DAY, AT NUMBER 10...



Well done, Mr Guy! And it's all due to this CVG magazine, I believe.

That's right, Mr Prime Minister

BUT THEN...



INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm, somewhere completely naïf!

GREAT GUY LEAPS INTO ACTION...



OH NO YOU'RE NOT!

Yes, indeed we are.

CVG! AAIEEE!

BACK IN LONDON...



AMAZING! How do you do it, Great Guy?

Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes - and I've eliminated world hunger and poverty as well.

AND SO, AT MI5's SECRET SPY HQ...



Mr Guy, yet more crackpot terrorists are attempting to destroy everything we stand for! As a reader of CVG only you can stop them!

Leave it to me, Mr Spy - I won't let you down!

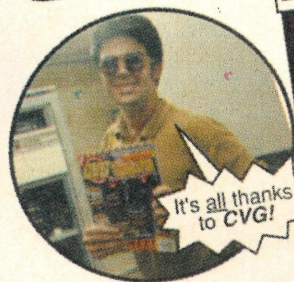
**CRASH!
BANG!
WALLOP!
ETC!**

LATER, IN THE YOUTH CLUB...

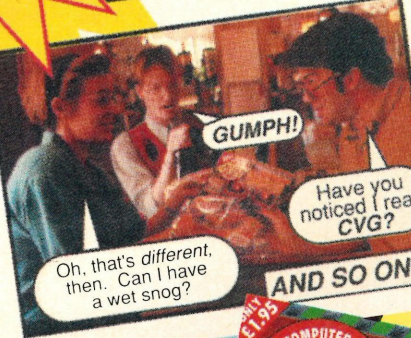


Excuse me, do you come here often?

Bog off, urchin!



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GUMPH!

Have you noticed I read CVG?

Oh, that's different, then. Can I have a wet snog?

AND SO ON...

AND THE MORAL IS...
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REVIEWS



Have we got some games for you this month! Have we got some games for you this month? (WELL? HAVE WE OR NOT? - ED) We certainly have, and here they are, in all their glory...

- **40 F1** ● **44 ROCKET KNIGHT ADVENTURES**
- **48 BUBSY** ● **52 TECHNO CLASH** ● **56 GENERAL CHAOS**
- **58 ULTIMATE SOCCER**
- **62 DEVASTATOR**
- **66 SUPERMAN** ● **68 SLAP FIGHT** ● **72 BOB**
- **76 NIGHT STRIKER**

● PAUL GLANCEY

THE RATINGS PANELS

Here's the rundown – how the scores are put together and the lucky, lucky people who rate the games.

THE TECHOSCOPE

It's a weird, circular thing divided up into four quarters, but what does it all mean? Well, this is our strange little way of demonstrating which particular skills you'll need to be strong on to be able to play the game well. Each quarter of the circle represents a gaming skill – Reflexes, Strategy, Challenge and Thought – and each of these has a rating, shown by the distance that the coloured area within each quarter sticks out from the centre towards the outside of the circle. Got that?

PRESENTATION

Presentation covers the standard of the intro, intermediate and options screens, and whether the game has been put together thoughtfully and playtested seriously, or just thrown together carelessly.



GRAPHICS

The standard of the visuals – backgrounds, sprites and animation – is covered by the Graphics category

SOUND

The Sound department gives you a percentage rating for sound effects and soundtrack.

STP

The Short Term Play rating tells you whether the game under review is instantly playable or takes a while to get into.

LTP

If you want to know if the cart will probably stay in your Megadrive for months to come or if it's destined to gather dust on a shelf in your bedroom after a few plays, check out the Long Term Play score.

OVERALL

The final Overall score is not arrived at by averaging out the scores in all the categories above – it is not an average mark, it is only achieved after heated debates between the members of the MegaTech Ratings Panel – many a voice is raised, tables are pounded by fists, and blood is often spilt as the panel make their considered judgements on the game in question.

● MARK PATTERSON

Hard-workin' Mark is back with MegaTech, but only until he's saved up enough to go to America. Holidays, however, as far from his mind – the planned trans-Atlantic jaunt is not a vacation, but Phase Two of his plan to take Hollywood by storm. Having lined himself up with an Agent in Tinseltown on his last trip over there, Mark says: "Getting a script accepted would be like a holiday to me."

● ROB BRIGHT

Having left the hectic world of writing for games mags to go to college last year, Rob is now on his Summer Break. But he won't be sunning himself on any beaches during his six weeks off from studying, no sir! He's taking a 'Busman's Holiday' by working for MegaTech, trying to earn enough dosh to supplement his meagre student grant. "This beats a holiday camp anyway!" he lied.

● PAUL DAVIES

Oh dear. Having blown all his wages on incredibly expensive Japanese coffee-table books and obscure Japanese video games, poor old Paul hasn't got any cash left to take himself further than the next bus stop. So he's doing some work for MegaTech in an attempt to earn enough to pay his fare back to his planned holiday destination. Ad where might that be, Paul? "Rochdale." Oh.



MegaTech's super-rich Editor was planning a round-the world trip in his own private jet this year. Unfortunately, his Boeing 747 suffered a puncture at Heathrow last week, scuppering his holiday plans. So what'll he do instead? "Um... I'll probably go back to Newcastle and stay with my mum and dad for a couple of weeks," muttered the intrepid globetrotter.



● MARK HOLMES
"Who needs a holiday? Working on MegaTech is just one big holiday in itself!"

Gasped Deputy Editor

Mark, as he relaxed in Intensive Care after 'enjoying himself' too much during Press Week. "I can't wait to get back to the office to do some more 12-hour days!" Then he drifted back into unconsciousness.

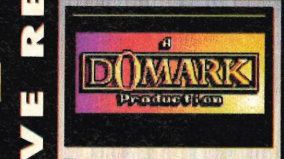


● TOM GUISE
"I feel the same way as Mark about holidays." Gushed Staff Writer Tom.

"Living here in the middle of the ocean on Tom's Island, it's like being on a constant vacation. I've got a wind-powered Megadrive and Mega-CD, enough bananas to last me all year and lots of little woodland creatures to play with. Why should I want to leave my island paradise?" Then he scampered off to go skinny-dipping with his best friends, the jungle elves.



BY: DOMARK



8 M-BIT

STYLE



DRIVING

PRICE £44.99

PLAYERS 1-2

SKILL SETTINGS 4

RELEASE DATE
JULY 1993

FORMULA ONE WORLD



Fed up with three-point turns, reversing around corners and crashing the

instructor's car, PAUL GLANCEY opts for something more exciting and takes Domark's official Formula One game for a driving test.



dunno. The link between Megadrives and motor racing grows stronger with every passing day. If it's not Sega sponsoring the Williams team and putting Johnny Herbert's car on display in the lobby of their new offices, or Ayrton Senna winning the (super) Monaco GP too (2), it's Domark releasing their official game of the Formula One World Championship. Tchih!

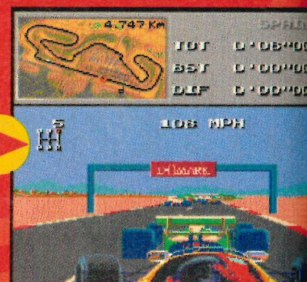
Now you don't need me to tell you that the FIA Formula One Championship is a pretty major-league licence which Domark have done well to nab. Of course, the other thing you don't need me to tell you, o seasoned Megadrive player, is that a good licence doesn't guarantee a good game. What you do need me to tell you is whether it's better than the current leader of the pack, Super Monaco GP 2, and why. So if you'll just engage first gear and release the handbrake, we'll be off.

YOU JOIN US IN

DURATION: 60 SEC.



▲ The MegaTech car is last on the grid, after the driver forgot to set his alarm clock in time for the qualifying laps yesterday. The weather is fine, and the drivers are champing at the bit.



▲ There's the green light! And w... Now if only this jerk in the green get out of the way! Sunday driver... Ooops! Sorry Mr De Cheseris!



▲ Uh-oh! Looks like we've had one bump too many. That sort of abuse doesn't do your tyres any good, and leaves you sliding round corners like... something that's been particularly well greased.



▲ Ah! Hmmm of time change

VROOM! VROOM!

The first thing you should know about Formula One World Championship is that it's based on an old Amiga game called Vroom! which was out and about two years ago. "Pshaw! A sadder title for a driving game I've yet to hear," you're no doubt thinking, but the name was perfectly appropriate. While the programmers at French developers Lankhor may not have been able to come up with an evocative title, they had come up with one of the fastest and most playable racers around. And it's those selfsame French programmers who are responsible for this new and improved Megadrive version.

NEEEEEYOW!

The racing in F1WC is the usual 3D, first-one-to-complete-six-laps-wins stuff, but the options screen lets you play in three different ways. In Arcade mode you drive for points, earning them for each car you pass and each lap you complete, but losing them for each car that passes you. Training mode lets you practice the courses as well as letting you have a crack at the best lap times recorded in the cartridge's battery-backed memory.

In Tournament mode, you're up against the full field of F1 drivers in their respective real-life teams in a world championship which covers all twelve of the game's circuits. As well as being a tournament for individual drivers, there's also a constructors' championship, and if you want to take a break from the circuit you can save the status of the competition (or indeed up to ten competitions) to memory so you can start from where you left off another day.



CHAMPIONSHIP



BARCELONA...



FASTER! FASTER!

But the game options don't end there. As well as being able to play these three different game types at four different skill levels (the higher the skill setting, the higher the top speeds of the cars), you can choose the normal single player option, a single player Turbo mode, or a split-screen race, either against another human player or the Megadrive.

Both single player options give you a full-screen view of the road, but the Turbo mode differs insofar as it makes the graphics smaller so that everything runs much faster. When I first switched the game on, I played the normal game and found the sense of speed quite breathtaking, but when I switched to the Turbo mode I was apparently driving a jet car with the afterburners at full thrust. It's so fast it's unrealistic, but it's not so fast that you can't control the car, so it's still enjoyable and a good test for real speed freaks, I'll be bound.

Like the Turbo mode, the two player games use shrunk-down graphics to fit two screens onto one, and as you might expect, the fun of competing head-to-head with your mate more than makes up for the lack of graphic detail. Amazingly, the game slows down hardly a jot, the one exceptional instance being the start of the race when all the cars are bottlenecked on the screen at once.

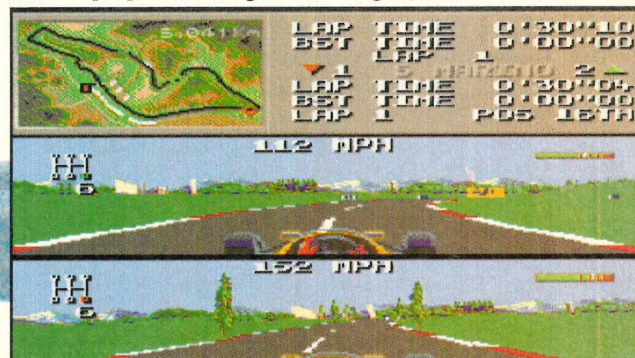
LOOK OUT FOR THAT WALL! UH OH!!

Speed is what really makes a race game, and part of the secret of F1WC's speed lies in the graphics techniques used. As you can see from the screenshots, the roadside scenery looks quite sparse and basic, but instead of just packing the screen with heaps of sprites then expanding them for a 3D effect, the programmers have mixed a few expanding sprites in with vector graphics which make passable gantries over the road, as well as bridges and tunnels. These scenery graphics don't have to be very detailed, just as long as they animate smoothly and quickly to make it look like they're zooming past at 150 mph. Apart from the speed of the graphics, there's something else that really makes F1WC an excellent race game. The feel of the controls and the way the car responds is just excellent. As you skate through corners or squeeze between speeding opponents, the horizon and the scenery tilts as the suspension rolls, giving you that extra sensation of movement.

The only strange bit comes when you can't stop skating round the corner and drive straight into a roadside sign. Usually they just stop you in your tracks and you lose seconds while you're put back on the road, but if you hit certain objects the car bounces into the air, Dukes of Hazzard style, only to land, wheels-down but having lost some speed, a bit further down the track. It's fun but bizarre, and it's not the sort of thing I'd expected to see in an official F1 game.



▲ One-player screen gives more graphic detail.



▲ Two-player race screens are 'skinny' but effective.

W O O R A H !

Like other racing games, F1 World Championship has its car configuration screen, but compared to most it's pretty basic.

Set your rear wing at high, medium or low, and choose between automatic or manual gearbox and hard, soft or medium tyres. Actually that suits me fine, because I'm not really into the science of the sport, just the speed and thrills. And if you were expecting a fancy pit screen, forget it. When your tyres start wearing down, after about four laps, a message flashes up, advising you to 'PIT IN', but when you drive down the pit lane and pull up... where are the robot helpers? Where are the little men in their oily overalls? Nowhere, that's where. Another message appears, asking you what sort of tyres you want this time, then, once you've chosen, a time bar ticks down indicating how long the service will take. The longer you've been driving on your knackered slicks, the longer it takes to fix them.

Being an official F1 game, World Championship lets the player take his race-tuned motor around replicas of twelve of the world's most famous circuits (Hockenheim, Silverstone... they're all here, complete with appropriate scenery), while being jostled off by replicas of the world's most famous drivers (Alain Prost, Ricardo Patrese... they're all here too). For once, you can even watch real sponsors' names whizz past on the roadside billboards instead of having those faked lookalike logos. It sounds trivial, but it all makes for a bit more atmosphere.



▲ F1 at its most exciting - haring down a straight at 160mph, jostling to overtake before the next bend.

THE SECOND OPINION



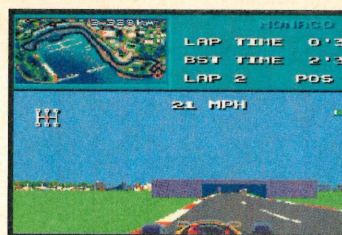
Mark Holmes

Paul's right - this is excellent! There's no doubt about it, F1WC is the best motor racing game I've ever played on the Megadrive. For speed, thrills, responsiveness and 'two-playerness'

it just can't be beaten by any other four-wheel racing cart. In Turbo mode on the top skill setting, it's so fast it's virtually uncontrollable. However, I preferred to play it on the normal one-player setting, where the increased detail in the scenery gives an even better, and more controllable, sensation of speed. Another thing that makes the game even more satisfying is the fact that the sound effects are spot-on - from the noise of the high-revving engines to the squeal of the tyres as you scrub them round a tight corner, they really add to the racing atmosphere. I'd recommend any rocket-thumbed motor racing fan to buy this cart, and I predict that it'll go straight to pole position in the charts as soon as it's released. Neeeeeeeeooooow!



▲ One Player Mode: More graphic detail, less speed.



▲ Turbo Mode: Less detail, a lot more speed.



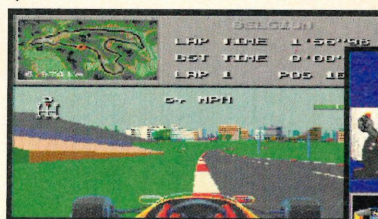
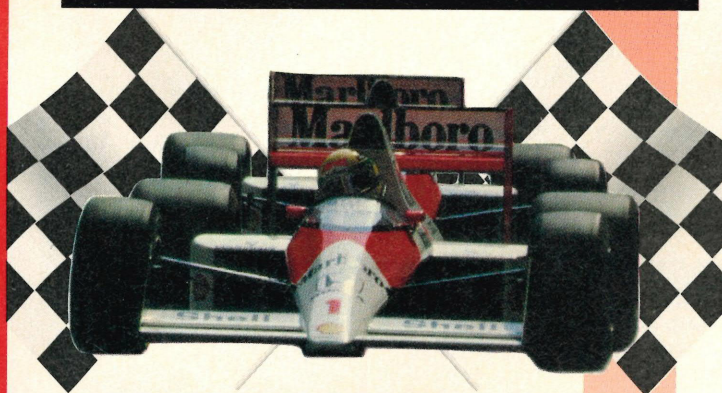
▲ The higher the skill setting, the faster the top speed attainable - over 220mph can be reached at top whack.



▲ Get back on the track!

THE HERRUNCH!

High-speed thrills and spills? You got it. In fact, with Formula One World Championship, you got it by the family-sized bargain bucketload. The graphics may not be as pretty as a Virtua Racing coin-op, but as far as the Megadrive goes this is the best racing game money can buy. Forget Super Monaco 2 - Formula One World Championship has stolen its laurel wreath and is currently standing on the podium spraying champagne in its face.



▲ Damn those Belgians and their twisty tracks!



▲ The Set-up Screen.

ALTERNATIVELY



90 AYRTON SENNA'S SUPER MONACO GP 2 BY SEGA £44.99 Fast 3D action and plenty of tracks to master, but the speed and feeling of being there isn't as good as F1's.

% RATINGS



90% **PRESENTATION** All those game options and the two player mode are ace.

92% **GRAPHICS** Not flashy, but the feeling of speed is breathtaking.

85% **SOUND** Mediocre music but the car sounds are spot-on.

94% **SHORT TERM PLAY** Not complicated but the speed makes it extremely exciting.

94% **LONG TERM PLAY** The records stored in memory encourages you to play again and again.

OVERALL 94 The best Megadrive motor racing game there is.

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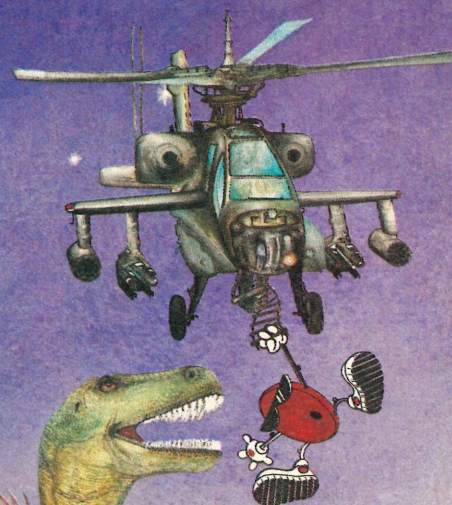
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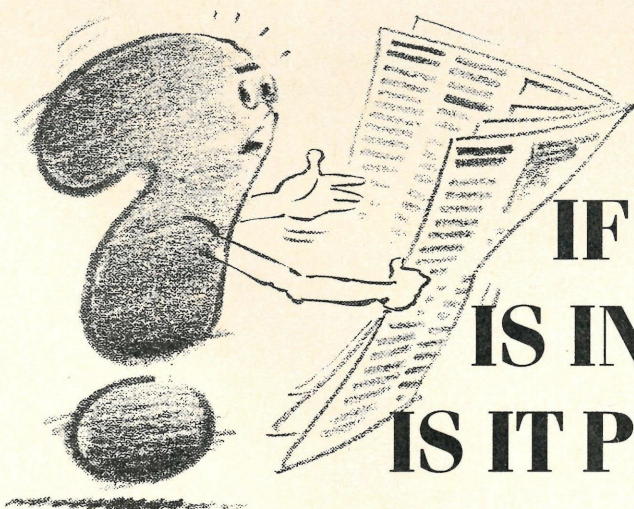
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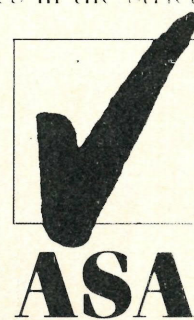
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8-MEG

STYLE



PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

SEPT 1993

MARSUPIAL MOVER

There's no mover like a rocket-powered marsupial mover, as young Sparky will tell you. Here our plucky be-pouched tyke puts us through the steps. Take it away, Sparky-boy!



ROCKET SPIN

By powering up the rocket pack and blasting off on the spot you can perform this lethal spin attack, damaging anyone who touches you.



UP, UP AND AWAY

So how do you reach those hard-to-get areas? With a rocket blast, of course. Punch out of the atmosphere with a full-blast from the powerful rocket pack.



HANG 'EM HIGH

It's beginning to sound like a cocktail menu, isn't it? Using your trusty marsupial tail you can hang, swing or even slide along branches. Why not look at our brunch menu too?



VSWORD BLAST

One swing of your trusty opossumite sword should do away with baddies at close range, but for those long distance attacks a photon blast is provided. Ta.



POWER SLIDE

Release a rocket blast whilst walking along propels young Sparky along the floor at high speeds. Great on pigs, bad on shoes.



When it comes to reviewing games starring opossums, there's only one 'man' for the job. Yes, here's MegaTech's Opossum Correspondent, Tom Guise, with the full story.

ROCKET KNIGHT

Once had this dream. I was king of the badgers and I had to protect the badger realm from the dogs, but all I had was a pair of web-shooters. That dream changed my life. I thought I'd share it with you. On with the review.

Wowee, aren't animals clever? I mean take sea-lions, they can balance beach-balls on their noses. It's incredible! And what about dogs? The way they can fetch sticks and sniff other dogs bums? Stupendous! Hey, even birds are amazing with their little nests made of twigs and feathers. But most intelligent of all has to be the opossum. The way it uses its rocket-pack to fly around and battle alien pigs is just so smart, don't you think?

But hang on a second. Rocket-powered opossums? Why, this must be the work of those clever animal-trainers at Konami. Yes, those fine purveyors of blue bunnies and mutant turtles have made an idiot of the animal kingdom yet again, this time with their latest Megadrive offering, Rocket Knight Adventures.

powered opossums, roller-skating kangaroos, break-dancing koala bears, you name 'em, they had 'em. But that was before the Black Lord arrived.

As you may have guessed from his name, the Black-Lord isn't a particularly nice guy. With his vile legions of pig-soldiers, he invaded Elhorn and wiped out those fair guardians of the galaxy, the Rocket Knights. At least he thought he did, but in true marsupial fairy tale fashion one rocket-powered rodent survived – a young apprentice by the name of Sparkster.

PLATFORM-RELATED FROLICHS!

So now it's up to Sparkster to save the day and defeat the Black Lord. Yep, you guessed, it's platform-game time once more. But wait, don't let the word 'platform' put you off, because Rocket Knight is a



ROCKET-POWERED OPOSSUMS!

Welcome to planet Elhorn. Once upon a time the whole planet was chock-full of novelty animals. Rocket-



DURATION: 60 sec.



▲ Onward to the castle. What's this? Pigs on balloons? Ooh, scary!

platform game with a difference. It has one superb factor to its credit – originality.

HIGH OCTANE ACTION!

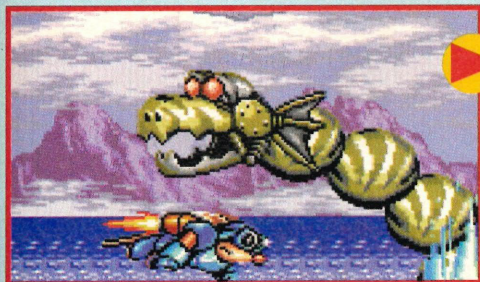
What makes Rocket Knight so original then? Well, for starters there's the main character. The whole rocket-powered opossum thing is more than just a gimmick. With the rocket-pack he can perform a number of high-octane manoeuvres, from super-spin attacks to actually firing himself into the air at any angle. Apart from enabling him to reach high up places this trick also makes Sparkster temporarily invulnerable, so it comes in very useful for overcoming lethal obstacles, attacking from a distance or even escaping a tricky situation. With practice some superb acrobatics can be pulled off.

And there's more. Being an opossum, Sparkster is able to use his tail to hang from branches. Using this technique he can slide along vines and even rocket off the ends of

ADVENTURES



SEE THE AMAZING ROCKET-POWERED OPOSSUM IN ACTION!



▲ An evil mechanical snake? It's the Black Lord's work, for sure



▲ I'm here to save you. But first I want those bananas over there. Yum.



▲ Hey watch where you're going, buddy. Where's the fire? Oh, heh.



▲ Up, up and away! Rocket Knight zig zags up a wall.



▲ Boy, it's hot up here. What's that smell. Grilled opossum? Squeal!



▲ A present for me? Aw, Black Lord, you really shouldn't have gone to all...



▲ Aargh! A trick. Why you... you... pig! That wasn't nice.



▲ Ever get the feeling you're being watched? Enter the level one boss!

branches. All these extra abilities add so much more to the gameplay.

VARIETY-PACKED LEVELS!

So now you've met the main character, let's meet the game. In short, Rocket Knight Adventures is very similar to Ghouls 'n' Ghosts, but better. Much better. All the elements that made Ghouls 'n' Ghosts so ultimately addictive are there, but in greater force.

There's just so much variety to each of the levels. Take level two, for example. It opens with a battle against a huge pig-robot boss. A boss! Right at the start! The game then moves on to a water stage where the only way to progress is by

clambering along vines with your tail. Some vines are only reachable by jumping behind the large sheet of water that flows down the screen. Beat the massive robot-serpent boss at the end of this section and it's on to a mine cart level eh? That's original. Well, yes it is, because this mine cart level is a hair-raising ride which races you through tunnels, pits you against rock-throwing pigs in other mine carts and has you leaping from one mine cart to another before your cart falls off the end of the rail.

There's even a bit where you race through a barn and send chickens flapping out of the other end. Then, just when you think it's all over you have to battle against a massive train that races along two different rail tracks spewing blue fire bolts at you. And that's JUST level two!

SCREEN-FLIPPED MADNESS

The further into the game you get, the more ingenious the levels get. Who would have thought you could do anything clever with a lava level? I mean, it's all been done so many times before. Well, wait till you see the lava section in level three of Rocket Knight!

Using a special screen-flipping trick, you can actually see a reflection of Sparkster

in the lava. None of that cheesy-puffs quality lava effect for this game. The thing is, this neat lava effect is actually essential to the gameplay, because at some points in the level Sparkster is obscured by rocks and it doesn't look like there are any platforms for him to jump on to. But wait— by looking in the lava you can see the little fella and some previously-hidden platforms reflected upside-down in the molten rock.

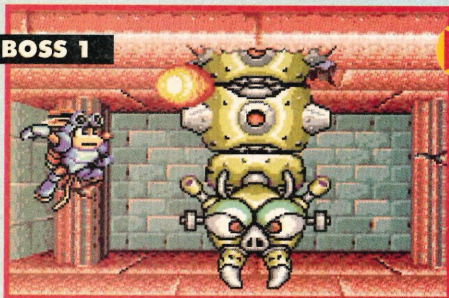
Then there are the flying levels, the underwater levels and even a level

BIG, LARGE, HUGE, AARGH!

1 2 3

There are tons of big bad dudes in Rocket Knight Adventures, but none are worse than the end-of-level bosses. Here's a rocket-powered look at some of them.

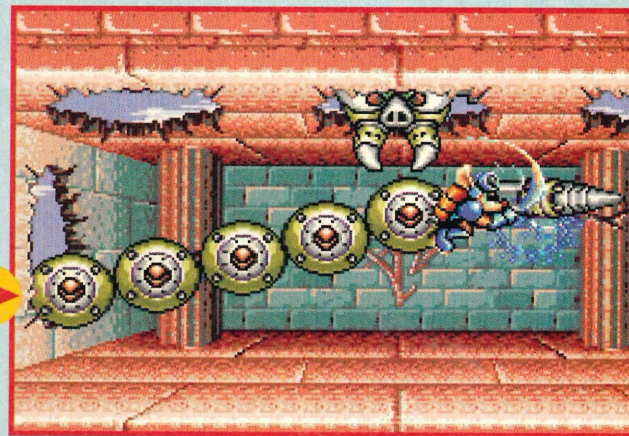
BOSS 1



▲ What's this coming through the roof? Koo-yay! Call Renta-Kill!

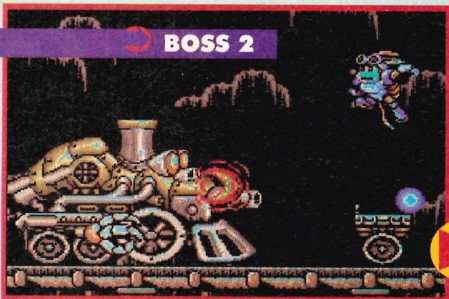


▲ Watch out for the icky-spiders. Attack the red one, that's the key.

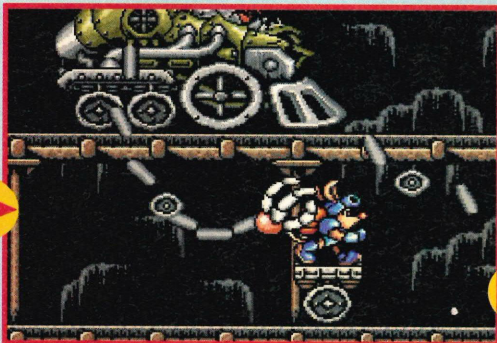


▲ Blinkin' flip! Now he's got his tail out and it's bigger than mine too.

BOSS 2



▲ Choo Woo. Yikes. Pedal faster! Faster, man, faster. Come on!



▲ Hmm, where's he gone now? Groinks! Bandits at twelve o'clock high!



▲ Ha, that showed him. He won't come ba... scream!

BOSS 3



▲ Yah! What an ugly Monk Fish. He's sucking all the platforms up. Jump, man!



▲ Yes, two bunches of bananas please, but nix on the bombs. Ta



▲ Eh? Who's this little fella? Light a fire in his belly, Pinnocchio!

where Sparkster has to keep up with a platform mounted on a pair of giant walking legs to get through to the end, occasionally climbing aboard to wade through molten lava pools. The whole game really keeps you on your toes with the sheer variety. You just don't know what to expect next.

game is just jam-packed with giant enemies. Armoured cars, tanks, scout walkers, even huge crabs. Just when you think you've beaten the boss and reached the end of the level, you find out that it's not all over and the real boss is yet to come. Thrill-power overload!



THRILL-POWERED BOSSES!

And of course there are the bosses – some of the most ingenious bosses seen for a long time. Apart from the awesome end bosses, each level also features a couple of mid-level guardians. The

FUN-FILLED COOKIE

Yup, Rocket Knight sure is one hot cookie. Playability-wise it's near perfect. The responsiveness of the controls is graded just right – Sparkster moves exactly how you want. It all adds together to increase Rocket Knights already high fun-factor. This game is lethally addictive.

BADLY-GRADED DIFFICULTY?

If I had to pick a fault in Rocket Knight it would be the difficulty. Certainly the game is fairly challenging, but I still feel it could have

been a bit tougher. On my first go I reached the third boss, but admittedly I was beaten flat at that point.

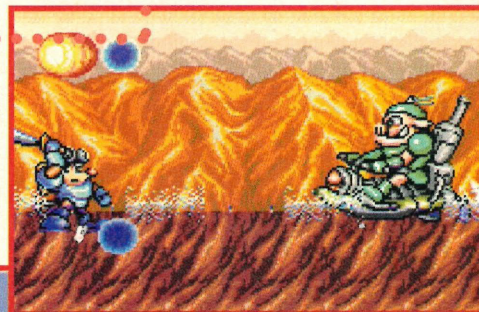
Nonetheless, I still think I got too far a bit too quickly, even if the later levels are much harder. It's certainly not on the same difficulty level as, say, its closest relative, Ghouls 'n' Ghosts.

THE SECOND OPINION



PAUL GLANCEY

I'm fast becoming Konami's number one fan. I loved all of their other Megadrive games, but Rocket Knight is the best by far, and it's definitely one of the best Megadrive games around at the moment. I hardly know where to start. The graphics, sound, presentation, all the little gameplay touches, everything about Rocket Knight is overwhelmingly impressive compared to similar MD games. The characters are brilliantly done, the bosses are really clever and bits like the reflective lava section and the frantic cart chases will have you calling your mates over so they can witness the amazing effects and ingenious game design. I can't praise Rocket Knight highly enough because it really is a game that you won't want to miss.



▲ You don't wanna buy one of them Pigmobiles. One bump from Sparkster's bum and they fall to bits!



▲ Ride your little cart past the bombs!



▲ Run piggies! Run! Porcine cowards!

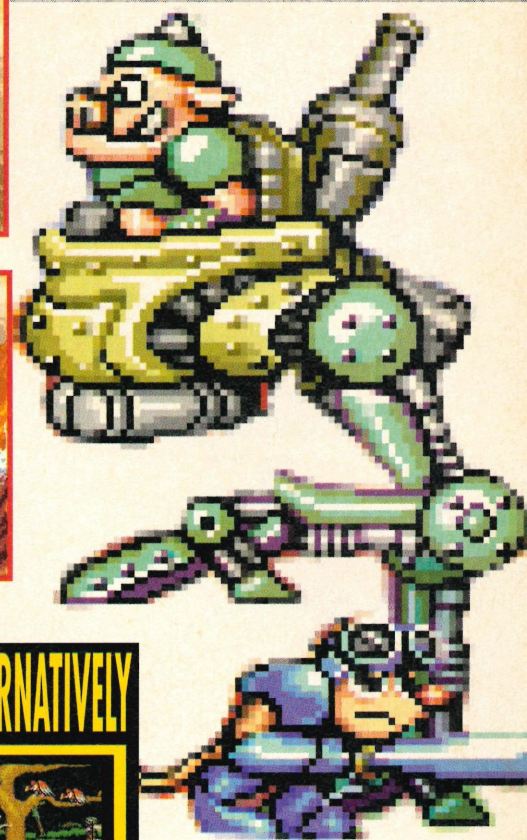
TOP-RATED GAME!

To be honest, though, these complaints are just niggles, because Rocket Knight is fabulous. The graphics are just brilliant with large, well-defined sprites, beautifully-detailed backgrounds and some excellent graphical effects. Wobbly screens, flip-screens and tricky palette effects all add greatly to the atmosphere and the huge, superbly-animated bosses are mind-blowing. You may

well scream when you see some of them.

The sound also follows suit in the quality department. Perhaps not the best sounds ever heard on the Megadrive, but the music is still extremely catchy and really appropriate to the situation. When the bosses appear, the tunes match the pace of the action. It really draws you into the game.

On the whole, Rocket Knight is a dead-cert winner. It's a long time since we've seen a game of this quality on the Megadrive. The sheer thought and inventiveness that has gone into this game is staggering, and the end product is a worthy result. One of the best platformers on the Megadrive, there's no doubt. Highly addictive and heavy in the fun department. Erm. Buy it.



ALTERNATIVELY



GHOULS 'N' GHOSTS

by SEGA

PRICE: £44.99

A fairly old conversion of an even older Capcom coin-op. However, great platform-action makes this one a winner even by today's standards.

% RATINGS



PRESENTATION

85% Highly polished, smart intros and a fair bunch of options.

GRAPHICS

91% Excellent looking. Good animation, attractive colours, big sprites. Boffo.

SOUND

86% Pleasant tunes complement the game well. Neat effects too.

SHORT TERM PLAY

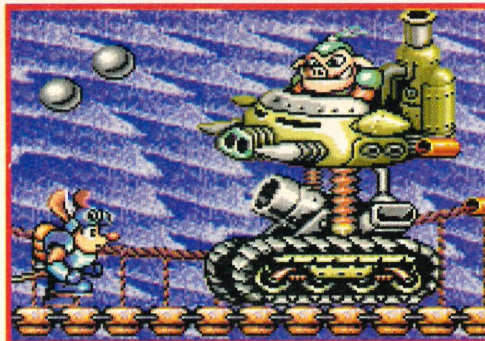
94% Tricky controls to get to grips with, great gameplay. Fun, fun, fun.

LONG TERM PLAY

88% Loads of variety. A bit easy, but a real fun blast.

OVERALL

92 A great game. Very original and playable, but none too tough. One of the best MD platformers around. Get it.



▲ Kill! Kill! Kill the telescopic pig tank!



▲ The Black Lord turns up for his manicure.

MEGADRIIVE REVIEW

MEGADRIIVE REVIEW



BY: ACCOLADE



16 M-BIT

STYLE



PLATFORM

PRICE TBA

PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

SEPT

1993



Braving his infamous allergy of cats, PAUL GLANCEY investigates Accolade's feline challenger for the Sonic The Hedgehog King of Platform Games Crown.

BUBSY: IN CLAW OF THE

One of the good things about being in this line of work is that every now and again software

houses like to keep you sweet by sending you little promotional freebies. Not big things, you understand, nor even valuable things - badges perhaps, T-shirts sometimes, even the odd packet of Cheddar cheese (sent by Electronic Arts in a fiendishly baffling attempt to remind us of the imminent arrival of James Pond: Operation Starfish). The best freebie I've had this year, though, was Accolade's Bubsy the Bobcat wooly beanie hat. Black with a big red exclamation mark on the front, this was the epitome of Homey Chic with a touch of Bus Loony, and I'm convinced there's a wider market for a whole line of Punctuation Leisurewear.

Naturally, these gifts have to be connected somehow with their product, and in this case the connection lay in the wooliness of the hat and the exclamation mark on the brim. The exclamation (!), you see, is the logo that the energetic bobcat in this game actually wears on his shirt. And the wooliness? Well, that's probably something to do with the fact that he spends his time running around platform-laden landscapes collecting balls of wool.



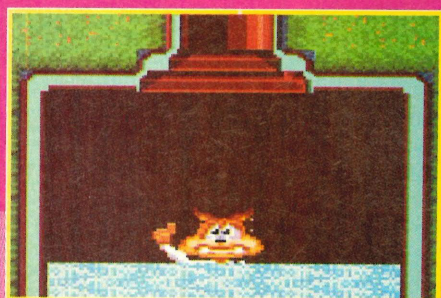
▲ Bubsy's banana slip-up.



▲ Bubsy bounces for a ball of wool.

THE WONDERFUL WORLD OF WOOLIES

The basic plot is this: the world has been taken over by aliens, which are called, probably thanks to their wavy, stringy hairstyles, the Woolies. The human population appears to have fled their Smurflike villages, their fairgrounds and their desert railroads, leaving it to the lithe, catlike cat of the title to round them up and send them packing.



▲ Bubsy gets that sinking feeling.



▲ 1-ups ahoy on the fairground ride.



▲ Bonus Level: Bubsy takes a ride on the lava flume.



WS ENCOUNTERS E FURRED KIND



THE HEDGEHOG CONNECTION

Actually, let's just hold it there, because it would save me any further game description if I were just to mention three words: 'Sonic', 'The' and 'Hedgehog'.

You know how Sonic runs really fast up and down big, colourful, scrolling levels full of bouncing, flying, moving-left-and-right hazards? You remember, surely, how he jumps really high onto platforms? And you must have seen that trick he does where he jumps and then lands on bad guys to destroy them? Oh, and there's the bit where there are two or three sections to the stages, then Sonic has to defeat a boss at the end?

Well, the programmers of Bubsy must have seen all those things as well, because in quite a lot of respects — more respects than is respectable really — Bubsy the Bobcat resembles Sonic the Hedgehog.

BUT TO BE FAIR...

You can't really blame somebody for, er, 'taking inspiration' from an excellent, top-selling game, can you? I mean, think of all the horizontally-scrolling shoot 'em ups on the Megadrive, nearly all of which are identical, yet their programmers are rarely criticised for lack of originality.

So let's put aside the very Soniclike gameplay, and look at Bubsy's original features. Let's think now... well, there are some nice little touches, like the roller coaster bits and the teleporter maze bits on the fairground level. There's quite a good run-along-the-top-of-the-train level. Errr...

Okay, so it's not very original. But who cares if it's fun to play? It's certainly fast. There are tons of levels which are really big, with lots of warp doors which teleport you to some unreachable nook. The graphics are pretty good and even the music's quite jolly.



▲ It's water flumes a-gogo on the first level.



▲ Third level: stop that train!



▲ A mid-air fight ensues when Bubsy bounces on a nasty.



THE UNAVOIDABLE COMPARISON

All right, I admit it. I'm afraid that the good bits didn't keep Bubsy from leaving me with a hollow feeling inside. I'm sorry, Accolade, but the biggest problem with Bubsy is that while you're playing you just can't help comparing it to Sonic simply because it seems to borrow so heavily from the Hedgehog games. And it doesn't fare too well in the comparison.

As I've said above, the game doesn't look bad at all; it's really colourful, and the Bubsy sprite and the scenery all look pretty good. The thing is, though, Sonic looked miles better.

The sprites in Bubsy are nicely animated and drawn, but the ones in Sonic are superb. The crispness and style which made Sonic such a knockout to look at just aren't quite there in Bubsy. Little touches are missing; should Bubsy jump on the branches of the big trees in the first green, hilly level he's catapulted skywards, but do the tree branches do an animated bounce? Nope. The tree sits there like a cardboard cut-out.

One of the things the graphic designers did spend time on were little Tom and Jerry/Wile E Coyote-style cartoon death sequences for Bubsy. If Bubsy gets crushed he walks off-screen, his body wobbling like a concertina. If he falls into water, an admiral's hat appears on his head and he counts to three as he sinks. Good ideas, there, but they're somehow unamusing when you see them, possibly because there are no appropriate cartoon sound effects to go with the images, and possibly because Bubsy tends to die annoyingly frequently.



▲ Glide, Bubsy, glide!

HARDER THAN THE HEDGEHOG

That's something that Bubsy perhaps has over Sonic; it's a much bigger game, and it's a more difficult game. Unfortunately it's more difficult for the wrong reasons. There was the odd occasion in both Sonic games where you would have to jump to a ledge which you couldn't see, only to end up getting punctured by a deadly, spikey thing. In Bubsy, this happens a lot.

The programmers did think of this, though, which is why you can make Bubsy look around, scrolling the screen ahead of him. The problem is, Bubsy runs so fast and jumps so high that you don't often have the chance to stop and use this facility so you end up crashing into something which you didn't have a hope of avoiding. This fault is made worse by occasionally suspicious collision detection, which leaves you yelling, "What hit me?!", and then something rude.

The most immediately noticeable flaw in the game is a very odd control problem. The programmers appear to have put too much inertia on Bubsy, so that when he starts running or jumping left, he has a tendency to keep going left for longer than feels realistic. If he jumps left, say, then lands and then you try to jump right, he actually jumps either straight up or very slightly left again. Even two jumps later, you can still feel this leftward influence in the controls, which is quite bizarre and can result in you landing in some very dangerous places.

MOAN, MOAN, MOAN

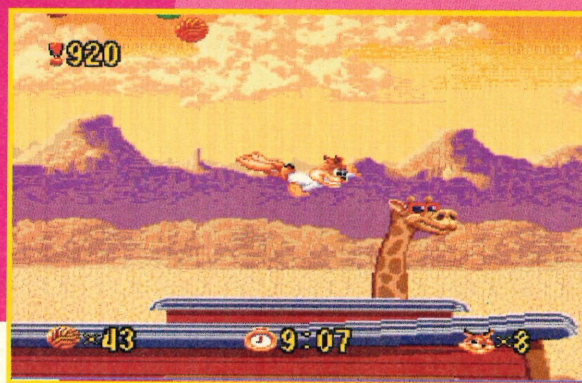
Now I've catalogued all these faults with the game, and I can still think of a few more which I won't bore you with, and yet I've still given Bubsy an overall mark of 74%. Not a bad mark considering all this criticism, you might think. You might also think that Accolade have bribed me with promises of more Bubsy beanie hats if I give their game a decent rating. Not true.

The truth is that Bubsy isn't a bad game. The flaws I've mentioned are annoying, but a bit superficial - they don't make the game look absolutely crap nor so frustrating that it's virtually unplayable.

The main problem is that if you've played Sonic, or more especially Sonic 2, and were to spend a substantial amount of money on this game I'm absolutely certain you'd think, "This is just like Sonic the Hedgehog, only not quite as good." And that's not something you'd be incredibly happy about, is it?



▲ Does this end-of-level screen remind you of another game featuring a spikey blue beastie?



▲ Bubsy glides over the train with ease.



▲ A hilarious death sequence.



▲ Another fairground ride.



▲ An end of level boss.

ALTERNATIVELY



92

SONIC 2
BY SEGA
PRICE: £39.99
More spectacular than Bubsy in just about every respect. Not as challenging and not as many levels, though.

RATINGS



PRESENTATION

70%

Fiddly options screen, ropey controls, lots of un-finished-looking details throughout.

GRAPHICS

85%

Fast and colourful, but the definition on the graphics is sometimes a little crude.

SOUND

70%

Different tunes for each area. Only effects are a spoken Bubsy 'quip' at the start of each level.

SHORT TERM PLAY

75%

Some annoying flaws take the polish off an otherwise decent game.

LONG TERM PLAY

80%

Certainly not an easy game. Loads to explore if you feel like it.

OVERALL

74

A decent game. With a bit more effort this could have been the Sonic beater it tries to be.

SECOND OPINION

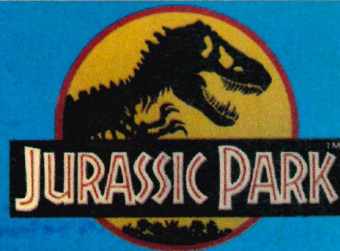


Mark Holmes

What can I say about Bubsy the Bobcat that Paul hasn't mentioned already? Well, only a couple of things really. Firstly, this is definitely a game that will appeal only to the younger gamesplayer. The crudeness of the graphics, the flaws in the gameplay and the distinct lack of cool of the main character mean that it won't have the mass appeal across all age groups that the Sonic games enjoy. However, the game offers enough difficulty and challenge to keep a young gamesplayer coming back again and again until he's finished it, so it probably offers good value for money in that sense. The other thing is, I don't understand why so much effort has been spent on animating such a range of death-throes, apart from the obvious fact that you die a lot when you're playing it (touch ONE nasty and you're dead and back to the beginning of the level - very frustrating).

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Photograph of completed kit

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MEGADRIIVE REVIEW

MEGADRIIVE REVIEW



BY: EA



8-MEG

STYLE



SHOOTING ADVENTURE

PRICE £44.9

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

AUGUS 19



Twisting the controls on his wristwatch tele-transportertron, MARK PATTERSON embarks on a voyage of discovery into the world of Technoclash, where pixies meet robots, and things like that.

Modern technology eh? For us it isn't that bad, apart from the fact that our Ad Manager Jerry is always sneaking off for a quick round of skins on PGA 2. In the galaxy of the Inner Realm progress is dirty word. There Ronin and his mates live a peaceful existence in a nice Tolkien-esque world with elves and pixies and all that, when all of a sudden technology invades in the form of half-man half-robot creatures. Obviously the inhabitants of the Inner Realm aren't too happy about this, so Ronin, being a part-time wizard, sets out to rid the world

of its mutant menace. Despite their desperate situation, only two of his mates, Chazz and Faarg, have got the bottle to help him fight back, with the others preferring to stand on the side lines and offer advice. Even then they won't fight together, so you're left with Ronin and whichever of his two accomplices you decide to take with you. Whoever you chose, they're controlled by the Megadrive

and will happily run around shooting things on your behalf. They can be set to fight defensively, aggressively or defend Ronin by jumping in front of in-coming fire. Setting them to aggressive usually works best as they shoot at everything which moves.

SPELLING TEST

At Ronin's disposal is an arsenal of excellent spells, ranging from fireballs to lightning bolts. He only has a limited number of each with recharges being



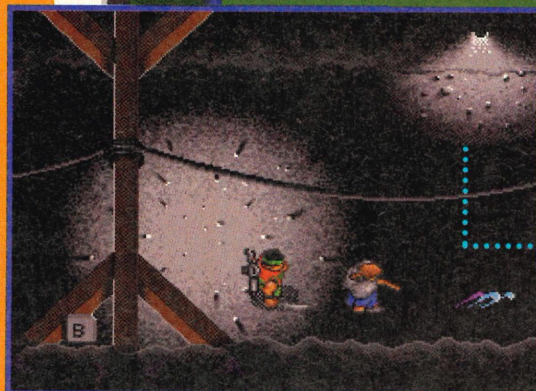
▲ Where's your bodyguard when you need him?



▲ Mayhem in the scrapyard!



▲ Pooh! Smells like a sewer in here. Oh. It is a sewer.



▲ 'Send 'em down the mines. Never did me no harm! GYEEBLE!'



▲ More spells! More magic! More death!

LASH



dropped by some creatures. Pressing A calls up a 3x3 grid containing the first letters of each spell. Then you simply move the cursor over the spell you want and hit fire to cast it. Certain spells are more effective than others, for example the standard energy bolt spell hardly damages most creatures, while some spells destroy everything on screen.

STICK MAN

Should magic fail Ronin, or you're just a bit trigger happy

and blow all his spells, he has a last resort – a stick. While it's hardly the last word in offensive technology, a sharp rap across the knees is often enough to thwart the advances of the most aggressive nasty. The problem is you have to get in close to use it, which means you're in line for a sound kicking.

BIG GUNS

The mutants themselves can't be bothered with this magic stuff. They prefer to arm themselves with large rocket launchers and machine guns, which is far more sensible than simply carrying a stout piece of tree.

Ronin doesn't take much damage from direct hits, but if you're not careful you'll find the energy gauge hitting zero before the end of the stage. The only way he can replenish his energy is by tracking down special healing spells, although they're usually really hard to find.

A LOAD OF OLD PLOTS

A particularly nice feature of the game is the way the plot constantly updates. Between levels you're kept up to date on the current state of play by the non-combatant characters, then advised on what your next mission is. They also show up during some stages warning you of some impending disaster, or merely offering helpful hints.

MAGIC MISSIONS

Not all the missions are as straight-forward as kill or be killed. On some levels you're required to track down specific items, such as on level two where you've got to seal off a junkyard by tracking down special door cards. Items such as these are usually well hidden in secret levels, so you have to find the entrance to these as

well as the items themselves. As you go through periods where you don't come under attack and as there are very few pitfalls other than the mutants, this proves very tedious and makes the power switch look very tempting indeed.

TECHNOTRONIC

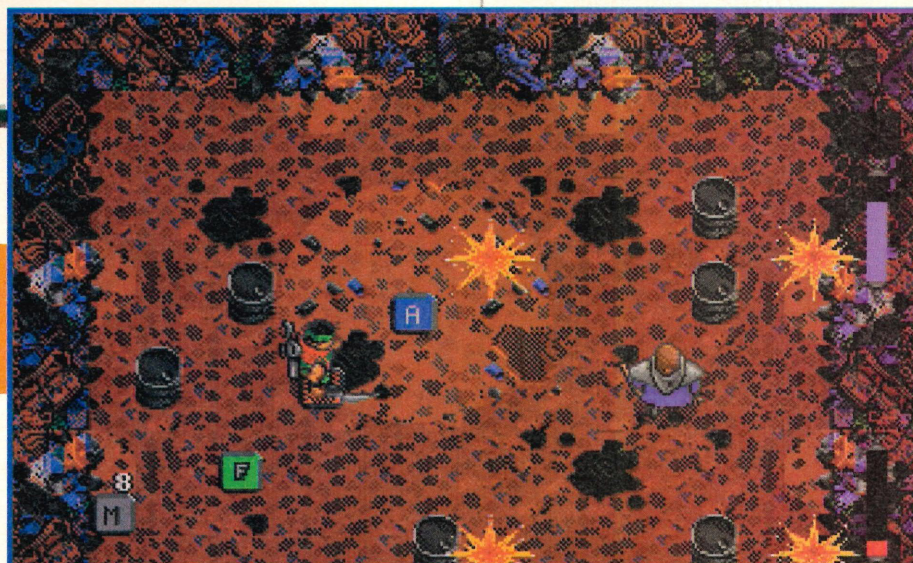
I'm not entirely sure what type of game Technoclash's programmers were aiming for. On one hand it's very reminiscent of some sort of Japanese RPG, but in the next breath you're running around blowing the heck out of all and sundry. The subsequent No Man's Land the game ends up in is seriously short on



▲ Watch out for that bloke hiding round the corner!



▲ Tyres! Tyres! And more tyres! So many tyres in one place I have never seen. Best 'tread' carefully!



▲ Get inside the rubbish heaps and you can find all sorts of magical weapons.

gameplay, especially when compared to other 'run and shoot' games. One of Technoclash's biggest faults is its lack of speed. It's a real plodder instead of the action adventure it should have been. You have more than enough time to avoid sluggish bullets while precisely lining up your next shot. Had the programmers gone for a more Gauntlet-type leaning with far more mutants and generally speedier gameplay it would have made a world of difference. As it is, Technoclash is seriously lacking in many areas. It isn't a complete duffer, but it's hardly an essential purchase.

BRAWL BROTHERS

Ronin isn't alone in his mission, two of his friends, Chazz and Faarg volunteer their services as body guards. They'll oblige you by shooting anything which comes to close.



CHAZZ

The peaceful inhabitants of the Inner Realm are a little miffed at this and a group of them band together to fight fire with fire. Preferring brains over brawn, Chazz uses fireball spells to blast away at the opposition. While summoning up raging infernos at will probably goes down well at parties, on the combat field it's decidedly lacking in punch, leaving you to do all the dirty work.

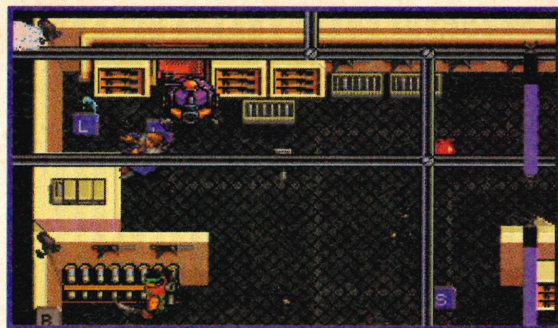


FAARG

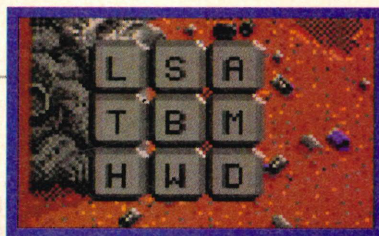
With Faarg at your side you have no worries whatsoever. Forsaking magic for technology, Faarg is armed with a ruddy great rocket launcher. This, coupled with his trigger-happy nature, make him the ideal partner on your quest.



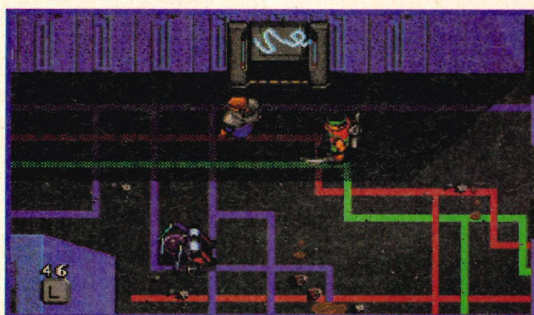
▲...But then the rocket launcher seemed to go horribly awry.



▲ What's this? A weapons shop?



▲ 'DAM', 'MALT' Nah, You'll never get a decent word with those letters.



▲ Don't think much of this stripy carpet.



▲ Big sandcastle, this, isn't it?



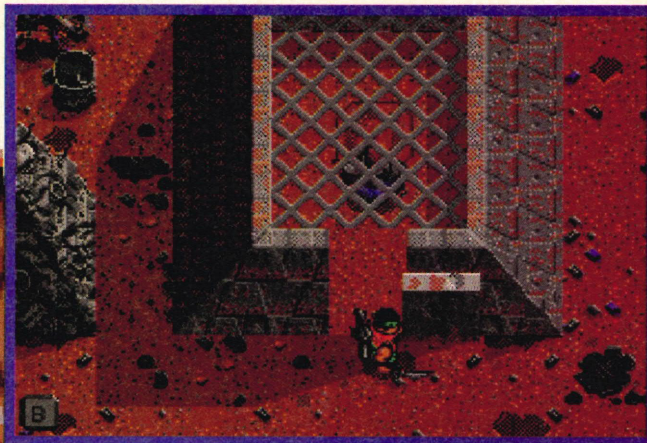
▲ This darkness, man... It - it gets to you.

THE SECOND OPINION

PAUL GLANCEY

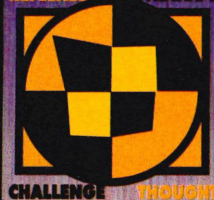


I said it when I first saw this game last month and I'll say it again now. I can't understand why EA produced a game in which you have the benefit of two player characters but only one player can take play at a time. The Megadrive is really short of a good Gauntlet-style game and this would have been the perfect candidate, but instead Technoclash is a rather tepid blend of arcade and adventure without enough of either to really get you involved. It's quite well presented, with nice graphics and having all those spells at your disposal is sort of fun I suppose, but there really isn't anything outstanding here at all. EA are having a run of iffy games at the moment (BOB and General Chaos being the other mediocrities), and I just hope they can get back to their usual high standard with the new James Pond game, Operation Starfish.



% RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT
PRESENTATION
Plenty of plot-setting scenes, but not much else.

68%

GRAPHICS
Tidy, compact sprites, but poor backdrops

73%

SOUND
Bland spot effects but some good tunes.

79%

SHORT TERM PLAY
Interesting until you realise how little game is in there.

72%

LONG TERM PLAY
The interest level quickly dies away.

64%

OVERALL
An arcade adventure which lacks too much of the arcade and the adventure.

65

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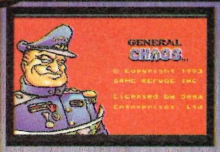
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MEGADRIVE
REVIEW

BY: SEGA



8-MEG

STYLE



SHOOT 'EM UP

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PLAYERS 1-4

SKILL SETTINGS 1

RELEASE DATE

AUGUST

1993



ONE! TWO! THREE! FOUR! I LOVE THE MARINE CORP!!...Well, actually, if you're ROB BRIGHT you prefer putting your feet up next to the fire place and thinking of anything fluffy.

Despite this anomaly, the invasion of the Megadrive by GENERAL CHAOS drove our pacifist straight into the war room for Operation Review! Get to it soldier!

General Chaos is quite a strange mix really. Assuming the role of the General in charge of a gritty combat force the idea is for you to advance across the enemy's territory and capture their capital city to defeat them. Being the 'big cheese' it's up to you to organise your troops in battle, deciding what combat force to use, and moving them into positions where they are most effective at annihilating the enemy. It isn't so much a matter of armies though as small guerilla forces which face off with only a few sandbags to protect them. Each fight takes place on a static screen and has some kind of mission objective that your huddle of troops must achieve. It might be trying to blow up an enemy tanker or defend one of your own if you're on the defensive, but because you only have a maximum of five men, knowing who to use when is an absolute priority.

GENERAL CONFUSION

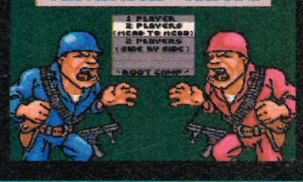
So there I am getting to grips with the idea that it's a mixture of strategy and action, but as much as I knew what to do, actually doing it proves a troublesome affair. The problem lies in the very dodgy control method. The action on the screen may give you the impression that you are attacking the enemy with some kind of mission plan, but I found my frown

moving on the offence more than my soldiers. You select one soldier at a time and give him orders to move to a point on the battle field, directing him with the D-Pad, and once there he can start firing away. You don't have to direct his fire because he does it automatically. Simple it may sound but in practice not so!

Initially General Chaos

GENERAL

GENERAL CHAOS



▲ Hmm. One or two players? Which to choose? Well, it all depends on whether there's someone else present at the time.



▲ The blue team (the good guys) demolish an enemy truck! Ha ha! Boom!



seems like a spitefully apt reflection on the state of the gameplay! Because the control method has been set out in such a confusing manner you find yourself pressing one button believing you're doing one thing when actually you're doing another. This is because the same button will do different things in different situations. Oh.

MAJOR MAYHEM

So I slowly started to figure things out, the frown disappeared and I now had the chance to see if General Chaos was a game worth its weight in ammo. Visually there are some very amusing aspects to this game. The sprites succeed in conveying the mindless 'Gung-ho' appearance of the soldiers. You get to choose from the

Assault Team, the Demolition Squad, the Brute Force Squad and the psychotic Commandoes. The idea obviously is to employ different forces depending on your objective or the enemies, but I soon realised that these differences didn't really make any considerable degree of difference. Because the controls are programmed so awkwardly you don't tend to care who's doing what, so long as you're obliterating the opposition. It's only when you pick the Commandoes that you really feel in control of things because rather than five men to order around there are just two.

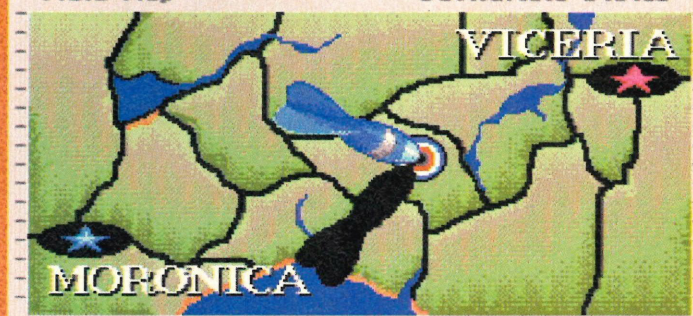
PRIVATE FIGHT

Although the mayhem has a habit of being largely indiscriminate there is the chance for some brief one on one combat. When two opposing soldiers come too close to fill each other with lead, it's

"CHECKPOINT CHAOS"

Field Map

Battlefield Status



▲ Pick your next objective on the map.

CHAOS



▲ It's a real ding-dong battle in this neighbourhood. Once again, the blue team seem to be losing the fight, with two of their number already dead!

CORPORAL PUNISHMENT

down to the fancy fist work as they engage in unarmed combat. The other soldiers then pause to let you concentrate on kicking and punching your enemy. The programmers have included a 'harmless' little jape involving the losing combatant pulling out a revolver and popping the smug victor. I quickly came to realise however that these one-on-one fight sequences are almost completely predictable. You always seem to have the better fist fighters but somehow when you win it tends to defeat the point of fighting in the first place.



▲ Red's Flamer roasts the last of the blues who are losers yet again.



▲ The good guys lose again. Which fool is playing blue?



▲ Fine body of men, eh?

So there I am, at last humbly tolerant of the irritating control method, prepared to suffer the predictability of the one-on-one combat, and looking forward to some unusual and varied missions. But, oh dear, things don't change very much do they? The task might be to attack or defend a tanker, command the troops across a river or launch an assault on the enemy capital, but once I'd gathered the skills from the first few missions it was really just a case of rehashing the technique. None of the environments are different enough to encourage fresh tactics which means the whole process gets tediously mundane and repetitious.

OH WHAT A LOVELY WAR!

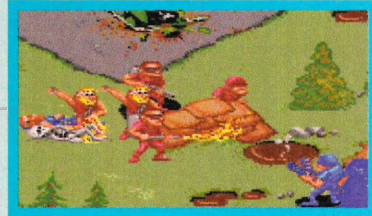
What you would have gathered from all this is that in the end it is the lack of playability which lets down General Chaos. The idea is one with plenty of potential, involving strategy and action as it does, the graphics are good fun and in many respects the game is really well polished. The downside is that the game logic is irritating and the whole affair proves very repetitive. It isn't bad but the shooting offence is that it could have been a lot better.



▲ Close-quarters, hand-to-hand combat!



▲ Ulp! Looks like victory for the red team.



▲ The red team take cover while blue's bazooka bloke lets rip!



▲ The good guys don't always win.

THE SECOND OPINION

PAUL GLANCEY



The idea behind General Chaos isn't bad – a sort of comedy action wargame – but EA have failed to pull it off simply because it's so confusing to play. You're trying to fight and also trying to constantly keep the whole team out of the line of fire. The rub is, though, that if you're playing on your own you can only control one guy at a time so the whole task is mind-bogglingly tricky. All this distracts you from the parts of the game which should be providing all the fun, ie the destruction. If you play with EA's four-player adaptor I suspect it would be much more fun, but if for solo players General Chaos just comes across as a missed opportunity. Not one of EA's better games.

% RATINGS



PRESENTATION

75% Four-player game is quite fun. Continue option, but that's about it.

GRAPHICS

82% Sprites pose and move with stumpy realism. Little backdrop variety.

SOUND

80% Bang and boom sounds are good. Soldiers grunt approvingly.

SHORT TERM PLAY

67% Confused? You will be, which makes things a bit frustrating.

LONG TERM PLAY

72% Good for a while, but then becomes boring.

OVERALL
72 Gun-toters will get some fun in multi-mode, but General Chaos will frustrate and bore too easily.

BY: SEGA

8 M-BIT

STYLE

SPORT

PRICE TBA

PLAYERS 1-4

SKILL SETTINGS 3

RELEASE DATE

SEPT 1993



Although he hasn't owned a pair of football boots since he was at school and he has difficulty running after a bus, let alone a long through-ball down the middle of the park, **MARK HOLMES** is a real armchair football games fan. So naturally he netted the review of Sega's new multi-player soccer game.

ULTIMATE



This Megadrive soccer games business is getting to be like the old joke about London buses – none come along for ages, then a whole bunch of them turn up all at once. Just recently, we've had *Super Kick Off* from US Gold and *J League* from Sega Japan. Electronic Arts, Codemasters and Sensible Software are all working on Megadrive versions of our national game too. The question is, how does this new offering compare with the established players on the footie games field – is it top of the league or ripe for relegation?

OPTIONS OVERLOAD!

The first thing you notice about *Ultimate Soccer* – even before your pixelated players have so much as touched a ball – is the massive amount of options available. The options screen is even more involved than *Super Kick Off*'s – and that's saying something!

Here's a rundown on the choices open to you... (deep breath)... three difficulty levels, three game speeds, four different pitch conditions (from dry to wet, or random), five wind strengths, five wind directions, eleven-a-side or six-a-side teams, six different game duration times, extra time on or off, back pass rule on or off, auto or manual action replay facility, and choice of penalty shoot-out, rematch or sudden death in case of a draw... you can even choose to play games with a light, normal or heavy ball... (phew). And that's not all – you can select between normal or deep angles of view, the type of ball control exercised by your players can be toggled between normal, loose, tight, dribble and push, and there's an unusual option called 'Inertia' which can be turned on or off too (I never did quite work out exactly what that one was supposed to do).

CAN I PLAY NOW?

Well, no. You see, when you've finally got to grips with all the options and set up the game to be played to your satisfaction, you're faced with further selections. Do you want to play a one-player friendly against either a computer-controlled or human opponent? Or a computer shoot-out against the computer or a mate? How about entering the Ultimate League, Ultimate Cup or the Knockout competition? Decisions, decisions.

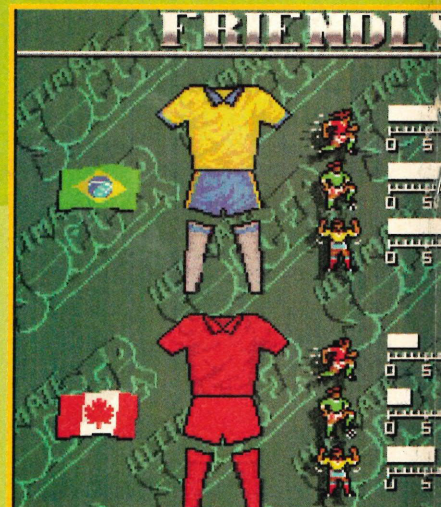
After all that, you've got to choose your team from a list of over 60 international teams, taking in major footballing nations such as Brazil and Germany, right down to the sad soccer-playing countries like Albania, Canada and England (couldn't resist that). Each team has a rating for speed, skill and strength, so you can pick a really good team like Brazil, give the computer a rubbish one like Canada and thrash the crap out of them if you need a bit of an ego-boost.



▲ Cameroon go for goal against plucky, unlucky Scotland.



▲ Brazil take it down the wing against the Welsh no-hopers.



▲ There's over 60 individually-rated in



▲ Select 24 computer or human-controll



▲ Who's controlling which team member

SOCCER



Y MATCH



International teams to choose from.

TE CUP



Selected teams if you're up for the cup.

ELECTION



ers? This is where you sort it out.

NEARLY READY...

Okay, so you've set up the gameplay options, you've picked your teams... surely it's kick off time now? Er... not necessarily. What if you want to change your teams at the last minute? Don't worry, the programmers have thought of that – the last options screen before you actually hit the pitch allows you to change the teams you've selected. And that's not all you can change from this screen – you can change formations; go for Normal, Attack, Defensive, Open Play, Breakaway or Cautious strategies; select a single game or best of one, three, five, seven or nine; and you can select which team members will be controlled by which player if more than two people are taking part. Apparently, up to eight people can play at once (using two Sega Tap four-way adaptors), but as we've only got one Sega Tap, we only managed a four-player simultaneous game.

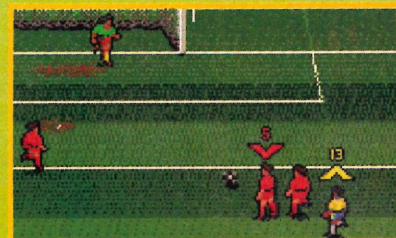
KICK OFF TIME

When you've finally selected your way through the options overload, you can actually – hurrah! – play a game of football. So what's it like to play, eh?

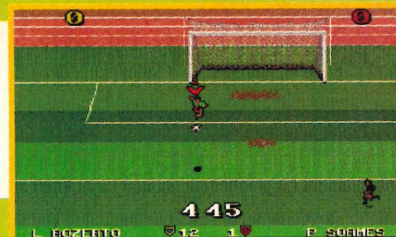
Well, the first thing you notice as you loft your first through-ball hopefully up the middle of the park is that your eyes have started to dance around on stalks as they try to keep track of the ball's progress up the pitch. This is because the 'stripey lawn' effect of the grass pitch has been achieved with a particularly 'eye-unfriendly' cross-hatched shading, making the whole pitch 'vibrate' like mad when the screen scrolls up or down to follow a long through ball. Everybody who played the game while it was in the office for review complained about this same fault – it really does do your eyes in, making it difficult to follow the flow of play.

The treatment of perspective doesn't help playability either. As the pitch seems to wobble around as it scrolls up following the play, you find yourself 'over-running' your players because the ball never seems to land where you think it will. It takes a lot of practice to string together good passing manoeuvres down the pitch because of this. The simple answer is to toggle the Ball Control option to Dribble, which invariably allows you, especially against the weaker teams, to dribble all the way up the pitch, jinking through tackles, until you're in a shooting position. It doesn't make for very interesting games, though.

Another gripe I have with the gameplay is the fact that you can't select the player you want to control – the computer does it for you. I'd much prefer to be able to choose my player, as you can in J League, because it adds an extra element of skill to the proceedings.



▲ Hot goalmouth action.



▲ Goalies can run and kick.



▲ Penalty shoot-out time. Will the keeper reach it or not?

SPEED-MIDGETS CHASING A BEACH BALL

Your tiny footballers have a very limited amount of animated moves available and, with the game speed set at top whack, speed around like rocket-powered midgets. The game really is too fast for its own good on this setting... in fact, even the medium setting is a real eye-strainer given the vibrating pitch and dodgy perspective.

The tiny ball bobbles around like a kid's play ball and when you use a bit of after-touch, to curl it round a defensive wall say, you don't get that lovely 'banana shot' effect that you get in J League and Super Kick Off – you get the effect of a beach ball that's suddenly caught a strong gust of wind. It's pretty naff.

SIX-A-SIDE EFFECT

One of the positive things about this game is that it's the only Megadrive soccer game to feature a six-a-side option. Played on a blue pitch that's a lot easier on the eye than the full-size vibro-pitch, this is also a lot more fun to play. The pitch is smaller, of course, and you can use rebounds off the invisible side-walls to great effect, making gameplay more fun.

LET'S TAKE A LOOK AT THAT AGAIN

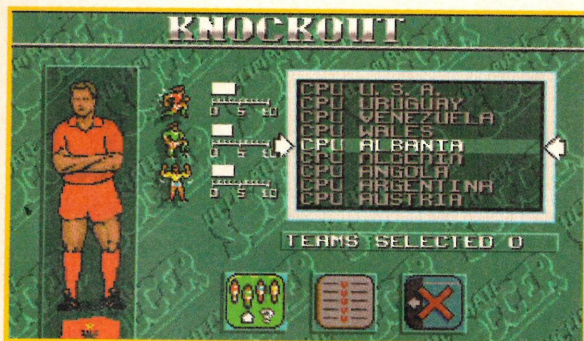
The other big plus for this game is the excellent Replay facility. This is every bit as good as the replays on, say, NHLPA Hockey or John Madden '93, with the full Rewind/Fast Forward/Slow Motion controls. It can be toggled between Automatic, where an action replay of each goal is played endlessly until you press Start to stop it, and Manual, where you can immediately replay a particularly enthralling piece of action by pressing Start to activate the in-game menu.

This menu also allows you to substitute players (only when the ball is dead), change formations, change the angle of view, look at game statistics, or even equalise teams if one player's running away with the game and you want to even things out.

AT THE END OF THE DAY...

If you're the sort of person who loves to spend ages toggling options and assessing the effect on gameplay, you'll love this. However, if, like me, you'd rather spend the minimum amount of time messing with a million-and-one gameplay choices and would much rather get stuck straight into a very playable, highly competitive game of footie, the game loses its sparkle.

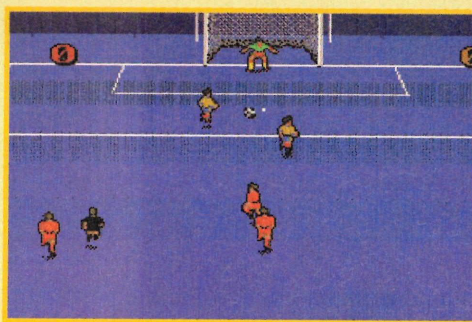
Compared to the super-smooth scrolling and instinctive gameplay of J League Pro Striker, which I reviewed last issue, Ultimate Soccer is a real struggle to get to grips with. The only way to play it successfully is to take the quirks in the gameplay into account and alter your playing style accordingly. It takes a fair bit of practice, and even when you do get to grips with it, the game is nowhere near as satisfying as J League or Kick Off. I'm afraid Ultimate Soccer doesn't make it to the Premier League.



▲ The knockout teams selection screen.



▲ Choose your formation and strategy here.



▲ Six-a-side's much more fun.



▲ Brazil's Bernardo steams onto the end of a cross from the wing...



▲ CBernardo celebrates with a cartwheel and waits to be snogged by his team-mates.

ALTERNATIVELY



93

J LEAGUE BY SEGA
PRICE: IMPORT
The game Sega should have released over here. Exciting, instinctive gameplay, incredible animation and up to four-player simultaneous action.



▲ His head connects with the ball beautifully - the keeper has no chance!

THE SECOND OPINION

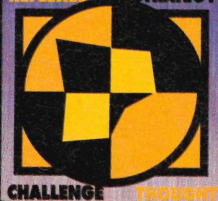


Paul Glancey

Why? Why are Sega releasing this as their official soccer game when Sega of Japan could have given them something that was miles better, namely J League? All it would have needed was a bit of Japanese to English translation and removing the J League teams to replace them with international sides. As Mark has said, the only thing that's impressive about Ultimate Soccer is the range of options. The gameplay isn't terrible, but compared to J League's, well, there is no comparison. Whereas J League's impressive graphics and cleverly thought-out gameplay gave you the impression that you were involved in some high-energy, skilful football, Ultimate Soccer looks pretty weedy and doesn't feel as realistic. I played England against Germany, two teams that are equally top-ranked in all the statistics, and I was able to win 11-2 on my first game, simply by shooting diagonally from the corner of the 18-yard box. It took a little bit of fine-tuning to get the position right, but once I'd found it, I just had to steal the ball as soon as it was kicked off, run down the wing and shoot. Oh dear. Obviously it's not so silly if you're not playing against the computer, but even so, the only reasons you would choose this game over J-League is that you can understand the text and it's not imported, so it might be slightly cheaper. What a disappointment.

RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

PRESENTATION

75%

Overloaded with options, but a lot of them seem pointless.

GRAPHICS

60%

Tiny sprites and vibrating pitches screw your eyes up.

SOUND

50%

Dire sound effects and truly awful music.

SHORT TERM PLAY

65%

Vibro-pitch and perspective probs hamper gameplay.

LONG TERM PLAY

75%

Three tournaments and 6-a-side option might keep your interest.

OVERALL

70

Options-heavy, optically challenging, unexciting footie game.

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DEVAST

Desolate? Ravaged? Confounded? Lame waste to? Yup, that pretty much describes how I feel after playing Devastator. Hmm, looks like I've been well and truly devastated. Fancy that.

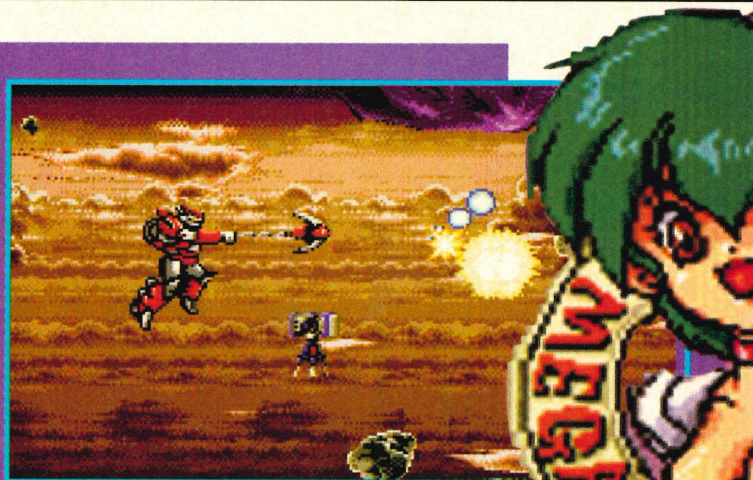
BAD EGG, SHMAD-EGG

Boy oh boy. Devastator really is one bad egg of a game. I really don't know how this kind of thing can happen. I mean you're dealing with giant robots battling it out in downtown Tokyo, you've got your awesome weaponry, your huge bosses at the end of each level, you've even got your little soldiers and their puny tanks escaping the war zone. It's formula stuff. And it's on the Mega-CD too. Even better. So how can it all go wrong? To answer that question, I'd better start at the beginning. Let me tell you about the game. About Devastator.

ALIEN INVADERS, SHMALIEN INVADERS

Devastator is one of those typical platform shoot 'em ups we've all seen a trillion times before. It's like Alien 3 or Revenge of Shinobi or Cool Spot. Just leap around a lot and blast everything you see. In this particular case it seems that some evil alien invaders have come to Earth with their awesome futuristic weaponry and are proceeding to reduce mankind to molten ash.

Fortunately, help is on hand in the form of Team Devastator—two hot babes and a hunky hero. These beautiful people have constructed a huge war-robot in their garage. A giant Japanese-looking thing all bristling with weaponry.



▲ Leap around a lot and blast everything.



▲ The snakey boss, featuring sprite-scaling 'n' rotation.

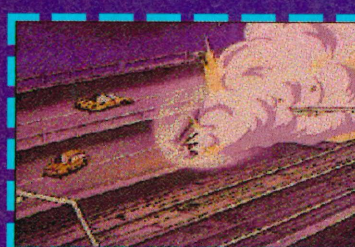
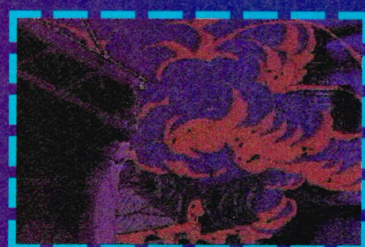
It even turns into a car like those Transformer action figures did. You know the fellas—robots in disguise. It all sounds familiar, but I can handle that. Alien invaders? Shape-changing robots? Goody-goody.

OTHER DIMENSIONS, SHMOTHER DIMENSIONS

Opening in the streets of Tokyo, our hero-car-robot-fella finds itself accosted by other giant robots (he was obviously an unpopular pupil at robot school), planes and even the army (who have obviously mistaken him for a baddy—it's easily done). The action soon moves on to a deep alien lair, hidden somewhere

beneath the Earth's crust, where slimy creatures, more giant robots and stingray-type bat beasts lurk.

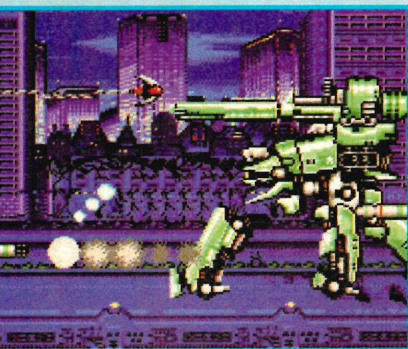
There are even lifts decked out in the theme of 'slimey and organic' (a look that's very popular amongst alien hide-outs at present). Later on, the mighty Devastator robot warps to the aliens own dimension to battle them in their own skies. The alien welcoming committee consisting of 'little' ships, more 'giant' robots and some big ships too (with a very big one waiting at the end, tee-hee).



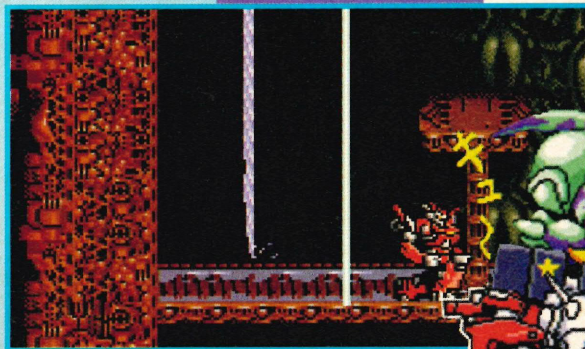
THANKS...

To Ice Distribution of Doncaster for the loan of the Devastator disc. Contact them about more interesting Megadrive and CD games on (0302) 340079.

ATOR



▲ More robo-shooting...



▲ A robot waiting to shoot.



▲ It's that 'blowing things to smithereens' sensation.

CARTOONS. SMARTOONS

In between each level is a short cartoon intermission. These Manga-style cartoons are of an extremely high quality and are pretty lengthy too. They're some of the best-looking animated shorts so far seen on the Mega-CD. In fact, I find it very hard to believe they haven't been lifted from some popular Japanese animated movie. Depictions of trains blowing up, robots being constructed and scantily-clad babes with large, erm, smiles, fill these small interludes. Great stuff (the robots and trains, I mean).

SMART? FART MORE LIKE

Well, it all sounds quite smart really, doesn't it? But unfortunately I've deceived you, because it's not very good at all. The first time it becomes apparent is... why, it's right at the beginning of the game. As soon as the first epic cartoon sequence finishes, the game cuts in with some appallingly garish graphics. It really looks like a Megadrive game from three years ago. Unfortunately, the quality of these graphics doesn't improve much throughout the game.

Of course, bad graphics don't mean a bad game. No, but boring repetitive gameplay does. Take level

one, for instance. Head right and that's it. Oh, and there's a boss waiting at the end for you. Whoop-dee-doo.

Later levels with their novelty moving-up-and-down bits and the horizontally scrolling shoot 'em up level increase the luke-warm excitement by a small amount, but not much.

Control-wise, the robot is pretty annoying. It leaps around unrealistically and some of the moves don't always come off, like its slide-dodge or even turning around in the air. Bleugh!

As for the game being on Mega-CD, well... there's a bit of sprite scaling and rotation on the second boss, but nothing to write home about. Still, let's be thankful that it is on CD, because if it wasn't for those smart cartoon sequences the game would be almost unbearable. It almost gets scary as you realise that the cartoon is nearly over and the game is going to begin again.

● NOT GOOD THEN? OH

This is one of those Mega-CD game that makes the Mega-CD look like a device that turns a smart console into a crippled piece of trash. In short, Devastator isn't an awful game. It's a nearly awful game. I'm not going to get angry with it. I'm just going to put it away and try very hard to forget about it.

THE SECOND OPINION



Paul Glancey

When we took delivery of Devastator, we were told to expect 'the worst thing ever', and while this isn't very good, I have seen roaming robot games which are worse. Devastator's most impressive feature is the animated intro bits - full-motion-video Manga cartoons - and on the full screen, too. But of course, although these look good, the Japanese narration makes it difficult to understand what's going on, so even these lose their attraction fairly quickly. From there, the interest level goes speeding downhill, thanks mainly to the rather feeble 'march, jump, shoot-grappling-hook' gameplay. The unoriginal weapons don't provide much in the way of destructive excitement and the game as a whole doesn't pump out high-intensity thrills and spills. It's semi-playable I suppose, but I wouldn't pay good, honest, hard-earned pounds sterling for a semi-playable game.

% RATINGS



PRESENTATION

Basic options, but neat inter-stage cartoon intermissions.

GRAPHICS

Cruddy sprites, garish backdrops. Reasonable bosses.

SOUND

Smart atmospheric tunes. Okay spot-effects. But what do you expect on CD?

SHORT TERM PLAY

Stale, predictable, shooting action. Initially bearable though.

LONG TERM PLAY

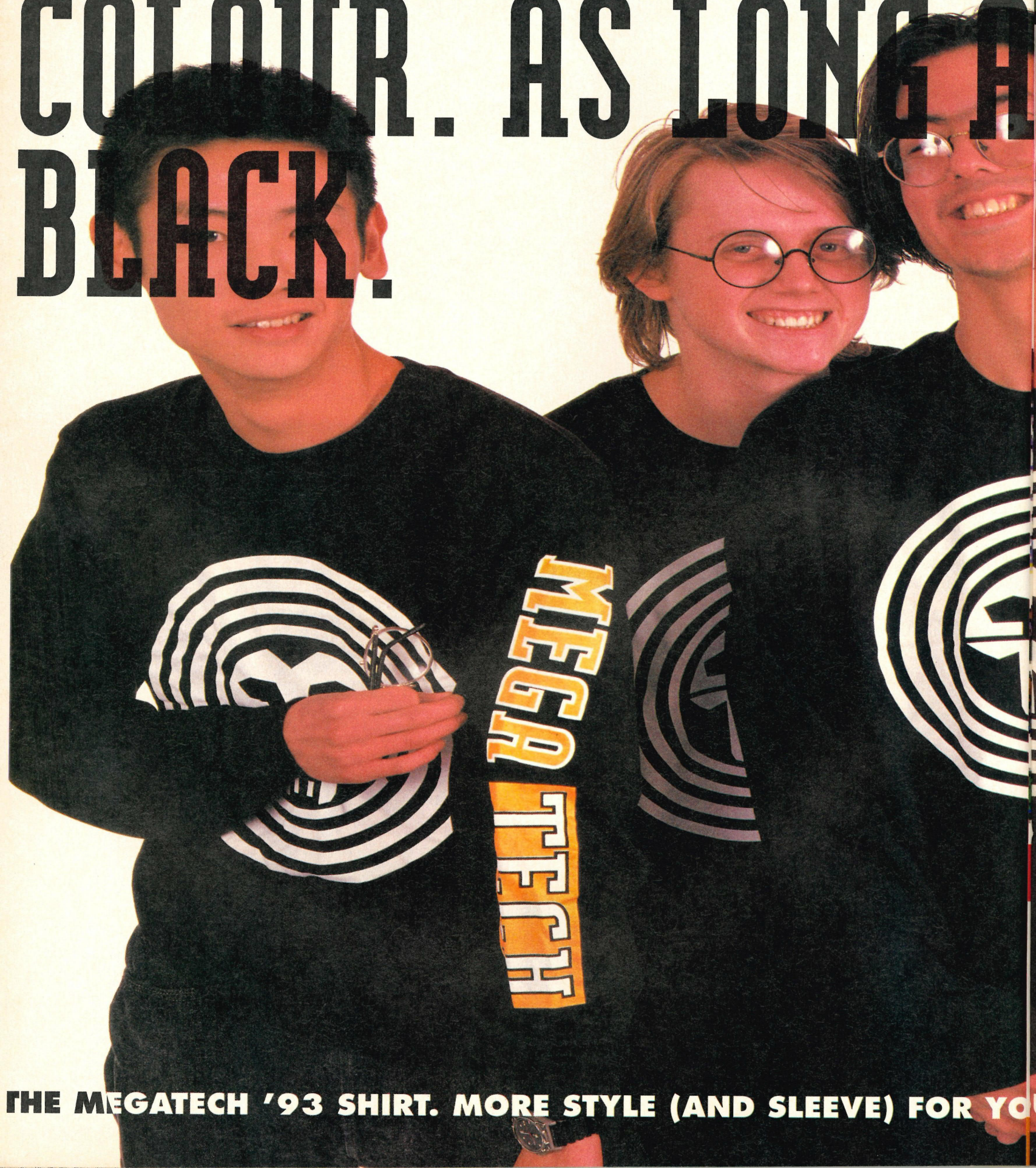
Nothing to bring you back, except maybe the cartoon intermissions.

OVERALL

62

Not terrible, but not good either. Very mediocre, very uninspired, quite unenjoyable. Leave it alone.

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COLOUR. AS LONG AS
BLACK.**



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BY: VIRGIN



8-MEG

STYLE



PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

AUGUST

1993

SUPER MA



Faster than a speeding mullet, fatter than a locomotive, able to leap off tall buildings in a single bound... is it a turd? Is it a stain? No - it's MARK HOLMES reviewing Superman.

Wouldn't you love to be Superman? I know I would - it'd be great to have all those superpowers like X-ray vision, the power of flight, Superstrength, the ability to run faster than a speeding locomotive and all that other superhuman stuff. And I thought my wish had been granted when this new game from Virgin landed in my lap. The chance to play at being Superman - wow! But it became obvious after only a few minutes of playing the game that I'd get more of a superhero buzz from wearing my underpants outside my trousers and cavorting around in a Superman playsuit.

SUPERTURKEY

Yes, this game is a real turkey - it must rate as the most unimaginative cartoon/comic licence since the boring travesty that was The Flintstones (and I had the misfortune of having to review that too - I wonder if Paul's trying to tell me something?) In fact there are a lot of similarities between the two games: they're both licences based on famous cartoon

characters, they're both formula platform games containing those platform clichés that everyone's

seen a million times before, they've both got very unimpressive end-of-level bosses... and they're both about as fun and exciting as catching a cold.

The plot of the story follows typical Superman fashion. First a number of children are kidnapped, then ace Daily Planet reporter Lois Lane goes missing. This is a job for Superman! The aim of the game is simply to defeat all the baddies on each level and face the arch-villain behind the scenes before restoring Truth, Justice and the American Way to the fair city of Metropolis. Yay Superman.

SUPERFICIAL

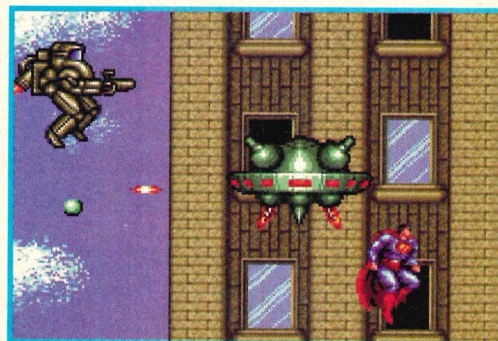
I think the standard of the graphics in Superman can be summed up with one little true story. When I was playing the game, someone came up to me and asked: "What's this - a Master System game?" I think that says it all, and if you need confirmation of that, just look at the screenshots.

The Superman sprite is tiny and moves in a most un-superhero-type way - he minces around like some sort of pumped-up ballet dancer. His basic moves are the Superwalk (see previous sentence), the Super-run (press the D-pad twice in the required direction and... well, he runs... that's it) and the Superleap (he can destroy enemies with his hands on the way up or with his feet on the way down, but the effect's about as exciting as watching someone jump off the kerb into a gutter).

SUPERMARKET

"But what about my hero's special superpowers?" I can hear all you Superman fans crying. Well, the way they're represented in this game is pretty crap. Only one superpower can be used at any one time, governed by a power bar at the bottom of the screen. When the bar is full, you can use that particular superpower, and if you want, you can just make Superman stand still to power it up - if baddies take hit points from you, it only affects your strength meter.

Picking up certain Superman icons changes the superpower available, to enable you to pass certain obstacles. In the first few levels, you get the Superpunch to pound your way through steel barriers and the Superspin to drill your way through concrete floors (accompanied by a "Spin Here" message, snigger). In the later flying levels, you can use your Superheat-vision to despatch your enemies, but it's about as thrilling as a visit to Lenscrafters to get tested for a pair of bi-focals. And so it goes on... you do away with an unimpressive end-of-level boss and move onto the next level, where you have the use of another set of unimpressive superpowers. Snore.



▲ Go on, Superman, use your heat vision!

N



SUPERFLUOUS

I'll sign off by giving one piece of advice. If you're a Superman fan and you have relatives who like to buy you Megadrive games as presents, for Krypton's sake tell them not to buy you this sad piece of software. Because if anyone gives you it as a present, you'll hate them forever and you'll probably never be able to look upon Superman as a superhero again.

THE SUPER-BAD GUYS

BOSS 1: THE PRANKSTER

One of Superman's lesser opponents, the Prankster is a master of japey. Watch out for the lethal flowers that spew forth from his hat and his kryptonite bubblegum.



BOSS 2: METALLO

Metallo is a cyborg, a human brain trapped in a metal body. One of the Man of Steel's more famous opponents, Metallo has one ace in his pack – a kryptonite heart.

BOSS 4: BRANIAC

An alien scientist from another world, Braniac is Superman's arch-foe, having even defeated Lex Luthor with ease. He needs no Kryptonite, for he can destroy the Man of Steel with his mind alone

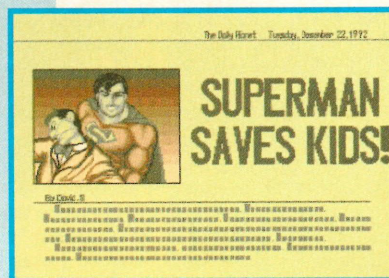


▲ Superman winds up another superpunch.



BOSS 3: TERRA-MAN

An environmentally-friendly cowboy in a super-powered robot-suit, Terra-Man is a dangerous foe at the best of times. Now he has a kryptonite gun in his evil hands.



▲ "Oh no, missed the train again!"



▲ On the train level, Superman has to fend off giant roof-clinging spiders which give birth to loads of nasty little mini-spiders.

THE SECOND OPINION



TOM GUISE

I think Mark's been a bit too harsh on this game. I agree that it's not much cop, but I've seen worse and there is a certain degree of enjoyment to be had from Superman. The platform beat 'em up sections are okay and the flying levels are actually quite fun.

However, there's no denying that the gameplay is infuriating. It's so hard to avoid getting injured and whether you leap, run or punch, somehow Superman almost always manages to get hit. Also, the levels are very repetitive – the same baddies, the same obstacles and the same backdrops all get extremely tedious. I'm a big fan of Superman, but it's annoying to see what they've done to the big guy here. So little thought or imagination has been put into the game and I was left wondering what happened to all the epic fight scenes from the comic books? Or the awesome array of super powers? This game should have been brilliant, but as it is, a good license has been done no justice at all.

% RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

PRESENTATION

Substandard in most respects. Dull intro and inter- screens.

53%

GRAPHICS

Tiny sprites, bland backgrounds, crap superpowers.

58%

SOUND

Crap. Valium for the ears.

49%

SHORT TERM PLAY

There is a small degree of challenge.

54%

LONG TERM PLAY

The formula game-play makes it a turn-off, superfast.

46%

OVERALL

50

A sub-standard, formula platform superbore.



BY: TENGEN



8 M-BIT

STYLE



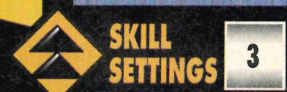
SHOOT 'EM UP



PRICE IMPOR



PLAYERS 1



SKILL SETTINGS 3

RELEASE DATE

OUT

NOW



Ever since TOM GUISE was accidentally recruited into a girls' school at an early age, he's been a bit of an expert at slap-fighting. Now it's time for him to don those navy blue PE knickers once more and enter the world of Slapfight.

SLAPFIGHT

Wow, Slapfight. What a great name for a game. You can just taste that beat 'em up action can't you? All that palm-on skin-contact, the loud, stinging, slapping noise, the painful reddening of the skin. Why, I'll even bet you can use different weapons like fish, plastic spatulas and rubber-soled slippers for that ultimate slapping satisfaction. Yep, a good hard game of slaps is just what the Megadrive needs. But hold on to your itching palms, oh slap-fest fans, for Slapfight is in fact a shoot 'em up. Oh.

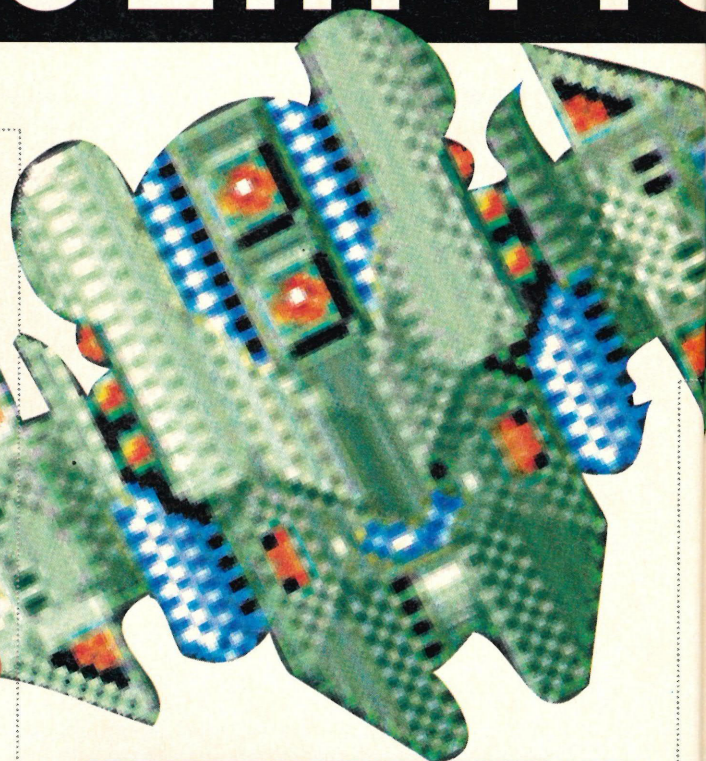
WHAT AN OLD SLAPPER!

Slapfight is in fact an ancient arcade shoot 'em up, originally made by Toaplan (the makers of Truxton). It was an extremely popular up-the-screen blaster in the old days and now it's made it to the Megadrive. It's only taken about ten years. Great.

The Megadrive conversion is identical to the coin-op and considering how old the original game is, that comes as no surprise. It's quite a standard blaster really. Just control your ship as you fly up the screen and blast away everything you see. Blowing up certain ships reveals power-ups and of course there are large bosses to confront at various points of the game. However, unlike most shoot 'em ups, Slapfight is a continuous game. There are no levels as such. Beat a boss and you carry on up the screen, so the game is just one long mission. But before you start thinking it's all just too old and decrepit to bother with, I'd better tell you straight – it's really quite good fun.

WELL, SLAP MY THIGH!

Confession time. I never played the original coin-op, but it must have been a pretty cool blaster in its day because it's still more than a half-decent game now. At first the whole thing seems punishingly slow – the craft sluggishly drags its way across the screen and it's almost impossible to avoid being hit. However, start collecting the speed power-ups and things soon start rolling along nicely.



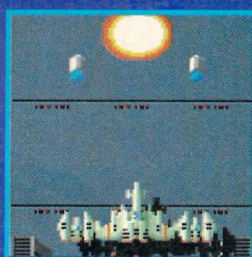
▲ Beware the death cars which ride the lattice!

In fact, the power-ups are what make Slapfight so smart. The whole concept of saving up your stars and cashing them in for new weaponry adds a whole extra dimension to the gameplay.

There's always that element of 'Should I get that extra speed-up or save my stars for the bolt-on wings?' It makes the game much more exciting, especially when you take risks to get that final star you need.

SLAP-UP FEED!

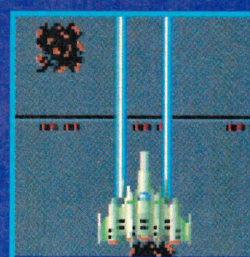
One of the most appealing aspects of the Slapfight coin-op was its awesome array of power-ups available, a rather innovative feature at the time. These power-ups are attained by collecting stars. The more stars collected, the more potent the power-up available. One star will get you some extra speed, five gives you wings and ten stars gets you the best shield stars can buy. But pray tell, how do you get these stars? By blowing up certain enemy ships of course. Bwa-ha-ha!



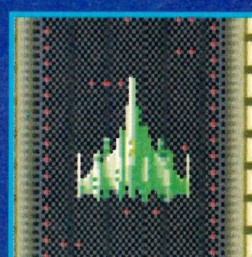
▲ BOMB: Giant blast!



▲ HOMING SHOT: Chases the enemy!

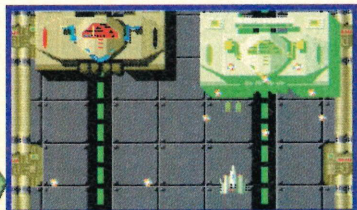


▲ LASER: Cuts through anything!

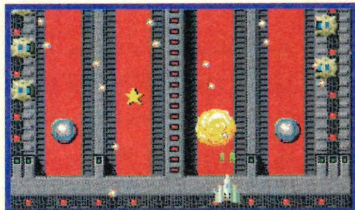


▲ SHIELD: Limited bullet protection!

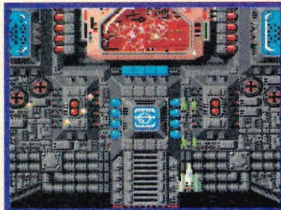
SLAPFIGHT MD



▲ Giant tanks of doom! Kill!



▲ Get those tanks off the carpet!



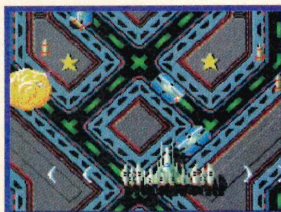
▲ Brain in Tank terror!

A BIT OF SLAP AND TICKLE!

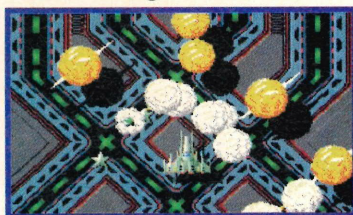
What's more, it's vital to keep hold of the power-ups because Slapfight is one tough mutha of a game. The screen is always filled with clouds of enemy fire and if you get trapped in the corner of the screen it's curtains. The only way to stay on top of the baddies is to get them first.

In fact considering how old this game is, it's quite amazing how inventive some of the enemies are. There are retractable gun-turrets, attack-craft that run along monorail tracks, tube-cars that open fire at holes in the tube and even vehicles that move along the strands of a giant web.

Then there are the bosses, from large ground vehicles like tanks to huge battle cruisers. These war-hulks move in set patterns, spewing streams of fire at you. If you're not speedy enough when you meet them, you're doomed.



▲ More trouble on the underground railroad!

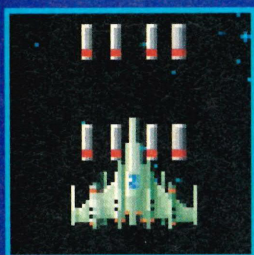


▲ The Typhoon Bomber in action! Sacrifice one of your wings for a smart bomb effect.

YOU DIRTY CHEAT!

The original Slapfight coin-op had a pretty nifty cheat which allowed you to gain a whole booty bag full of power-ups right at the beginning of the game. True to form, this identical Megadrive conversion has the same cheat.

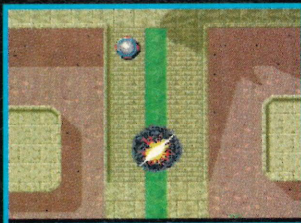
Simply do nothing when the game starts - don't shoot anything and don't move the ship. The first bad guy that comes along will zap you. Bad news huh? Well, at least until you come back on the screen with a full complement of bolt-on power-wings and homing missiles. Unfortunately, this cheat doesn't work in the special mode.



▲ SHOT: Loads of forward firing bullets



▲ SIDE: Powerful lateral repellent!



1
2
3



▲ Slapfight MD - the new version...



▲ ...And the original. Looks crap - plays good!

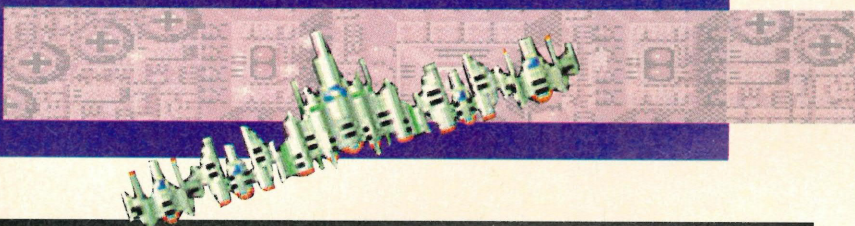
TWO SLAPS FROM ONE HAND

Having a version of the the original Slapfight game is all fine and dandy, but when you're forking out forty quid you expect to get a little more for your moolah, and so you do.

Built into the cart is a nifty new version of the game called Slapfight MD. This special mode features brand-new landscapes, new enemies, improved graphics and a new smart bomb weapon called the Typhoon Bomber. Slappy pappy!



▲ Boy! These bosses are really exciting! Well, they're not that impressive to look at are they? But hey, that doesn't stop the game being ace!



A SLAP ON THE BACK!

To be perfectly honest, I don't think Slapfight has universal appeal. It's clearly a nostalgia piece designed to appeal to fans of the original, although, having said that, I like it and I've never even seen the coin-op. In some ways it feels more like a genuine arcade-quality blaster than a lot of new stuff. It's kind of like those old coin-ops you'd find in your local chippy or perhaps one of those table-top shoot 'em ups you often come across in old sports centre canteens. That kind of thing. Great fun, but old-looking.

In all, it's not a priority purchase, but if you're looking for a fun shoot 'em up, you could do far worse than Slapfight.

THE SECOND OPINION



PAUL GLANCEY

I'm sure it looks a bit suspicious to you when reviewers go on about revived arcade games of yesteryear as unmissable classics, when what you're presented with is pages of pictures of what appears to be a crappy old shoot 'em up. "This reviewer is clearly off his trolley!" you may think. "Why would I want to play a ten-year-old arcade game on my lovely new Megadrive, in preference to, say, Rocket Knight?" Well, I'm not saying Slapfight is a better game than Rocket Knight, but give it a chance and there's no denying that, in spite of its age, this is definitely a good shoot 'em up. You may not be a nostalgia-crazed 'fan of the original' who appreciates the inclusion of every feature and wrinkle of the coin-op, but if you're into shoot 'em ups you're sure to find Slapfight extremely playable, with fast and challenging action, and lots of weapons to mess around with. What more could you ask for?



▲ Collect some wings for extra power to your power-ups!

THANKS TO...

The Video Games Centre in Bournemouth for the loan of our review cartridge. Contact them on (0202 527314) for more details.

A SLAP IN THE FACE!

The big problem with Slapfight is that the game is so tough that you're almost bound to lose a life, and once that happens you lose all your power-ups. Then, all of a sudden, the game becomes a nightmare, especially if you're in a particularly tricky section. In fact, because the game has such generous restart points, you often find yourself too close to the action whilst being completely naked of power-ups, resulting in death again and again and again and again. It's very frustrating, believe you me.

A BIT SLAPDASH!

And whilst we're on the subject of the restart points, the game tends to be so generous with them that sometimes you actually restart FURTHER ON from where you died. This is all fine and dandy if you died at a particularly annoying section, but it's equally annoying to skip past a section you wanted to see or beat.

TOTALLY SLAPHAPPY!

However, all gripes aside, Slapfight is still a fine shoot 'em up. The action is very well balanced, the controls are responsive and the addition of completely brand-new Slapfight MD game is a great bonus.

Graphically, the game is definitely below the par of your average Megadrive game, but not because the graphics have been badly done, more because they've been made to look authentic to the original. Likewise with the sound, with its traditional mid-eighties style coin-op aithems twanging their way out of the game - i fact, they're actually pretty darned good, having been composed by Yuzo Koshiro, the man behind the Streets Of Rage and Shinobi games.

% RATINGS



PRESENTATION

86% Great options. Plus a perfect copy of the coin-op.

GRAPHICS

65% Not amazing. It is based on an old game, though.

SOUND

82% Sounds from a bygone era. They're good, though.

SHORT TERM PLAY

85% Initially unappealing, but it soon gets fun and frantic.

LONG TERM PLAY

83% Two games, fairly challenging, unlimited continues.

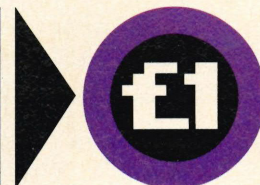
OVERALL

83 Great fun, but it's an old dog. Beware the naff graphics and simple gameplay.

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MEGADRIIVE REVIEW

MEGADRIIVE REVIEW



BY: EA



8 M-BIT

STYLE



PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT

NOW



Ahh 'BOB'! The very name conjures up images of android romance and robotic adventure! Can this game live up to its exciting title? Let's go over to our teenage automaton correspondent, PAUL GLANCEY, to find out.

B.O.B

Yknow, it's not easy being a teenager. All those odd growths and funny voices and oozing pustules. Of course teenage robots don't have that sort of trouble... er, but then they don't exist... except, um, in this game.

Ahem, yes, well, the Bob of the title IS a teenage robot and he DOES have a problem. He was on his way to a blind date with a hot robo-chick, driving his old man's space-car, when crash-bang-wallop-how's-your-father off he goes ramming it straight into an asteroid and crash-landing on the planet Goth.

Now that would be bad in any robot's cyberbooks, but this situation is especially bad for Bob for three particular reasons. Number one, if things don't pick up he's going to be late for his date. Number two, when his robo-pop finds out that his car has been trashed, he is going to have Bob disassembled and turned into cheap ash trays for a chain of fast food restaurants. And number three, the planet is packed to its outer sub-crusts with creatures who find alien robots an intolerable insult to their arcane and mysterious religion. So it's lucky Bob brought a gun.



DURATION: 60 SEC.

BOB



▲ Bobis teleported to the interior of one of planet Ancienna's pyramids. Time is short, Bob - run like the solar wind!



▲ YEEK! Bobby's large, glass, robot body is dropped from the top of the pyramid.



▲ Watch out for that evil rock spud who hangs around the tops of ladders. One blow from him will knock Bob on his butt.



▲ Bob helicopter shaft only to find another evil robot.

LOVE AND DEATH

With his gun, Bob simply has to scour the many labyrinthine alien settlements on the planet's surface in an attempt to track down a new vehicle which hopefully will get him to his 'venue d'amour'. Sadly, this does involve some regrettable, but unavoidable, destruction of offensive life forms. Under galactic law, however, there are some things that a young robot's just got to do if it makes the difference between getting off with the girl of your dreams or leading a lonely, pathetic life in a bachelor flat for the remainder of your existence.

So, picture the scene. There's Bob, armed with his shotgun loaded with 50 rounds (why he takes a loaded shotgun on a blind date is a subject we'd best not dwell upon), he's just teleported into this alien network of corridors, platforms, ladders and lifts and he has no idea of where to go. So he just stands there until you pick up the joystick and start playing the game.

THE IDEA

The idea, you see, is to help Bob find the swirling teleport beam situated somewhere inside each complex, which swirls him out of that complex and onto the planet's surface. From there he can walk down the road to the next complex and teleport himself inside for the next part of his journey. See - nothing too complex.



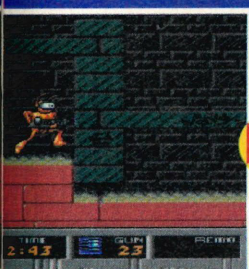
▲ Bob prangs dad's motor. Oops!



▲ Dad's not very pleased. Oh dear!



THE PYRAMID OF UNCOMPROMISING TERROR!



hit a hidden switch and a not-flattening ball has the ceiling! It's run or die!



▲ Bob gets to a lofty platform via this sturdy pipe. A quick three-way shot should sort out that bow/arrow combination!



▲ The problems here are caused by those pools of industrial strength acid and the stone crushers dropping from above.



▲ A secret treasure room hidden in a corner containing extra triple shots and a life-restoring power-up! Wowee Bob!



to the top of a tricky level, confronted by a spud threat! Shoot, Bob!



▲ It's lucky Bob found that shield remote. The end is near, but these platforms laden with acidic goo lie in his way.



▲ YOWCH! Here we are, we just have to wait for Bob to recover from his bumpy landing before...

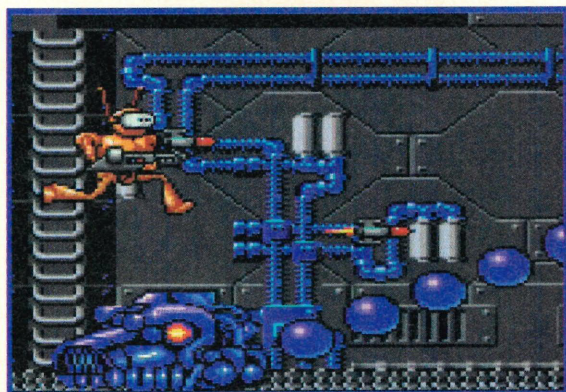


▲ ...ZHHHAROOOOO... Our little alien friend has reached the teleporter and off he goes to next level...

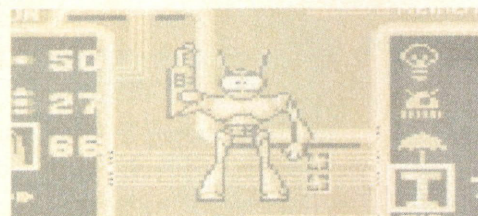
G U N S !

Of course, that's not all there is to it. Let's not forget there are enemies everywhere, EVERYWHERE, some of which try to KILL Bob! So there's nothing else for it – he's just got to kill them first! All of them! ALL MUST DIE! HAHA! HAHAAAAH!!

The good thing about Bob's gun is that he can load it with all sorts of ammunition which these aliens just leave lying around all over the place. Three-way spread shots, flame-thrower fuel, homing rockets, it's all here, but in limited supplies so you can't just go spraying shots around willy-nilly.



▲ Bob shoots at an alien life-form off-screen.



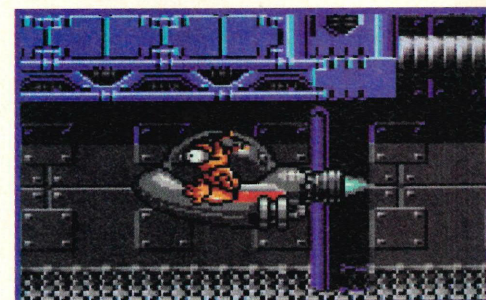
REMOTES... BY RONCO!

But wait! Ammunition is inconvenient, out of the way places? No way to progress through the rest of the maze? You need Remote Power! Yes, Bob also comes equipped with his own toolbox of gizmos. Helicopter hats which let him fly, parachute hats which let him down gently when the helicopter hats run out, trampolines which boost him up to those super-high platforms, shields which temporarily protect him from unpleasant locals. Unfortunately, Bob has to find supplies of these for himself and they only come in packs of three, so you have to work out where he should use them. Could this be a puzzle element in a game of platform-based shooting? Yes, but only a very slight one.

To make matters worse, each level must be completed within a time limit or things simply get too much for Bob, who then loses faith in his mission, gets depressed, slowly runs out of energy and explodes. Yeah, I think I can relate to that.



▲ Bob shoots at an alien life-form onscreen.



▲ Bob takes to his jet-powered bubble-car.



THE ROBOT VARIETY SHOW

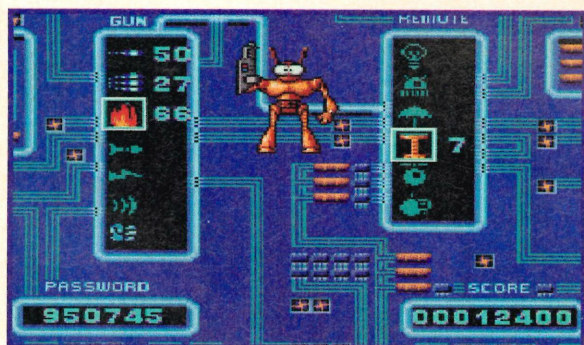
There's not that much more to add, because there isn't much more to this game. I started playing it distinctly unimpressed by the graphics (which hardly changed from level to level), then spent an hour or so playing my way through the first planet only to be distinctly unimpressed by the gameplay (which also hardly changed from level to level). Come to think of it, it hardly changed from minute to minute.

Okay, so there were a couple of stages in which you had to defeat a (very easy) boss, and another one where you had to get through a maze in a jet car before time ran out (also very easy), but this whole first planet was a major bore. Gallantly, though, I gritted my teeth and strived onwards on your behalf.

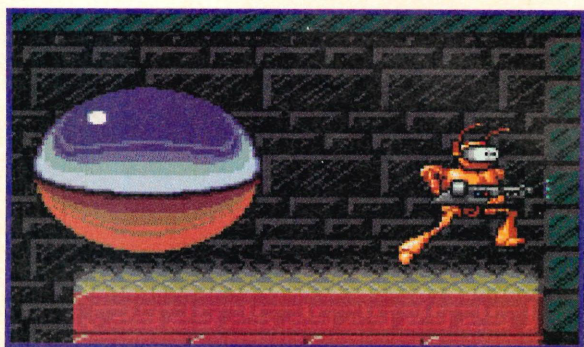
THE JOY OF SOCKS

The second planet, Anciena, was better because there was much more variety – four types of level instead of Goth's two. And things were a bit more interesting insofar as the mazes were a bit more convoluted and the enemies were a bit tougher and the time limits were tighter and there was the odd secret supply room.

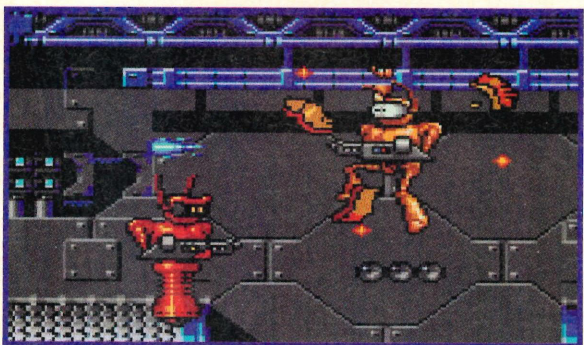
The third and final planet I admit I didn't sample, because, to be honest, by that time I had found something more exciting to do, and I was grateful for the opportunity to tidy up my sock drawer.



▲ Welcome to Bob's Select Your Weapon Screen.



▲ Bob runs from a dangerously spherical object.



▲ Bob and his flamethrower and a nasty. Ho-hum.



▲ Bob can shoot in two directions when climbing!



▲ Bob's helicopter hat. Good, eh?



▲ Bob with flamethrower.



▲ Oooh, it's a nasty!

FEEDLE ATTRACTION

It has to be said that Bob is not an attractive game. It doesn't look good (the sprites are not attractive, the backgrounds hardly change, and the scrolling is sometimes outrageously jerky) and it doesn't sound good (the background tunes are fairly ghastly and the effects are sparse).

Being a fair-minded reviewer, I gave this game my best shot and I kind of enjoyed it for a while, but with such a basic gameplan and little sense of progress from level to level even I, Mr Give-It-The-Benefit-Of-The-Doubt, lost interest and found myself wishing I had given the art to someone else to review.

BYE-BYE BOBBY

To tell the truth, the reason I'm reviewing this is because (a) everyone else made groaning noises when I asked them to do it and (b) I had heard that Chris Gray had had a hand in designing the game and I was the only one who knew who he was. Chris Gray, who once designed Boulderdash for the pleasure of Commodore and Atari players. Surely there were some fiendishly clever Boulderdash-esque puzzle bits in here somewhere? Well, if there were I didn't find them.

All I found was a rather unimaginative game of Climb-The-Ladder-And-Shoot-The-Monster and some bits with a bug-eyed robot saying "Dude!" and "Psychel!" and "I don't like the looks of this place!" as if I was supposed to find that funny or endearing.

Sorry, I'm afraid not.

THE SECOND OPINION



Oh dear, oh dear. I must admit, I too found more amusement in Paul's sock drawer than in this sad effort. The writing was on the wall for this game from the very start – the pathetic, 'streetsy' buzz-word 'humour' of the intro screens are a real put-off, and the game never picks up from there. The whole thing is just like the main character – dull and uninspiring. I'm trying really hard to think of something positive to say about this... but I can't. Oh dear, oh dear.

RATINGS



PRESENTATION
NO OPTIONS apart from level passcodes.

40%

GRAPHICS
Get better as you progress, but lack variety and polish.

65%

SOUND
Dreadful 'tunes' and minimal blasting effects.

55%

SHORT TERM PLAY
Initially very dull. Does get better for a while, though...

65%

LONG TERM PLAY
...But grows dull again soon after.

59%

OVERALL

60

A mediocre platform game which isn't as funny, nor as fun as it thinks.

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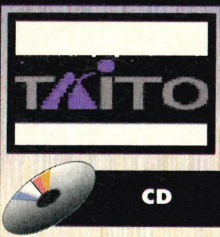


MEGA-CD REVIEW

MEGA-CD REVIEW



BY: TAITO



STYLE



SHOOT 'EM UP

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 5

RELEASE DATE

OUT NOW

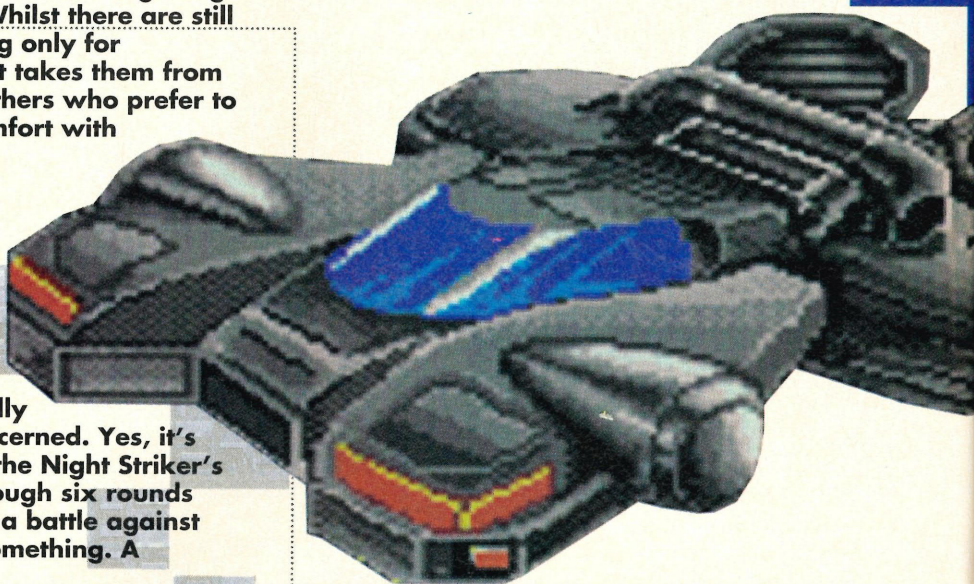
PAUL DAVIES, non-stop rider of The Highway of Dreams, takes command of his flying car, puts it into first gear, releases the handbrake and lifts off into new realms of Mega-CD entertainment.

NIGHT STR

The humble automobile is getting out of hand. Whilst there are still those who long only for something that takes them from A to B, still there are others who prefer to undertake this journey in comfort with the most advanced, in-car technology. Taito's car of the future not only contains the latest in in-car hi-fi, but transforms into fighter planes, Gundam-style attack suits and a fanciful kind of jet pack!?

Still, this exaggerated machine has its uses, especially where alien invaders are concerned. Yes, it's that old chestnut again, and the Night Striker's captain steers the vehicle through six rounds from a choice of 21 stages in a battle against the Guisers of Thomarrs or something. A formidable prospect indeed.

Round one finds the Night Striker in its most basic car form, screaming down the streets of a futuristic city. The whole game adopts a 3D viewpoint identical to that of Space Harrier II and Burning Force, only it doesn't carry the effect off nearly so well. As this is a special kind of car, it follows that it should fly, and fly it does (after a fashion). In fact the Night Striker is not the most graceful of aircraft and jerks about the battle-area in the most awkward fashion.



SWEET AND SOUR FORKS

After you've defeated the Ill-Defined City Aliens of Doom, the road forks and the pilot is given a choice of two routes. But whichever direction you choose, the gameplay always goes downhill.

The route adopted invariably affects the minimal tactics required to make it through to the next parting of the ways. During the canal section, for example, there are many sections of scenery that demand some artful dodging. In the suburbs there are bridges that block the Night Striker's progress. These are nice ideas, but the dreadful movement of the Night Striker makes the whole business a really tedious chore.

SHORT CHANGED

For the final battle with the main boss, the Night Striker transforms into some alternative form. This all depends on which area the pilot has guided the Night Striker to. In all there are six possible destinations and each affects the Night Striker differently. In the games I subjected myself to, the routes chosen led to bike and mobile-suit transformations.

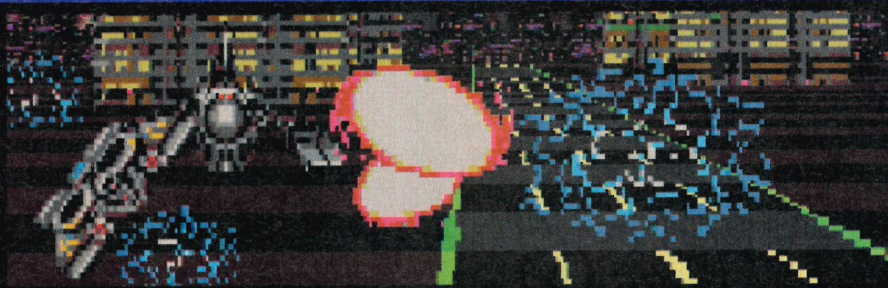


▲ Hello! My names Boffo the Dog and I love my daily dose of chunky things... Like these helicopter sprites for example. Mmm. Yum.



▲ Boffo here again, readers. The more I see of these helicopters, the chunkier they get. I can hardly resist!

NIKER



▲ Hi readers! Boffo the Dog here again! Here I am in my chunky car, splashing around and shooting the chunky robot snake boss!



▲ These blobby columns look quite scumptiously chunky! Yap! Slurp!



▲ What's this? A chunky boss. This is almost as good as a bowl of Pul!



▲ Chunky crates block the way!



▲ A chunky boss in a tunnel. Full of lovely marrowbone jelly I bet! Yap!

MR TAITO'S APPALLING GAME

Well, as you can see well enough from the screen shots, Night Striker's graphics are appalling. I have never played the original coin-op, though I suspect that this is a real DIY job on behalf of Taito. Ninja Warriors is atrocious, but Night Striker is even worse!

What is happening to Taito? Have they all gone on holiday and left their kids in charge or what? I despair! No-one in their right minds would release a game such as this. It's as if the game's designers only half-started on the programming and then bunked-off for the rest of the project in the hope that Mr Taito himself wouldn't notice. I managed to play the game through from start to finish in one go with one Continue and I was thoroughly depressed after the whole experience. Basically it is possible to fly the Night Striker through the entire game, virtually unscathed, by flying it through figure of eight formations or even just plain circles so long as the ship is kept moving.

This doesn't rank as any kind of gameplay other than tragic, so the whole thing comes highly UNrecommended from me!



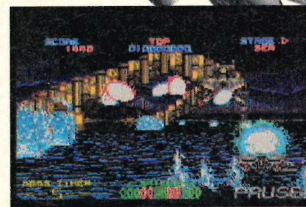
▲ Mmm! Under the chunky bridge I go! Look at the chunks on that! Deeee-licious! Woof! Woof!

THE SECOND OPINION



PAUL GLANCEY

I HAVE played the coin-op version of Night Striker and although you could never have called it the bee's knees (not even four years ago, when it came out), it was at least fast and playable and it looked quite good. This version is fast all right, but the graphics are grotesquely chunky and, as Paul says, fiddling your way through the game is simply a matter of keeping the car bobbing and weaving. It's all terribly short-lived, and even though there are plenty of different routes through the stages, once you've finished Night Striker once you certainly won't want to waste another ten minutes of your relatively short lifespan going through the whole sorry business again.



▲ It's the chunky seasnake boss again. It was so tasty the first time I just had to have another helping!

% RATINGS



PRESENTATION
The bare necessities of strife is all you get.

GRAPHICS
Appalling sprites, badly animated

SOUND
Nasty musical score. Crap effects.

SHORT TERM PLAY
Just about some short term play.

LONG TERM PLAY
1% for each time you show it to your mates for a laugh.

OVERALL
17
Night Striker is absolutely disgraceful. Describing it as a game implies that it offers some kind of fun. It doesn't.



▲ Off you go and destroy this! So,

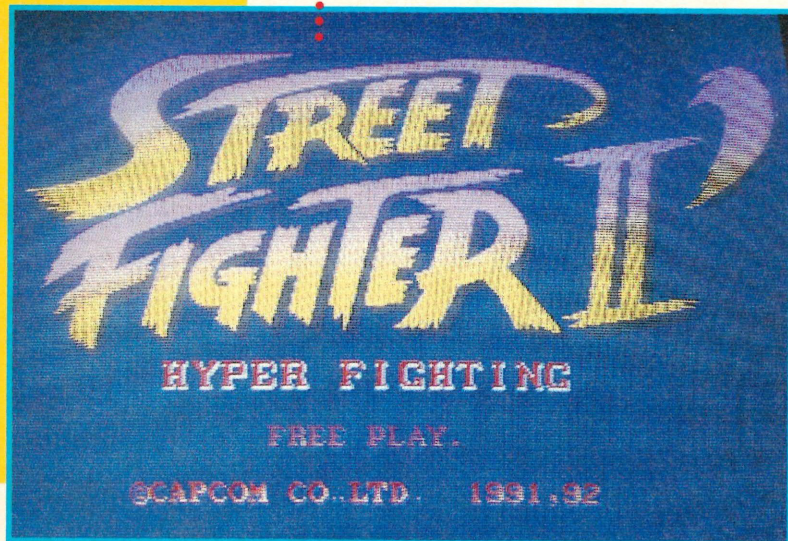
STREETFIGHTER II:
HYPER FIGHTING
BY CAPCOM
ONE CREDIT: 50p

The onset of the summer hols inspired us to restore MegaTech's irregular arcade feature to tell you about the game you'll definitely want to put some coins in over the next few months, and its imminent Megadrive counterpart!

MEGA A

THE NEW MOVES: REVEALED!

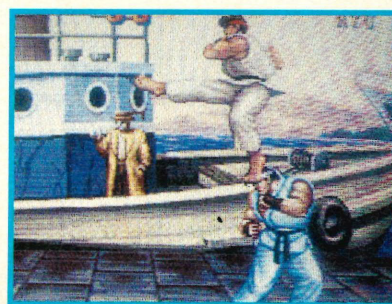
We've had a lot of letters in from you lot asking how to perform the new special moves on Hyper Fighting. Well, here they are. Now don't say we never do anything for you.



ZANGIEF: SUPER LARIAT

The Russian bear wrestler has learnt a deadly new dance. Now he can perform this devastating spin attack.

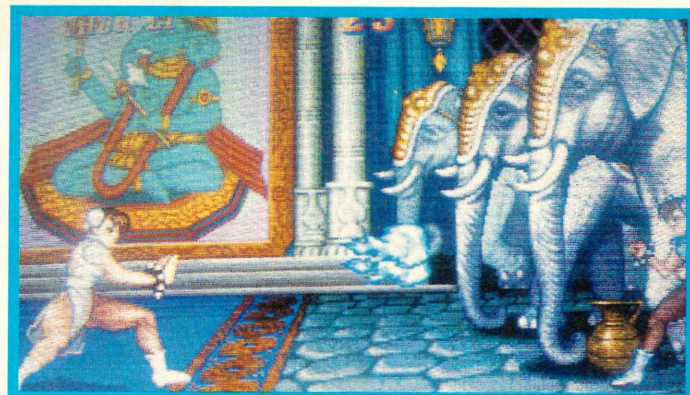
➤ LIGHT KICK + MEDIUM KICK
+ HEAVY KICK



RYU + KEN: AIR HURRICANE

Now the Dragon boys can send themselves spinning across the top of the screen. great for bringing the more jumpy characters back down to Earth.

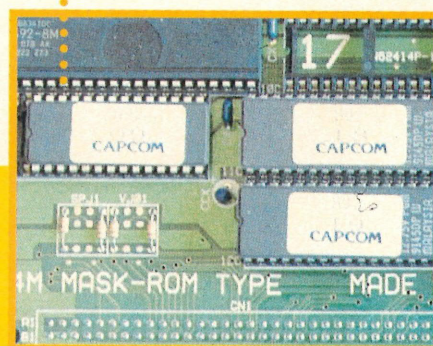
➤ UP THEN DOWN, DOWN-LEFT, LEFT AND KICK
SIMULTANEOUSLY



CHUN-LI: FIRE BALL

The Strongest Woman in the World has just become that little bit stronger, for she can now emit blue fire from the palms of her hands.

➤ LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT AND PUNCH
SIMULTANEOUSLY



When Street Fighter II first hit the arcade scene back in 1991 it was hailed as the greatest beat 'em of all time and in those days it indisputably was. But times change and since then a whole host of pretenders have challenged Capcom's famous fighting game for the coveted title of greatest beat 'em up ever, the most noted contenders being SNK's Fatal Fury and Bally's Mortal Kombat. In fact, the latter was even hailed by some people as Street Fighter II's rightful successor to the throne.

But Streetfighter II has still held tightly on to its crown, first with the release of the upgraded Champion Edition and then with a whole plethora of pirate versions that hit the streets. These illegal versions of the game, often touted as Streetfighter 3 or Black Belt edition, not only played at immense speeds, but also allowed players to throw multiple fireballs or diagonal sonic booms. Ufight. This called for action from Capcom and soon the answer was unveiled, Streetfighter 2: Hyper Fighting which takes the king of one-on-one beat 'em ups to new heights. This time it's faster, harder and better than ever.

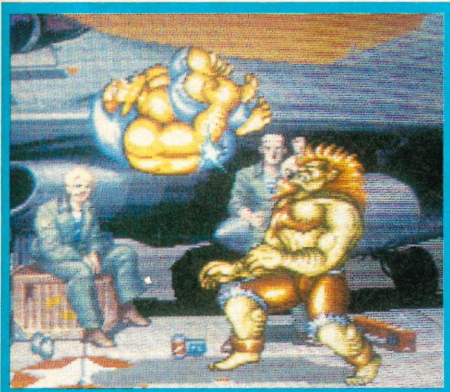
Unlike its predecessor, Champion Edition, which was a completely new arcade machine, Hyper Fighting is nothing more than an add-on, but boy what an add-on it is! Plugging directly into the Champion Edition circuit board, this customised turbo board adds all-new features to the game. It turns Street Fighter into Turbo Edition.

The differences are instantly apparent. For starters, all the characters have new colours. Blanka is now blue, Dhalsim is gold, Chun Li wears a grey costume, and so on. Of course, being an upgrade of Champion Edition you can still play all the characters, including the four bosses, and the same characters can be pitted against each other.

But the game really comes into it's own with the addition of new moves. Now Zangief can perform a super lariat, Dhalsim has a yoga teleport and Blanka can pull off a vertical roll. What's more, all the action is played at an incredible speed. The characters leap, spin and perform special moves at such a high rate of knots it's mind-boggling.

There's no doubt about it, Hyper Fighting puts Street Fighter back at the top of the coin-op charts. All the original playability, the depth of skill required to master the characters and the incredible fighting combinations are all there. In fact, there are some even more incredible combos available now (see if you can master Ken's super triple-punch-combo). This, coupled with the additional speed, the extra moves and the improved animation on all the sprites, combine to make the greatest one-on-one beat 'em up better than ever. Beating up your friends has never been so much fun.

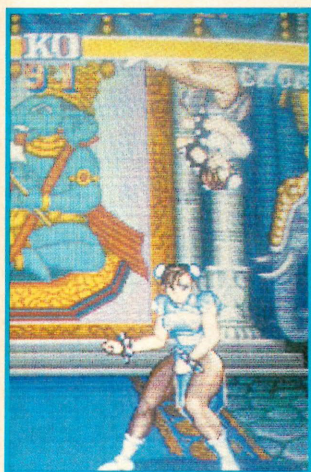
ARCADE ZONE



BLANKA: VERTICAL ROLL

The green-skinned mutant from the Brazilian jungles, better known to his mum as Jimmy, has taught himself a new trick, the vertical cannonball!

➤ DOWN THEN UP AND KICK
SIMULTANEOUSLY



CHUN LI: AIR SPINNING BIRD

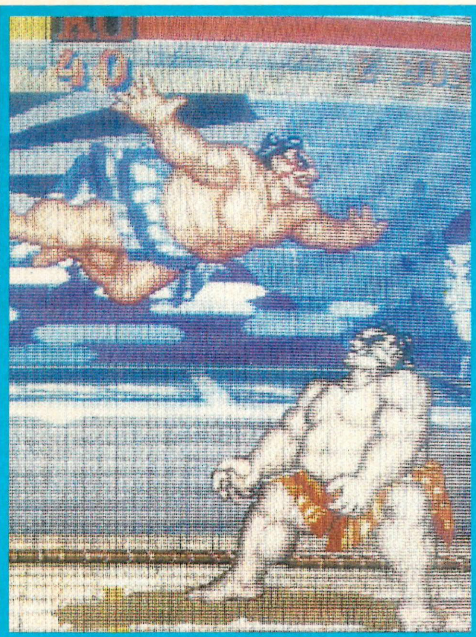
It's not just Ken and Ryu who can fly across the top of the screen, Chunnies can do that trick too, and upside down as well.

➤ UP-LEFT (to bounce her off a wall), DOWN RIGHT, UP AND KICK
SIMULTANEOUSLY

HONDA: SUPER SUMO PRESS

The fattest boy in the tournament, but don't underestimate him. Beneath that big, blubbery exterior lies the smallest skeleton in the world.

➤ DOWN THEN UP AND KICK
SIMULTANEOUSLY



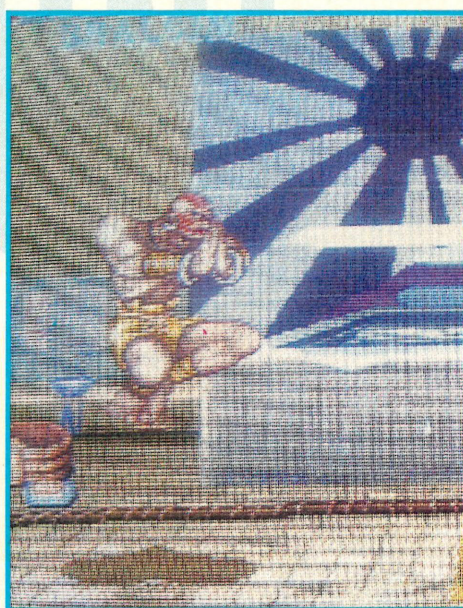
MEGADRIVE CONVERTABILITY STREET FIGHTER II: HYPER FIGHTING:

With an accurate conversion of Champion Edition making its way on to the Megadrive it seems quite feasible that Hyper Fighting could be done on Sega's 16-bit machine and, would you believe it? It is! That's right, Hyper Fighting is on it's way to the Megadrive. The news was revealed at the recent CES show in Chicago by Capcom themselves and in fact a pre-production version of the game was actually on display (albeit with three characters only). Yep, it seems that Capcom have taken the completed 16-Meg Champion Edition to bits and completely reworked it. The new version is now a mind-blowing 24 MEGS in size (the largest memory capacity a cartridge has ever sported) and will be known as Special Champion Edition.

Firstly, the cartridge will contain Capcom's completed version of Champion Edition. This will be identical to the arcade version. It will allow you to play all the characters and play identical characters against each other.

However, contained within the cartridge will also be Street Fighter II Plus, this is an up-graded version of Hyper Fighting. In short, it is Hyper Fighting and more. All the new costumes, the new moves, even the hidden moves are there. However, the game will also contain nine different speed options, allowing you to play the game at the speed you want., from slow to mega-fast. Awesome, huh? What's more, Capcom have even included some special features exclusive to the Megadrive version, such as the special 'Tournament' mode in which the characters have yet more all-new moves.

Unfortunately these new additions to the game mean that its release date has been set back to October. How much the game will cost is still a mystery, but it looks like it could wield a pretty high price tag. This is one game we're going to keep our eyes on very closely indeed.



DHALSIM: YOGA TELEPORT

The indian rubber-man can now save money on bus fares. Learn how to make use of his four re-appearing points properly with this Yoga Teleport.

➤ RIGHT, DOWN, DOWN-RIGHT AND
LIGHT PUNCH + MEDIUM PUNCH +
HEAVY PUNCH

THE HIDDEN MOVES ?

Apart from the new special moves, Hyper Fighting also contains a number of hidden moves. These moves are so top secret that even Capcom won't even reveal them. What are these mystery moves? Even we don't know, but if you discover any, we'd love to know about them.

GRAPHICS: 92%
SOUND: 90%
PLAYABILITY: 95%
VALUE FOR MONEY: 90%
OVERALL: 92%

THE MICRO MACHINES

MEGA-CHALL

This month we decided to test our skills on Code Masters topper toy racing game, *Micro Machines*, against those of long-standing Megadrive heroine, Fraserburgh's Sharon Mitchell whose high scores have remained unbeaten for many an issue. We take you now, directly to the trackside.

THE RULES

For those of you not familiar with the *Micro Machines* scoring system, each player starts with four points and each time a player beats his opponent to the edge of the scrolling screen he wins one of their points. When all eight points are in a player's bag, he wins.

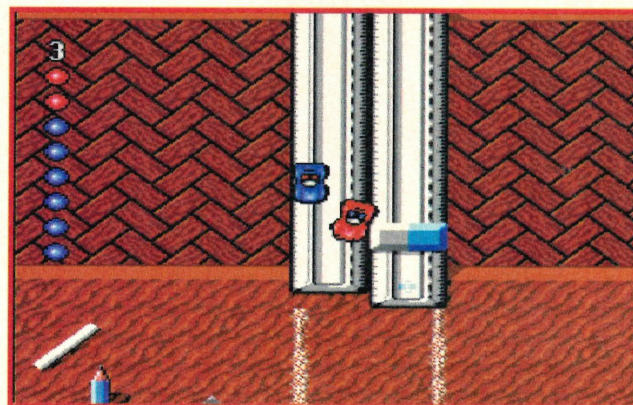
Four competitors were up for the title of MegaTech *Micro Machines* Master/Mistress: our challenger, Miss Mitchell; MegaTech's top Micro Mechanic, Tom Guise; Editor Paul Glancey and *Wot-Have-I-Got-To-Losenik*, Mark Holmes. There were to be two heats of best-of-seven, one-on-one races, the winners of which would go through to the final.

down the acceleration and knacker the steering a bit. Since this would surely mean his certain defeat, his opponents readily agreed. Inexperienced but game Mr Mark Holmes was the man drawn to take on the idle booster, and after the customary scowling, strangling and dead-arm blows, they settled down for the first heat.



SPORTS CARS

What can one say? Mark makes no claim to the same *Micro Machines* expertise as Tom, and



obviously with good reason. Even driving the handicapped sports car, Tom seems to have little trouble in driving Mark into the desk.



WARRIORS

Mark, obviously still growing accustomed to the controls, bumbles around the track while Tom streaks ahead. As Driver Holmes crunches his warrior into a pencil road block the only

excuse he can come up with is, 'I keep thinking I'm Tom.' What a nauseating predicament.



SPEED BOATS

This is more like it. Mark cruises straight to the front, deciding that he's got the hang of things at last. Tom, meanwhile, gives the impression that, to him, bathtubs are a completely alien concept as he ambles round the course, falling down the

plughole whirlpool and getting himself stuck in the corrugated hosepipe. Mark shows his opponent a clean pair of propellers and sails to victory.



TURBO WHEELS

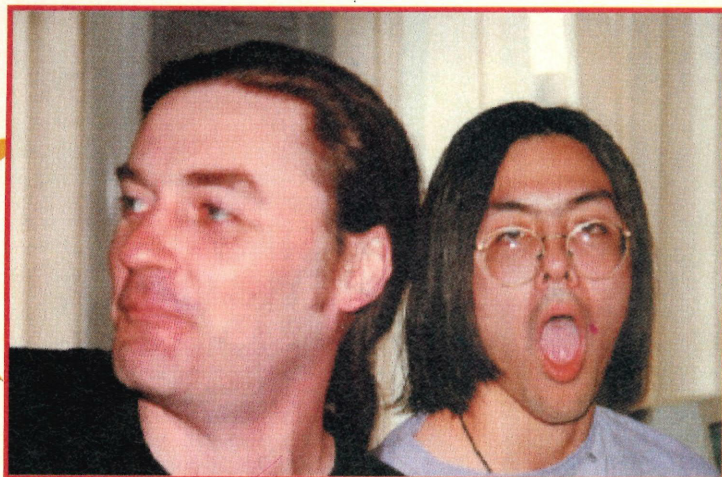
Lots of argey-bargey here, right from the start with plenty of naughty ramming-your-opponent-into-obstacles in evidence. Luckily, while that tactic could never be termed 'sportsmanlike', it's not against the rules of *Micro Machines*, and the scores are even when Tom uses his old Jedi mind trick to force Mark into driving the wrong way. 'Oh no!' observes Mark, 'I'm driving the wrong way!' Now obviously mind-warped, Mark wins one more point before crashing off the track into some pebbles then taking his car for a swim in the sandcastle moat. He fails to regain his composure and it's left to the Yoda-like Guise to take the flag.

FIRST HEAT

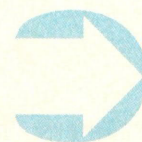
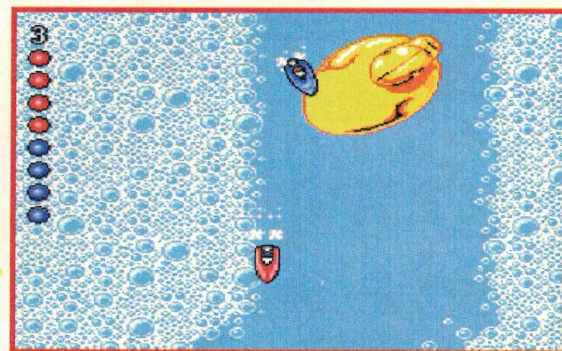


MARK VS TOM

Self-confessed *Micro Machines* champion, Tom Guise confidently (or perhaps 'stupidly' would be a better word) offered to even the odds by playing as Walter, the fat bloke, then handicapping his car to turn



▲ The looks say it all – Mark briefly revels in victory, while Tom is gob-smacked after his shock defeat in the speedboat section.



GAME PARTY



ENGINE



SPORTS CARS

Obviously anxious to display some measure of superiority from the start, Paul speeds straight into the lead on the first bend before speeding into a pencil sharpener blocking the road. Further sharpener-style disasters await him throughout the race, and though much corner-cutting keeps him in the running, his car seems magnetically attracted to any pencil-peeling tool he passes with the result that four points are sharpened down the nearest toilet. It's neck and neck towards the end, but sensible-driving-Sharon keeps her car on the track, and that's enough for her to cross the finish line with the most points and win the first race.



WARRIORS

Last time it was the pencil sharpeners, this time it's the nut/bolt combinations that

▲ The tension mounts in the final, but amazingly the atmosphere of friendly competition remains (until later!)

Micro Machines obviously on his side, Mark zips over the line to tie the scores, three races all.

lap!" spouts the gloating Guise as he zooms to victory and straight into the finals.



FORMULA ONE

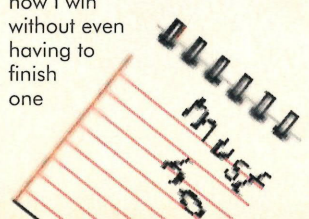
This is the decider, but there's really nothing to report. Mark quite simply blew it. "Notice how I win without even having to finish one

SECOND HEAT



SHARON VS PAUL

These two had played together before, but while Sharon was relatively new to the game, Paul had been practising in the knowledge that Ms Mitchell is a most formidable Megadrive player who can turn her hand to just about anything.



HELICOPTERS

Tom states he hates the helicopter race, and he leaves it to Mark to take the first point. But Mark's confidence also suffers a setback when his helicopter is smithereened by the sprinklers. 'I wish we were having another J-League tournament,' he mopes. Tom slowly claws his way back from being 6-2 down, but more clawing is required and, to his surprise, Mark romps home in first place.

"You only won because you kept hitting me into the sprinklers," Tom squawks, as if there was something morally wrong with that

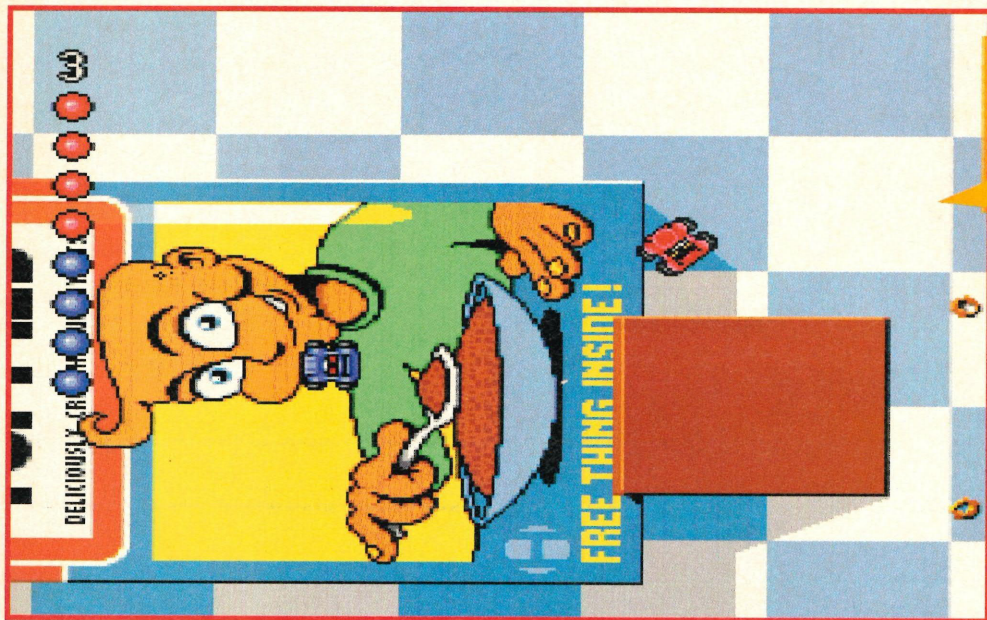


4x4

Rumour has it that Tom knows all the built-in bugs/cheats on this course. "Who needs cheats," he muses aloud "when you've got skill?" Indeed, it doesn't seem to be going well for Mark, who misses the bridge over the Toppies cereal box, then smacks into a nearby orange. But wait! What's this? Somehow Mark has left the Weeto-marked track and is crossing the middle of the table... and, incredibly, wins a point. Mark turns to the audience to gloat and unintentionally wins another point somehow. With the gods of



GAME PARTY



have it in for Glancey. Luckily for him, his opponent seems prone to getting her tyres stuck in the glue blobs on the garage floor. Points are equal on the last lap... it's neck and neck until... Oh! – The Bostik's on the other foot now! – Paul hits the final glue spot just before the finish, allowing Sharon to streak to victory! Paul can't quite believe how badly this is going for him.



SPEEDBOATS

Glancey gurgles with soapy delight as the boats line up for the start of this race. The bathtub, he declares, is one of his favourite courses, and if he doesn't win he'll eat his hat. He's eating his words, though, as he rounds the back straight – the two boats, battling to knock each other into the whirlpool, both disappear down the plug! Sharon can't cope with the inescapable vortex and as soon as the race restarts she goes down again, allowing Paul to putt-putt ahead. She reclaims a point when Paul misses the entrance to the crinkly tube and gets stuck in suds, only to lose it as she collides with the rubber duck. Obviously on an uneven keel now, she gets completely stuck at the whirlpool again and Glancey takes the

race, much to his relief and the relief of his hat.



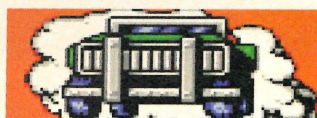
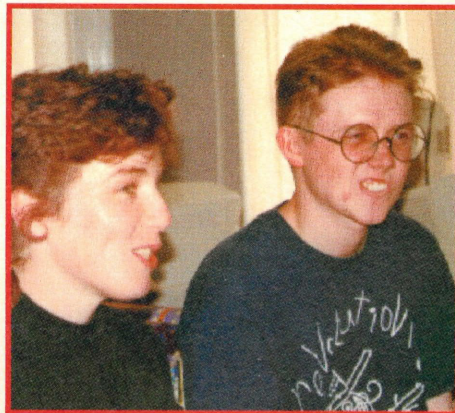
TURBO WHEELS

As if possessed by the spirit of Dick Dastardly, Glancey hurtles around the beach track, ramming his opponent into trackside pebbles and the moat around the sandcastle. Point after sandy point is added to the evil Editor's score until, by the end of the second lap, he has won the race outright.



HELICOPTERS

Gritting her teeth, Sharon prepares to give as good as she got in the last race and wastes no time in repeatedly charging Glancey into the bushes and the Garden Sprinklers of Death. Paul looks dismayed – mainly because he is dismayed, especially when, with only a single point left on the scoreboard, he gets viciously rammed into the first sprinkler on the second lap and is obliterated.



4x4

With his skills shot to pieces, Paul hits some milk spots almost immediately and careens over the edge of thlye table. "It's the joystick!" he wails. Shhyeah, right. Where have we heard that before? He drops a further point when he fails to mount the Toppies box, but reclaims it as Sharon piles into a marmalade jam. It's neck and neck, until he drives straight into two marmalade goo-spots, one after the other, and loses a further two points. Neither driver gives anything away on the last lap, and Paul crosses the line first... but Sharon has all the points, so, with four wins to Paul's pitiful two, it's Sharon who goes into the final. "You did that on purpose, didn't you Paul?" accuses Tom.

FINAL



SHARON VS TOM

Having seen Sharon in action, Tom is somewhat concerned that he now has to stick to playing as Walter, with the steering and speed handicap switched on.



WARRIORS

In some pitiful attempt at revenge, Tom starts the garage floor race by pushing Sharon off the track. A futile gesture, though, because by doing so he drives straight into a glue spot, allowing Sharon the time to recover and motor past to take the first point. Much Arrgh-ing comes from the MegaTech camp as Tom goes on to collide with fuses, bolts and even more glue. By the second lap, it's 6-2 to Sharon... but disaster! She's hit some a glue-spot herself, and Tom streaks past! Could this be the turning point in the Guise fortunes?

No, of course not. He swiftly proceeds to lose the remaining three points and Sharon takes the second race.



SPEED BOATS

The memory of Sharon's drain disaster obviously lingers, and though she gets off to a good start (Tom's nobbled boat just can't seem to catch up), Sharon spins into the whirlpool on the second lap, then hits the rubber duck again on the third before taking one last plunge down the plughole. Tom crosses the line first and wins his first race by a single point.



TURBO WHEELS

Considering the calamities that befell her here before, it's surprising that Sharon declares that the Turbo Wheels race around the sandcastles is a particular favourite of hers. She's probably not so keen on it after she rams her car into a pile of pebbles, then misses the jump ramp and falls in the moat, before steering straight into the water. Needless to say, Tom wins this one, evening the score to two-all.



THE MICRO MACHINES MEGA-CHALLENGE



HELICOPTERS

Sharon corners well and quickly takes the lead. As Tom tries to overtake she repeatedly shoves him into the bushes but when he finally does get in front on the second lap he tries to get his own back by continually blocking the way, and bouncing Sharon backwards. It does him no good, though. As the final lap begins the score is 5-3 to Sharon, then some frantic rotor-clashing makes it 6-2. Tom screams as she makes it 7-1. Everybody screams as she makes it 8-0!



4x4

A tense atmosphere descends over the players. Tom has to win this race or he's out. Meanwhile, panicked by the thought of coming 600 miles only to lose in the finals, Sharon begins to take the game very seriously and starts by ramming Tom straight off the breakfast table. Sharon loses her cool only twice, getting tangled up with a waffle, then getting stuck in some marmalade. But Tom has no cool left by now, and even threats of extreme after-match violence from his former friends cannot inspire him. He loses dismally and Sharon is declared the victor!

THE WINNER!

"Victory for gurlies!" cries the self-proclaimed Mistress of the Megadrive. "I didn't throw it. I honestly didn't throw it," means Tom to his ex-compadres. "It was terrible, just terrible. You try driving them handicapped cars."

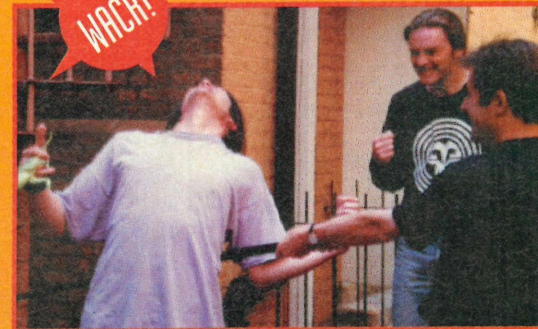
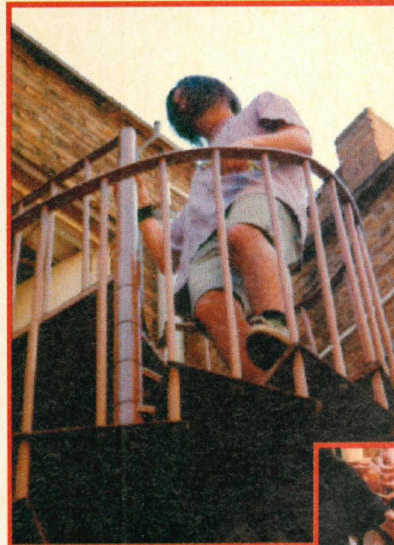


FANCY YOUR CHANCES?

If you want a crack at seeing how good (or bad) the MegaTech team are at your favourite game, send us your name, address, telephone number and the name of the game and you could be invited for a mid-week expenses-paid trip to MegaTech Towers to demonstrate your skill. Go on. Any game you like. We'll beat you... um, maybe. The address to write to is: Game Party, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

EPILOGUE

While Sharon went off for expenses-paid pizza and some kind of chocolate death dish at nearby Planet Hollywood, the MegaTech boys waited behind after work to give their champion his own just desserts. Don't worry, readers, he'll live. Well, it'll be a sort of life.



*Please note we didn't really kick Tom's head in, and we wouldn't want to imply that brutal thuggery (or smoking) is big, hard or clever. So please, don't hit people and say you thought it was all right because you saw us do it. Because we don't think it's all right. MegaTech operates an official policy of 'Love Thy Neighbour'.



TECHNIQUE ZONE

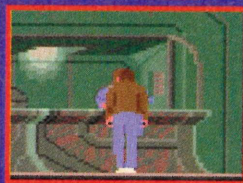
Oohhhh! Woe! Woe!

What with all this sunny weather we've been having of late, you lot are obviously spending less time on your Megadrives and more time out playing football at the park or some such pastime. That's all very well, all that healthy exercise, but where does it leave us when we've got a Technique Zone section to fill with hot tips? Well might you wonder. We've had trillions of letters this month, but they're nearly all about Flashback passwords! Tcha!

Mind you, we're fine ones to talk. We promised you a Prince of Persia players' guide last month and, well, we tried, but what with those dopey controls, it just drove us up the wall and we've had to postpone map manufacture on that game until the doctor takes us off this (rather strong) medication.

Also, apologies to Team MegaTech members who were expecting some games to tip this month. The games we were planning to send you have been delayed, but normal service should be resumed soon.

If you've got a tip or two to tell, send it to us at **TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**



FLASHBACK

All right! All right! Enough, already. We're up to our shirt tails in these verdant Flashback codes this month, so in the vain hope that printing them will prevent anyone from sending any more in, here they are. Please. No more. We're not asking with this, we're begging.

LEVEL	EASY	NORMAL	HARD
1-JUNGLE	PIXEL	FALCON	CLIO
2-NEW WASHINGTON	BETSY	DATA	ACRTC
3-DEATH TOWER	PANCHO	MILORD	BLOB
4-EARTH	STUDIO	QUICKY	STUN
5-ALIEN PRISON	TOHO	BIJOU	MIMOLO
6-ALIEN PLANET PT 1	AKANE	BUBBLE	HECTOR
7-ALIEN PLANET PT 2	INCBIN	CLIP	KALIMA

And if you just can't wait to see the end sequence use this code: CYGNUS. Now, having solved all the mysteries of Flashback in a trice, you might like to mull over the question of what to do with the strip of pictures you get out of the photomat by the Death Tower studio in New Washington. They cost two credits, but are there any intrepid Technique Zone fans out there who can work out what purpose they serve?



SHERLOCK HOLMES: CONSULTING DETECTIVE

Since he received his Mega-CD, the prolific Team MegaTech tipster, ED 'PINKY' LOMAS has been striving — yes, STRIVING — to solve the three cases in Sherlock Holmes, but he's only been able to crack two of them so far. Anyway, here's what he's found.

SOLVING THE CASE OF THE MUMMY'S CURSE IN 28 MOVES

Visit Henry Ellis at London University, Jardine at Matheson and Co (listed under Shipping Companies) and Andrew Weatherby.

When you go to court, answer the questions like this: Philip Travis, 'C', Philip Travis, 'D', Philip Travis, 'B'.

SOLVING THE CASE OF THE MYSTIFIED MURDERESS IN ABOUT 44 MOVES

Visit Sir Frances Clarendon, Edward Hall, Hallidays Hotel, S Goff (listed under S), Porky Shinwell and Dr Percy Trevelyan.

When you go to court, answer: Loretta Nolan, 'C', 'B', Guy Clarendon, 'B'.

ROLO TO THE RESCUE

WILLIAM DIXON not only sent us a picture of Tails (very attractive little fellah) with a big nose, he also sent us some big points locations in Rolo.

1 In the forest level there is a stage with a puzzle piece up a high wall at the end. Use your squirrel (you did remember to bring your squirrel, didn't you?) to climb right to the top of the wall where you will find a hole. Go through and drop down to pick up metric tonnes of points.

2 On the first Egyptian level, bounce on the stone nearest to the edge of the screen to get a vacuum cleaner. Now, go and get three squirrels and put them on your back. Go back to the beginning and bounce on the other storne. When the squirrel is at the pinnacle, the summit, the apex of its bounce, change to that very squirrel and you will be in a room with 1,000,000 bonus points and nine lives.

3 On the level after you've killed the fire engine, go to the end of the stage and get the helium. Now go back to the beginning and float up the hole in the ceiling to find lots of points.

4 On one of the town levels where you can walk along the roof of a castle, stand on each of the tiles for a short while and one of them will mysteriously rise upwards.



TECHNIQUE ZONE



HUMANS

ED 'PINKY' LOMAS - is there no stopping this boy? Here we have a method for getting loads of extra tribe members with the minimum amount of effort. Whenever you find yourself in a level with an extra tribe member to rescue, rescue the bloke, pause and restart the level. You can now collect him again and keep going until you have loads of men in your tribe and you are extremely bored.



JOHN MADDEN '93

We've printed a few computer-flummoxing cheats for this game, but if you couldn't get any of them working you could give this one, from OWEN McCARTHY a whirl. If you're ahead in any match, but are in remote danger of losing, wait till after the play description comes up after a play, eg '#16 SACKED, 4 YARD LOSS' or '#34 RUN FOR A 30 YARD GAIN'. Then hold Up and keep tapping the C button. If it works, one of your players should run off into the distance but the clock will keep ticking, so the other team won't be able to pull off their next play!

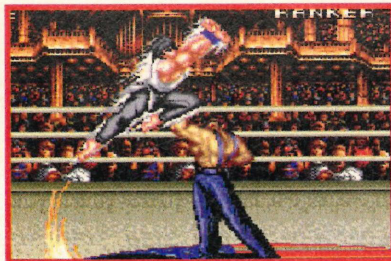


THE CAMPAIGN CODES

I W4D HLX VDX
II W6N CWK LXM
III W67 G5R 4DQ

THE BLACK HOLE DESTINATIONS

Galaxy Alpha: 1B leads to Beta
Galaxy Beta: 7D leads to Alpha, 3H leads to Theta
Galaxy Gamma: 5C leads to Alpha, 5D leads to Delta, 7B leads to Theta
Galaxy Theta: 5C leads to Alpha, 2C leads to Gamma, 4B leads to Beta
Galaxy Delta: 3C leads to Alpha, 6G leads to Beta, 2F leads to Omega
Galaxy Omega: 4B leads to Delta, 5C leads to Alpha, 4D leads to Epsilon, 3E leads to Beta
Galaxy Epsilon (Base): 2C leads to Alpha
Hidden Black Hole is in Gamma - 4, 9 and leads to Galaxy Psi. Use this one last.

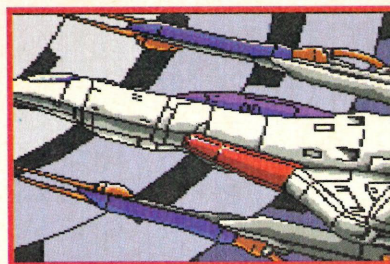


WARPSPEED

MR D WOOLDRIDGE of Tadley was unfortunate enough to buy this tragic game, and evidently trying to make the best of his predicament, played pretty much all the way through until he discovered the campaign codes, which make you a fully-decorated Admiral with the best ship, and the black hole destinations for the campaign. Such bravery in the face of adversity! Such staying power above and beyond the call of duty! Mr Wooldridge, we salute thee! Now... to the tips.



SOL-FEACE



Yet another Sol-Feace cheat from **PINKY**. Activate the level select cheat as detailed a couple of months ago (A, B, C, A, B, C, B, C, B, A on

the title screen) then go to the **CONFIG MODE** screen. Highlight mode at the bottom and keep pressing right. After about five or six presses it changes to 'MY99' (as we've told you before). Then hold down button A, keep pressing right and after about eight presses it changes to 'MUTEKI'. Keep button A held all the time and after choosing your starting level, exit. Choose 'CONTINUE' and when you play you should find that all enemies and their shots simply pass through you.



DEADLY MOVES

Ed Pinky Lomas provided this code for reaching the last fighter (Ranker), which is even better than the one we printed last month, because he spent hours fighting against all the other opponents to build himself up to maximum speed, jump, power, defence and life.

MPV XRPO JM7 (Note that that's a zero not an 'o')



WONDERDOG

Can't remember if we've printed these before or not, but even if we have, wild horses couldn't stop us printing them again, because they're **THAT GOOD!** And besides, we've got to fill the space somehow. Thanks to **BLAKE ALLEN** for sending them in.

PLANET WEIRD: REEVES
SCRAPYARD: ANKLES
PLANET RAINU: WOOPIE
DOGSVILLE: MYSTIC
LOONY MOON: LEDZEP
PLANET FOSSIN: PIXIES

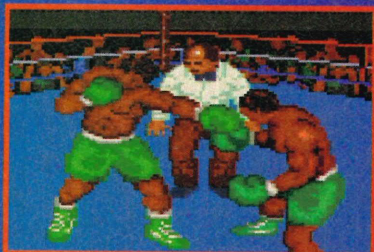




TECHNIQUE ZONE

ACTION REPLAYING

MUHAMMAD ALI BOXING



Two yummy cheats from the fax of ROBERT PRIOR of Chatham here.

First, here's one that lets two players fight as the same boxer FFO48F000X

Using your powers of rudimentary algebra, simply replace the X with any number from 0 to 9 to set the boxer (0 is Ali). Now start the game but

don't flip the switch on the Action Replay yet. First select any boxer for player one and then select the boxer you and your friend want to be for player two. eg. Using 0 for your, player 1 can select anyone, player two selects Ali.

Once both players are selected and the game is doing its sad 3D bit, flip the switch to activate the Action Replay. When the ring appears you should see that both of you are the same boxer, the only problem being that you're both the same colour and you can't tell who's who.

The next code lets you start off at any rank in the Competition mode.

FF059F000X

Again, use the power of Algebra to replace the X with a number to represent your favoured rank, 0 being the top. If you do pick the top rank you'll be fighting against an old man called Ali Muhammad, who is as hard as bricks and for some reason has a referee in the middle of his face.

PGA TOUR GOLF 2

Clearly a bit of a sports fan, ROBERT PRIOR again provides the goods on another top Megadrive sports sim.

FFD0FF0000

This code lets you get a hole in one every time, though of course it doesn't actually guide the ball so you can't just hit it willy-nilly and watch it sail straight into the cup. This just fixes it so that the hole finishes after just one stroke, so you should have no problem winning the competitions and all the cash.

MEGA-LO-MANIA



KEVIN FOSTER came up with this code which lets you start any island with up to around 46,000 men!

FFB60300FF

Select 'Play Island' as usual and alter the number of men with the B button. The rate and number of men appearing will be much greater than normal. When no more men can be

added, press and hold the C button and the number of men beneath the man icon will increase without taking any away from the tower. When a sufficient number of men have appeared use the B button again to increase the number of men in the tower. You can repeat this procedure to let you start with enough men to defeat any opponent.

GAME GENIE

STREETS OF RAGE 2



ED 'PINKY' LOMAS comes up with another set of weird Game Genie codes, this time to change the colours of the outfits for the fighters in this ace beat 'em up. It's quite a lengthy process but it results in a bit of a laugh, so we'll let Ed explain it to you.

'First of all, the main code is 'ACXA-AA2A'.

You can choose which colour you are going to change by putting different letters in the last place, eg 'ACXA-AA2A' will change white into black, but 'ACXA-AA2C' will affect the black in the game.

You choose the colour you want to change it into by changing the first letter, eg 'BCXA-AA2A' will change all the white in the game into dark red. You can get different shades of the colours by changing the A in sixth place into different letters (E, J, N, T, Y, 2, 6)

With that you can find all sorts of interesting things by redesigning the characters' clothes. If you're really flash you can spend time getting the shading right as well. Here are the letters you need to put in last place to change each piece of clothing for the characters.

AXEL: For his trousers, put in three codes, one with R at the end, one with T and one with W. Then you can change the first letter of each to make his trousers look lovely! His T-shirt is white and because there are a few white pixels on his face it looks a bit silly if you change it. The letters needed are A, Y and O. For his gloves use L and N and for his hair use 2 and 4. To change his Dragon Wing move, use 2 and 4 with A for the middle.

MAX: Use R, T and W for his trousers and 2 and 4 for the stripes on his pants. His boots can be changed with L and N.

SKATE: He doesn't work very well. The best way to do it is to use 2, 4, N and L. This changes the colour of his boots, hat and T-shirt. There is a white bit in the middle of his shirt which can be changed with 'A', but this changes a bit of his shorts too.

BLAZE: Blaze doesn't work too well either. She has got a bit of yellow on her red top and she has also got some yellow on her skin. The best way is to use 2, 4, N and L. To change the colour of her fireballs use R, T and W. To change the inside colour use A.

SOME EXAMPLES

TCXA-AA2R + NCXA-AA2T + GCXA-AA2W + ACXA-AA2L + ACXA-AA2N
Gives Max shaded green trousers with black boots and Axel has green trousers and black gloves.

VCXA-AA2R + PCXA-AA2T + KCXA-AA2W
Axel and Max have lovely brown trousers (and is it surprising?)
KCXA-AA2L + HCXA-AA2N

Dresses Blaze in a lovely gold lame outfit.

2CXA-AA2E + JCXA-AA2G + ECXA-AA2J

Everyone has green skin and looks like The Incredible Hulk. It doesn't do much for Blaze, though.

BCXA-A62R + BCXA-AY2T + BCXA-AA2W + GCXA-AA2L + TCXA-AA2N

Max and Axel now have nice green and purple outfits.

ACXA-AA2E

Streets of Rage 2 — Terminator Edition!



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TECHNIQUE ZONE

Could this be one of the best Megadrive games of all time? Well, we thought so, and judging by the 'phone calls and letters, you did too. So we present, for those of you trying to get the most out of this excellent game (but failing because you keep getting shot in the back by mutants or you just can't find the teleporter to give to the wounded bloke), part one of our two-part Flashback guide. We've had hundreds of contributions for this. Quite a few people sent in complete lists of passwords, but we aren't going to print them just yet because they really would give the game away. Instead, we're taking you up to the start of the third level, and if you can't take it from there on your own, you'll just have to wait till next month when we publish the solution to the final parts of the game.

FLASH



1 Go down to get the holocube.

2 Get the holocube. It's blocking the switch and keeping the door closed, three screens to the right. Go up.

3 Stand here, draw your gun, roll and pistol-whip the mutant. Go through the door, then down and left.

4 Get the stone and jump up.

5 Get 10 credits, then return down and right.

6 Stand here, throw the stone right to block the switch and open the door. Take one pace right, draw your gun and roll down. The mutant should shoot the droid, then you can shoot the mutant. Get the cartridge and go down, shooting the robot if you feel like it.

7 Get over to the platform on the left, step off and shoot the mutant.

8 Climb over the green beam!

9 Run or jump over the green sparks. Activate switch and climb onto the elevator. Energise the shield and cartridge, then go up and left, rolling into the next screen with your gun ready to fire.

10 Blast the guard, then up.

11 Hit the switch on the right to make the elevator rise. Jump the next switch and climb up. Hit the switch at the furthest right on this platform, jump the one on the left and take the elevator up to the top.

12 Talk to the wounded man then return to 7 and go left.

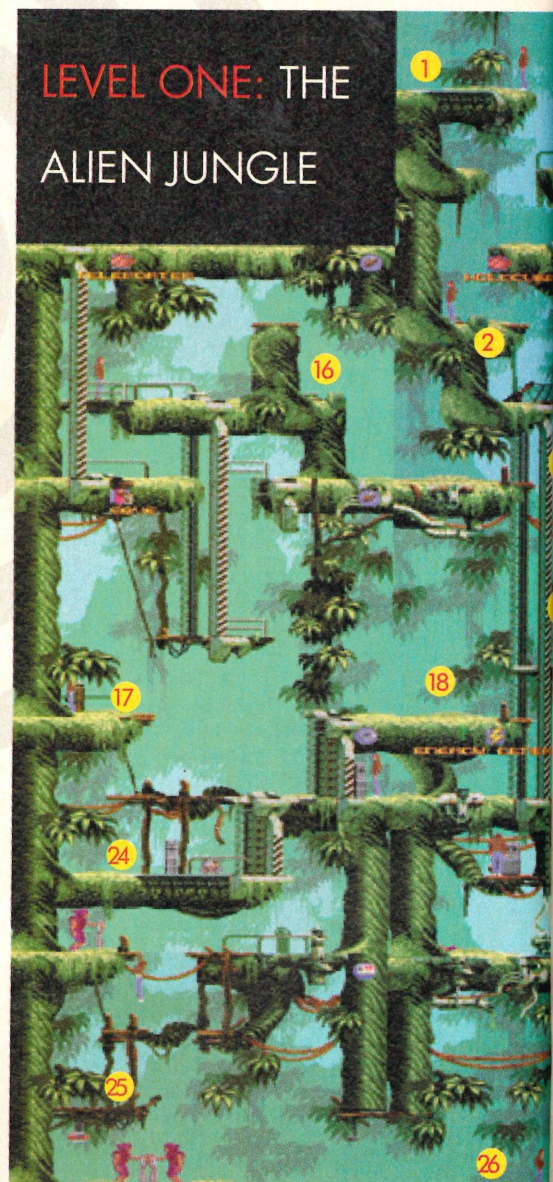
13 Put the cartridge in the cartridge lock to extend the bridge. Be ready to shoot the droid now coming towards you!

14 Take the elevator up.

15 Go left.

16 Get the stone and take it to the switch on the right. Drop it to lower the lift carrying the teleporter. Go down.

17 Save your position here, then go right, dropping onto the screen below, then climbing back up on the right.



18 DON'T STOP ON THE SPARKS!. Take the teleporter to the man at 12 to get the ID card, then come back here. Go down the elevator shaft.

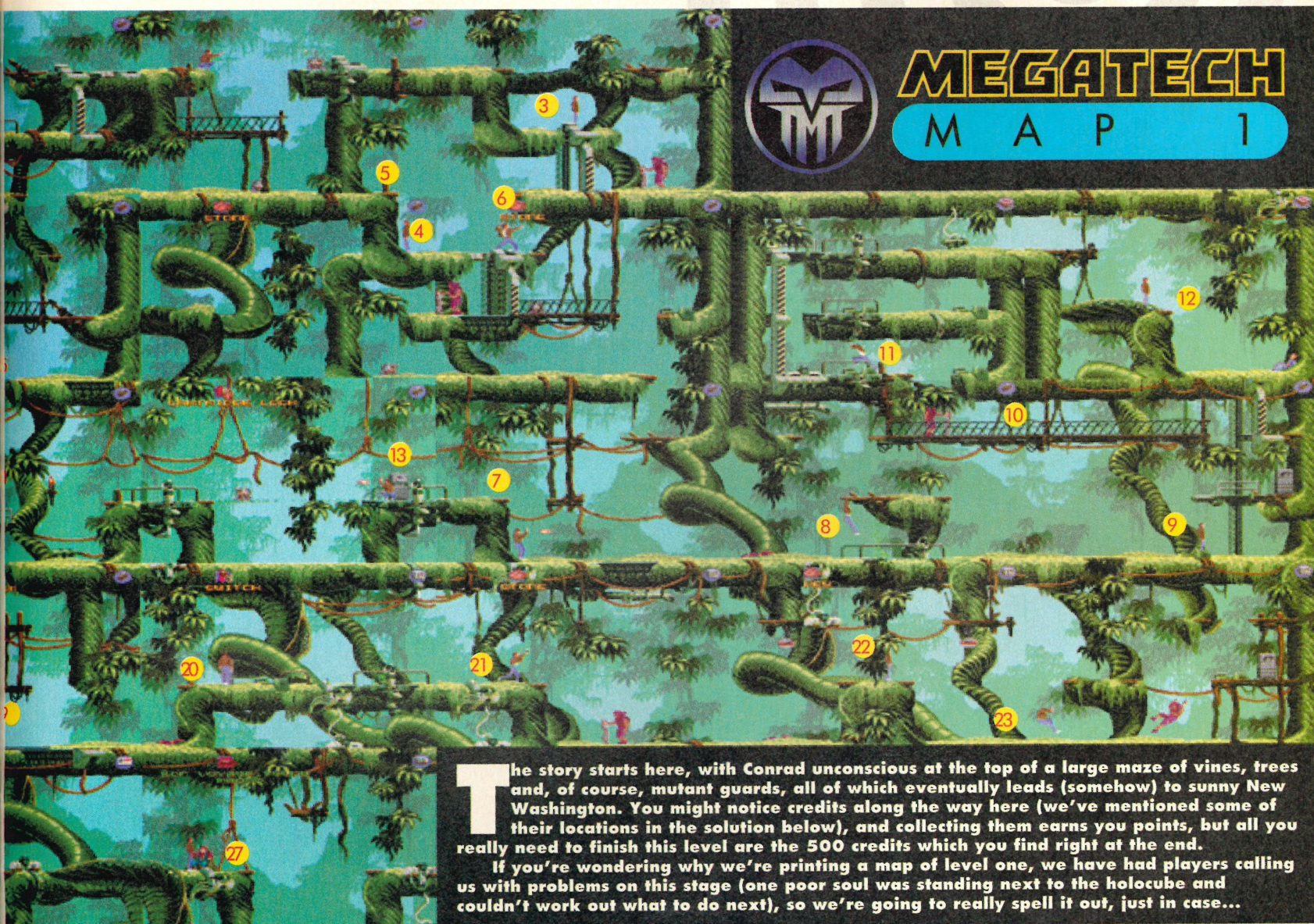
19 Shoot both mutants and then re-energise your shield.

20 Activate the switch to shut off the beam. DON'T RUN THROUGH THE NEXT SWITCH!

21 Step in, with gun drawn, to shoot the

IBACK

LEVEL ONE: THE ALIEN JUNGLE



The story starts here, with Conrad unconscious at the top of a large maze of vines, trees and, of course, mutant guards, all of which eventually leads (somehow) to sunny New Washington. You might notice credits along the way here (we've mentioned some of their locations in the solution below), and collecting them earns you points, but all you really need to finish this level are the 500 credits which you find right at the end.

If you're wondering why we're printing a map of level one, we have had players calling us with problems on this stage (one poor soul was standing next to the holocube and couldn't work out what to do next), so we're going to really spell it out, just in case...

waiting robot. Get the stone and throw it to distract the mutant, then lower yourself down and shoot him. Collect 100 credits.

22 Get the key and go right.

23 Shoot the mutant. Climb up the platforms on the right. The switch activates the guns on the previous screen, but you can't avoid it and they will only hit you once, so don't worry about tripping it. Re-energise your shield if you need to, then go up to get the 500 credits. Return to 19, re-

energising again on the way and using key to get through the locked door.

24 Shoot the robot and use the ID card in the card lock. Shoot the mutant and drop down from the left.

25 Go down. Roll off the lower platform and the laser turrets should take care of the guards. Go right.

26 Just watch out for the slime!

27 Give the bloke his 500 credits for the anti-gravity belt and use it before jumping down to New Washington!





TECHNIQUE ZONE

LEVEL TWO: NEW WASHINGTON

This is a lo-o-ong level, but luckily there are save game points all over the place. New Washington is the first place where you'll find those corrupt, purple overcoat-clad jetcops who are very dangerous. It's lucky then, that about four screens into the level you're given a mini-forcefield generator which deflects their shotgun blasts.

➤ PART ONE

Go right and jump over the lift shaft to the platform on the right then take a running jump left. Keep going left, then up.

● Draw your gun here and walk into the next room. Blast the guards then talk to Ian, and take a seat. After you've had your memory restored Ian gives you the force field. You need a fuse to fix the switch. Jump across to the right, climb down then kill the mutant and you'll find it at his feet. Return and put it in the switch. Take the lift up, go up again, then left.

● Talk to the man at the checkpoint and he'll give you a map of New Washington. Now call the lift, go down to Asia Station, and take the train to America.

● Once you arrive at America, take the lift up, and keep going up until you find yourself in the bar. Talk to the barman and he'll tell you that Jack is to be found outside, to the right.

Jack advises you to go to the job centre, which, if you check your map, you'll find in the Europa sector. Return to the station, but don't go to Europa yet.

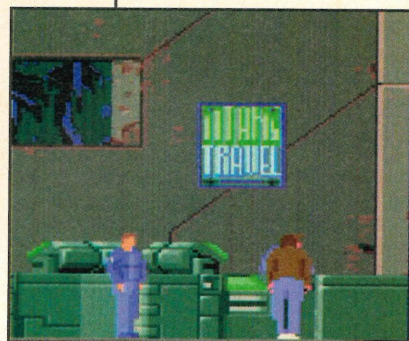
● Get off at Africa go up and then right until you're at the Administrative Centre. Talk to the first person and he'll call the lift for you to get to the first floor. Talk to all the people up there, then when you meet the manager hand over your ID to get a work permit. Return to the station and on you go to Europa.



➤ JOB 1: DELIVER PACKAGE

● Take the lift up, and up again. Keep going left until you reach the work agency. Go to the active screen and take a look. Accept the job by inserting your work permit, then go down, re-energise if necessary, and save your position. All you have to do in this mission is go to the Titan Travel desk at the spaceport in Asia, collect a package and deliver it to the Titan Travel Agency in Africa.

● Get your forcefield and gun ready for the jetcop at the top of the lifts in Africa. Return to the work agency for your next job.



➤ JOB 2: ESCORT VIP

● Remember to save the game and re-energise if necessary before you head for the rendezvous at Restricted Area 2 which is just above Africa station. The VIP, being a VIP, won't climb up ledges or jump around, so you have to run ahead, opening doors and calling lifts while he ambles around.



● First jump down and take the lift up to the VIP, then head right. Climb up and go right and a sensor will open the door below. Be sure to jump over the mine, then drop down. Another sensor opens the second door, and you can now collect the VIP and take him to the lift.



TECHNIQUE ZONE

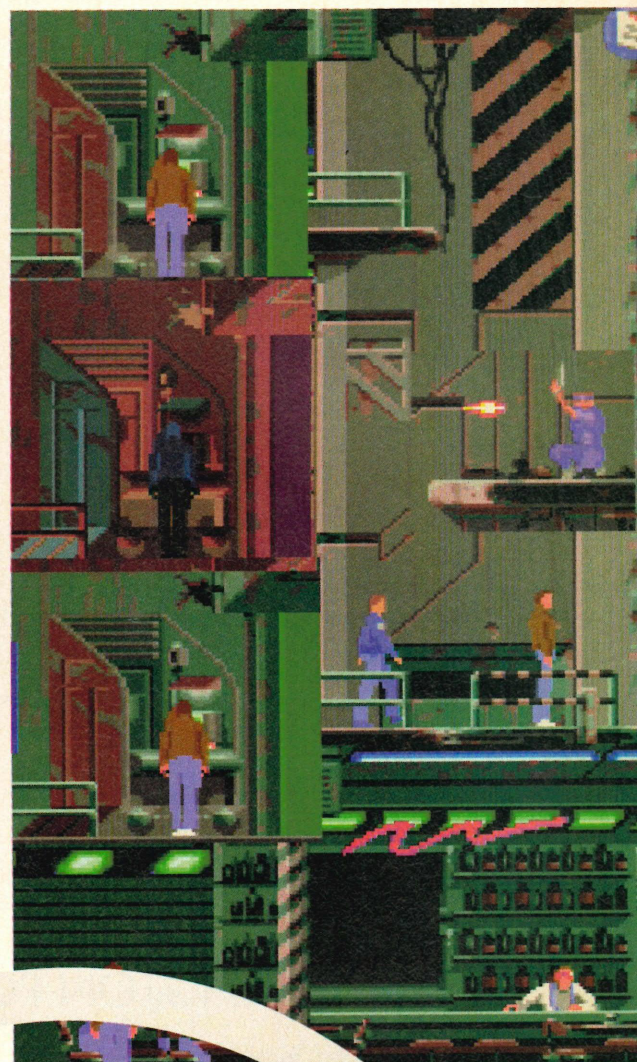
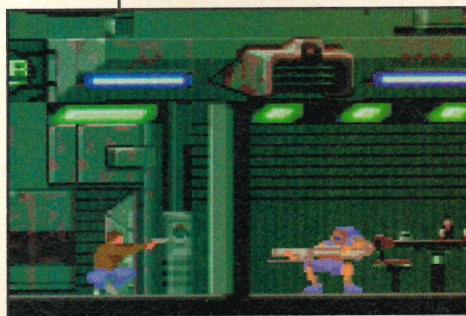
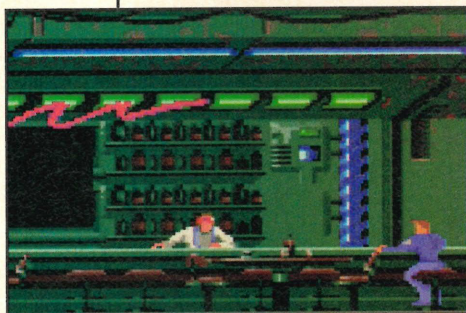
➡ JOB 3:

ELIMINATE CYBORG

● Show the replicant photo to the guy outside the agency and he'll tell you where to find it. Take the train to America and go up to the bar. Show the picture to the man at the end of the bar for more information, then head right one screen and down to Restricted Area 1, where the jetcop is. He tells you to meet the cyborg at the back of the bar, so return and go left. Be ready with your gun, though, because a mutant marches on and starts shooting.

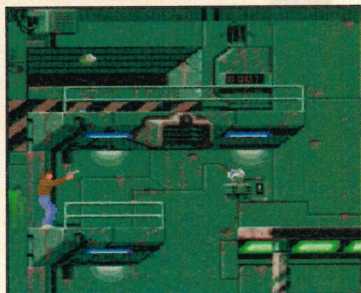
● Once he's dead, talk to the man, and he sends you BACK to the cop. Get your gun ready, because the jetcop is shooting first this time. Once he's dead, collect the key and go back to the bar. Use the key to open the hatch in the floor. Climb down and save your position, then take the middle platform to right, with your gun drawn.

● There are two cyborgs in the next room. One drops down to attack, the other has to go into the previous room and climb up to get you. Roll into the corner by the wall and keep shooting at them from there as they approach. Once they're both dead the mission is accomplished.

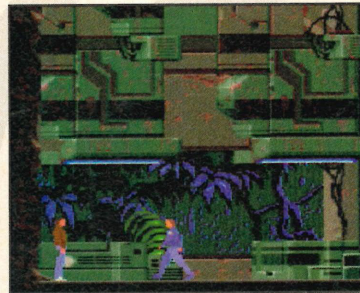


● Climb up onto the wall, draw your gun, fall off and shoot the mutant. Get the key and climb over the next wall to use the keylock and open the first door.

Have your gun ready to eliminate the mutant in the next room and head left.



● The globe guards are tough to kill, but they're your only way out. Climb up to their level, but as far away from them as possible, then as soon as they approach, start shooting and keep shooting until they're destroyed. You'll need to be quick to get the one at the top, but if things get sticky, give yourself more time by rolling away from them. Don't leave without the key on the top platform.

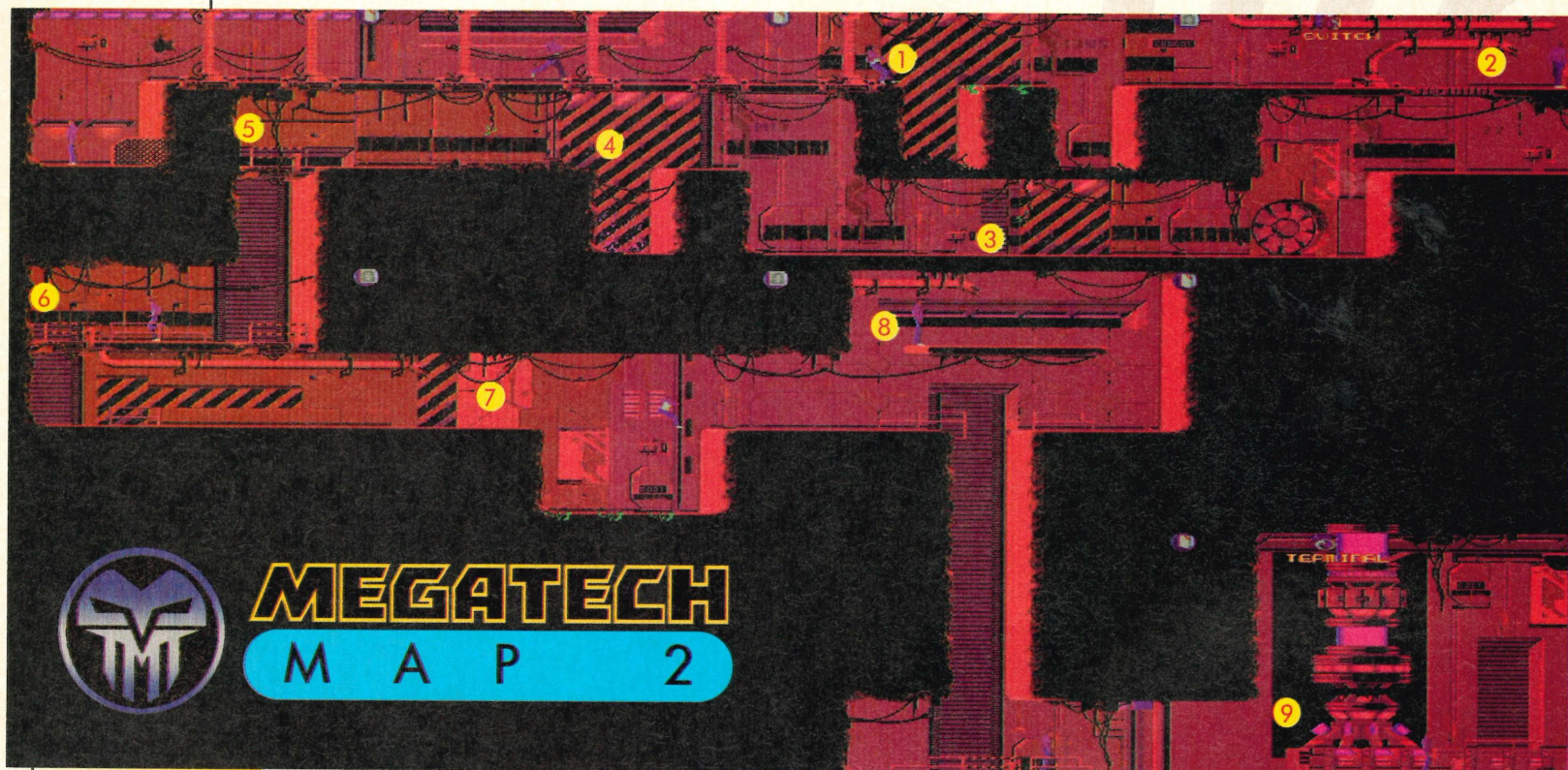


● Go right to the locked door and open it with the key. Take the VIP to the lift and go down. Go to the desk and the mission is accomplished. You are teleported back to the work agency.





TECHNIQUE ZONE

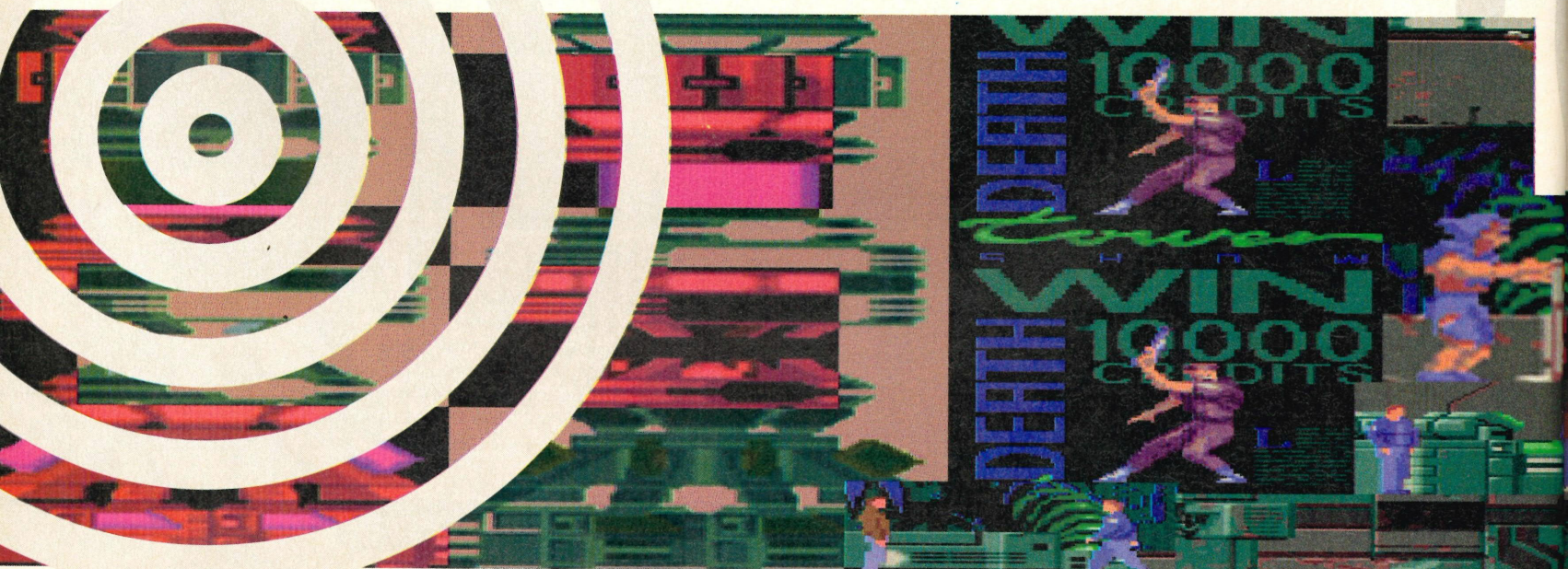


➤ JOB 4:

NEW WASHINGTON POWER PLANT

The key here is not to panic! If you do panic, New Washington goes bang, but at least you've saved the game so you can practise the route through the power plant.

➤ **1.** Jump the pits and the sparks! ➤ **2.** Hit the switch to open the hatch. ➤ **3.** Roll under the sparking cables. ➤ **4.** Jump this pit then roll under the cables ➤ **5.** Take this lift down. ➤ **6.** Then this lift down. ➤ **7.** Take a running jump, hold on to the ledge and pull yourself up. ➤ **8.** Jump on to the ledge. A sensor calls the lift. ➤ **9.** Try the terminal card in all the terminals until it fits! ●





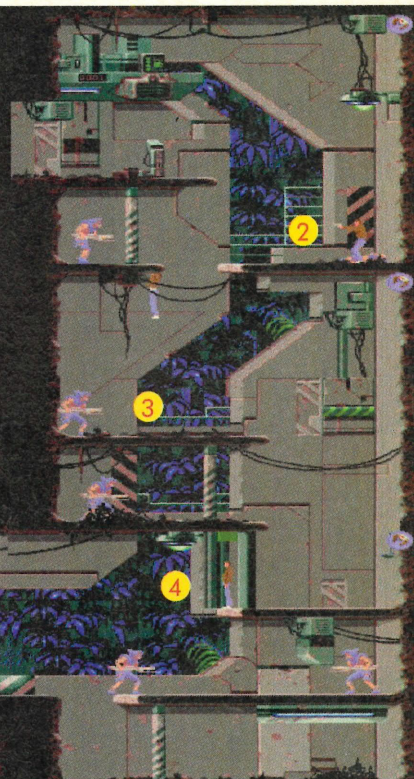
TECHNIQUE ZONE



MEGATECH

M A P 3

JOB FIVE:
CLEAR
RESTRICTED
AREA THREE



➤ JOB 5: CLEAR RESTRICTED AREA 3

➤ **1.** Go right out of the job centre and take the lift down one screen where you'll find Restricted Area 3. Get your force field and your gun ready. ➤ **2.** Roll off the platform in the first room. Activate your shield straight away, turn and shoot the mutants. Jump over to the right of the room, then climb down. ➤ **3.** As soon as you hit the floor, hit the force field button, draw your gun and fire. Climb down to the lower platform and get the key. Climb down again. ➤ **4.** Draw your gun and fall off the top platform, activating your shield as you hit the floor, then firing twice to kill the mutants. ➤ **5.** Use the key to open the way left. ➤ **6.** Get the stone and throw it at the switch on the left to open the hatch. The white sphere above the hatch is a bomb. If you go under it, it drops on your head, but you should have a full four shield points here anyway. As soon as you climb up, activate your force field and shoot the mutants. ➤ **7.** Step carefully into the next room – there's a mine right by the entrance. Jump it and hold down the button and you'll fall straight through this room into the one below. Climb back up and get the force field on straight away, to save you from being shot. Kill the mutants, jump the mine and climb to the top platform to open the lock on the hatch below. ➤ **8.** Lower yourself down, and kill the mutants, then take the top-right exit into the next room where you'll find 100 credits and a key. Go back, rolling under the laser turret fire, and take the lower exit. ➤ **9.** Lower yourself down again, force field at the ready, and kill the jetcop. There is a key on the lowest platform. ➤ **10.** Go to the lowest level, use the key in the keylock and destroy the guardian globe to complete the mission.

You now have enough money to pay Jack the forger, so meet him in the bar (America), hand over the cash, then return with your new ID to the Death Tower studio at Europa.

**MORE NEXT
MONTH!**





tom

Hello folks, Tom here! Oh, I'm so excited. Yesterday I went on a little fishing expedition on my little raft. The sea was really calm so I went out further than I've ever been before. In fact I went as far as a group of small islands that I've always seen in the distance. When I got to them I was awe struck. One of the islands, the largest one, had a massive volcano rising out the centre of it. Curious, I went ashore for a closer look. At first, there didn't seem to be much around. Just the volcano and a large water-fall. However, just as I was leaving I caught one of my flip-flops on a small rocky cleft and fell backwards, through the waterfall and into a massive jungle. In this jungle were ferns that had been extinct for over 65 million years. Incredible. Then suddenly out of the trees it came. A giant three-horned creature. A triceratops. Would you believe, I had discovered The Lost Valley of the Dinosaurs! Well without further ado I left, but not before taking a dinosaur egg with me. It's hatched now and what a cute little blighter it is. I only hope it doesn't grow too big. Anyway, write to me at TOM'S ISLAND, MegaTech, Priory Court, 30-32 Farringdon Lane, London ECTR 3AU. And I'm in such a good mood that as of this month I'm going to give the writer of every letter used a free MegaTech T-shirt. Beat that!

POCKET BILLIARDS!

Dear TOM,

1. I have just bought the game Side Pocket on the Megadrive. I wonder if you could help me because I have a problem. On stage 4, after you pot the balls and score the needed points, you have to do a trick shot. But I have tried every way possible. So, if possible, could you send me the tip please.

2. Could you please send me any other tips please on the game please.

3. Could you send me all the cheats you have on all the Megadrive games please.

PS. Your mag is great.

David Greenaway, Smethwick, Warley.



TOM: Yeh right. I'm really going to send you all the Megadrive cheats ever, aren't I now? Please, O mighty David Greenaway, spare

my puny life, let me answer your illustrious question. All you need to do is set the cueball control to Masse 1 + left, tap up on the joystick 5 times and take the shot on full power. No problemo. Now get your greedy fat butt outta my shop.

FULL OF WIT!

Dear TOM,

Whoops! A small mistake on page 10 of ish 19 (July) for the CDX comp, eh? No screenshots!

Anyway, I have identified them as NOT being:

ICE LOLLY ISLAND!

Stop me and buy one! Yup, summer is definitely in full swing, but the big question on everyone's lips is, which ice lolly to buy? What a terrible dilemma. Fortunately, Tom's Island is here to save the day. Five top ice-lolly commandoes give us the verdict on what to order from your local Mr Softie. Ladies and Gentlemen, welcome to Tom's Ice Lolly Island.

Tom's Island

1. Final Fight (clever picture - not)
 2. Sol Feace (amazing non-ending)
 3. Cobra Command (the lack of screenshot bamboozled me) and
 4. Jaguar XJ220 (invisible car)
- I hope that this clears it up.
Cheers!
Craig Bowman, Durham City.



TOM: Ooh Craig, you are witty. What a laugh you must have. By yourself. Go on, mock us. Make fools of us all. Kick us while we're down why don't you. Oh hang on, here's another...

NICKETYPOINTS!

Dear Tommy,
Just a few nickety points to start with.
In issue 19 (July), I flicked through the pages and noticed the first compo "Win a CDX". My pictures were so distorted I could not even find them.
Onto the next compo "Manga, Manga", I hastily did it and went to post it only to see I had already missed the bus - the date was already past!
And on to the next. "Win a Pro!" I couldn't fit all my answers on the back of an envelope, come to think of it I probably could not fit them on 20 envelopes!
Anyway, on to a more serious point. In January 1993 I purchased a Menacer, but the cursor stuck on screen, so I took it back, got another one and it did the same and again after. I've tried everything, turning the brightness up, down, etc. Please, please, help me!
PS. By the way it is only on T2.
PPS. Keep up the excellent work on your far, far away island!
Miss N Hobbs, Ryde, Isle Of Wight.



TOM: Aw look, so we made a mistake with the CDX compo and the wrong date was stuck at the end of the Manga comp, I admit, but I think you're little off-centre on the Pro Joypad competition. There was no rule saying the answers had to be sent on the back of an envelope. None at all. So there. Prrp!
Anyway, about your Menacer. It looks like there must be a fault with the T2 cart itself. So take it back and exchange it for another. That's the ticket.

EXTREMELY DISTURBED!

Dear MegaTech,
Please send me signed photos of all the crew. Please.
Yours sunserly,
Robert McLulloch.
PS. Who answers all the letters?



TOM: You're a troubled soul aren't you, Rob? I wonder, what shape is your brain? Huh. Anyway, no you can't have photos of the crew, especially not burnt ones - we don't know what revolting things you want to do with them. Oh, and by the way, I answer the letters. Me, TOM. The clue is at the top of the page in the big print. Aa ha yes, you like big print don't you? Good boy, Robert, sleep now.

CERTIFIABLE MADNESS!

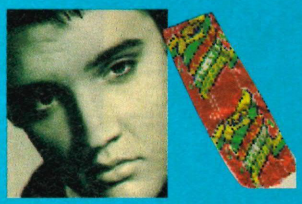
Dear TOM,
So Night Trap has a 15 certificate put on it by the BBFC. Most of the Sega magazines have reported that, for what is shown in the game, there is no need for the cert. I have not played the game myself and therefore cannot form an opinion here, but I trust the magazines.
Now that Sega's Mega-CD can use real film images (if rather grainy) I believe that the BBFC should keep a watch on these games, but I would prefer it if the people who complain about them being violent would actually play them.
If the BBFC does not watch these games there is the chance that we will start to see more violence as well as scenes with more 'blood and guts' in (imagine if Splatterhouse 3 was turned into VFM).
Of course, if the software publishers started producing games that have to have 15 or 18 certificates then they would lose a wide part of their sales. So surely it is better all round that the BBFC does keep a check on these games, as long as they don't start putting certificates on every game in sight.
Well, that's my little moan over with. Keep up the good work.
Ashley Price, Lewes, East Sussex.



TOM: To be honest I think the whole Night Trap saga has been blown way out of proportion. Having seen the game I can honestly say there is nothing remotely dodgy about it. The over-rated scenes of violence amount to nothing more than men in wet-



SYLVESTER STALLONE
Oh, without a doubt my favourite summertime munch has to be the Opal Fruits ice lolly. It's a winner every time. For starters there's that real orange and lemon ice-shell all patterned like fruits. It's pretty. And tasty too. Bite through that and you're greeted by a delicious soft sorbet centre. Yummy mummy. Ooh ooh, it even says Opal Fruits on the stick too. Shucks Opal Fruits, you guys are great! Blub.
QUENCHABILITY
RATING: 3



ELVISTPRESLEY
Hey there. You know when you're a hunka-hunka-burnin'-love you need something that'll really cool you down and quickly too. What a bit of luck then, that when I was working at that Seven-Eleven in New Jersey last year I came across the king of lollies, the Tangle Twister. Uh-huh, that twirly outer coating of lemon and lime sorbet all curled around the strawberry centre is just so foxy. And the jokes on the stick crack me up everytime. Believe it sister, the Tangle Twister is the kung-fu master.
QUENCHABILITY
RATING: 5



TAILS
Hello. I like lots of lollies, but my favourite is the Mr Men vanilla dairy milk ice. It's very tasty and it has a picture of Mr Strong on the wrapper too. I like Mr Strong. I like Mr Tickle too. He's funny and he's got long arms and he's orange and he tickles people and they laugh. A lot. At the moment I'm really into Thunderbirds. I want a Thunderbird 2 of my own. Sonic says he'll get me one, but Sonic says lots. He's just a big bag of crap.
QUENCHABILITY
RATING: 3



TRANNOSACURUS REX
Cowabunga dudes. Let me tell you it straight. I like something I can really get my teeth into. You know, something big. Like a big feast. It's such a smart lolly. There's the crisp chocolate coating concealing a layer of soft chocolate-flavoured ice-cream beneath. It's well smart. Go even further and you're greeted by a hard chocolate centre. Hubba hubba, chocolate heaven! Best of all though are the biscuit pieces on the outside. Really nice and crunchy they are. Mmm-mm.
QUENCHABILITY
RATING: 3



PHIL SILVERS
Hello fellas. Look, it's the Boomy for me. Just roll your peepers over this. Three, count 'em, fruit balls of ice stuck on a stick. Delicious. You've got your strawberry, you've got your orange. Top smart. But, you know, it's that really nice slushy kinda ice too. The kind you can chew with your tongue. If there's one lolly you try all year, this is that lolly. Quenchable, delectable and down right sexy. Ooh baby I want you! Be my Boomy!
QUENCHABILITY
RATING: 4

suits waving power-tools around. It's very unshocking, very unscary, and very unexpressive. Kinda like an episode of Dr Who, really. In other words, poor. Anyway, I disagree that video games need these over-zealous watch-dogs looking over them. In my opinion, Sega and Nintendo do an admirable job of censoring their own software. Anything questionable as family viewing is always removed from games. It's a different situation in Japan, where adult and X-rated carts exist, but here I don't think we have a problem. Besides, if you ask me I wouldn't be at all surprised to find out that Sega helped in the Night Trap scandal. After all, the game did sell truckloads in its aftermath.

ME, ME, I HAVE A QUESTION!

Dear TOM,
I have a Megadrive, but on the Starwing challenge day on the SNES I had a go and I was very impressed with it. In your issue nineteen I read that you had news on Virtua Racing on the Megadrive. You said it uses a new chip which is even more powerful than Nintendo's Super FX chip. Is there any possible teensy-weensy chance that Starwing could be coming out on the Megadrive?
Neil Jones, Manchester.

TOM: No.

VERY STUPID INDEED.

Dear TOM,
I have got Alien 3 on the Megadrive and on level one - yes, level one only - at the end

of the first mission when you have freed the prisoners and killed all the aliens, it flashes up 'EXIT' so you can go to the next screen, but I cannot find the exit. Can you please help me? And also, do us a favour and giz a cheat or two so I can at least have a chance.
Cheers, Tom.

Paul Crookes, Twickenham, Middlesex.



TOM: Hey, Paul, you know me, always here to help those less fortunate than myself. Now let me see... why, if memory serves me correctly, I do believe that the exit is right under the EXIT sign. Well I never, would you believe it? Games are funny, like that, aren't they? Ho ho. Anyway, here's a level select. Simply go to the options, plug in the second joystick and press C, Up, Right, Down, Left, A, Right and Down. You should hear a noise. Start the game and when you want to skip a level, pause the game and press C, A, B. Lines should come down the screen. Unpause it and you'll finish the level. Hope I've been of some help and don't forget this handy rule: 'Exit' means exit. Bye.

A VERY SAD LETTER INDEED!

Dear TOM,
I have a few questions for you.
1. I hear there is going to be a Sonic 3. Is this true?
2. Is it better than Sonic 2 and 1?
3. How many players are there? I hope there is a rabbit for player 3.
4. Is it cheaper than Sonic 2?
5. Has it got more levels than Sonic 2?
6. Can you still get Super Sonic?
and finally,

7. Are the leaders easy or hard?
PS. Please print my letter and I'll say that your magazine is the smartest, brightest magazine in the UK.
Andrew Hearne, Gunthorpe.



TOM: I can tell these questions have really, be bothering you for some time now. How horrible it must be to not know those oh-so-important answers. Oh, let me release you from this torment, Andy.
1. Yes, dammit, yes, it's true.
2. I don't know, I really don't. But when I find out you'll be the first to know, I promise.
3. Gosh, I hope there's a rabbit player too, and a little chipmunk as well. Oh please God, make Sonic 3 have a little chipmunk in it.
4. It's hard to be sure, I'll tell you when the game is actually available (sorry for being so bloody useless).
5. More levels? It might have, then again it might not. Ooh, if only I knew. Blast my ignorance.
6. Oh look, I really don't know. Why don't you go away.
7. Leaders? What leaders? World leaders? Cub-scout leaders? What goes on in your crazy, little head? Not thoughts, that's for sure.

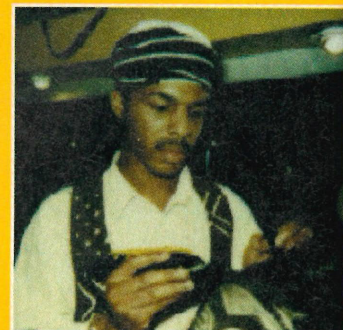
A BITTER FRUITWRITES...

Dear TOM,
I would like to start off by saying that, unlike your other readers, I will not be singing the praises of MegaTech in the hope of getting a free gift, even though MegaTech is undeniably the best Megadrive mag on the scene and any free gift would be appreciated.



A HAIR-BRAINED SCHEME

You may have noticed, in some other magazines, a certain advert for MegaTech featuring somebody who has actually had the skull logo shaved into the back of their head. Were they mad? They, most certainly, were, because it can now be revealed that the sacrificial lamb in question was your host, Tom Guse. Here's a step-by-step guide on how to acquire the latest fashion accessory - The MegaTech buzz.



1. Firstly, grab yourself a barber, and a good one at that. Here we see our hair-meister for the day, Junior, in action with the clippers.

The reason for this letter is the cry for help in Issue 18 in which you describe your very own piece of paradise (ie. the letters page) as 'a tad boring'. It has become apparent over the last couple of issues that you have transformed from a hi-de-hi camper into a frustrated and extremely rude islander.

For instance, what excuses have you for your attack on David Moaner from Newthorp? With a name such as my own I understand completely how he feels. He quite plainly asked you for no jokes about his name and you forget completely about his letter and set about destroying him. SHAME ON YOU!

Anyway, back to your plea for help. I suggest a Mr Nasty column with yours truly (me) playing the part of Mr Nasty. I would like nothing more than demoralising the likes of David Moaner. Get in touch. Sean Lemon, Belfast.



TOM: Thanks for your letter, Sean. I'm sorry, but we don't need a Mr Nasty columnist right now. I hope you don't feel too bitter. Bitter? As in bitter lemon? Aa ha ha! Lemon, lemony, weony, lemony, lemon. All right, enough. It's not funny. I'm sorry old fruit. Fruit? Lemon? Aw, what a wheeze. Wheeze, rhymes with squeeze, as in squeezing a lemon. Aa ha ha, boy, I peel myself. Peel, Ahahaha. Hey Sean, don't forget the pancakes on Jif lemon day, now you hear me? Aa he he!

CHUNKY CHEEKS?

Dear TOM,
Please could you answer these questions for me.

1. Is it true that Street Fighter 2 will be a 24 meg cart?
2. is it also true that when Streets of Rage 3 is released it will be a 24 meg cart.
3. My friend said that Star Wars won't be

released on the Megadrive. Is he talking through his fat chunky cheeks or what?

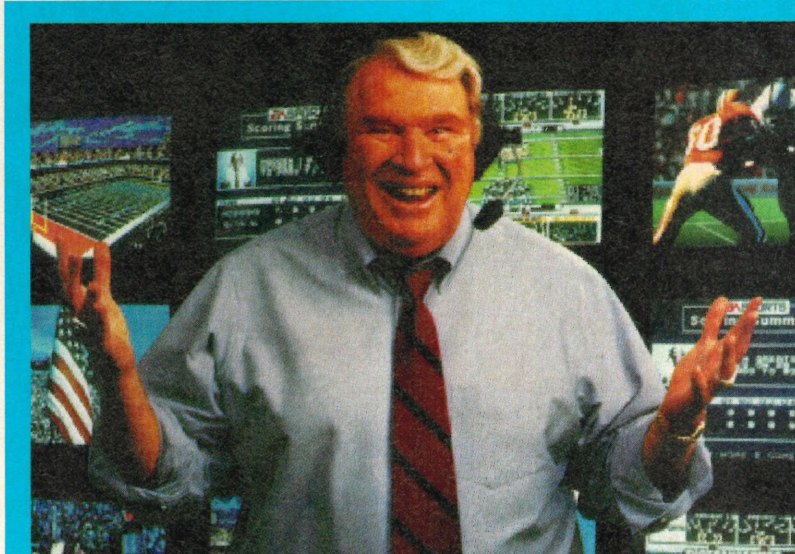
4. Can you play Sega Genesis games on the UK Megadrive without an adaptor, because my Super Off Road says Genesis on the box, but works okay on my UK Megadrive.

I know you probably won't answer my questions, but please do, because it is my first time writing to such a high quality mag (suck, suck).
Ian Shaw, Liverpool.



TOM: See, look. You're wrong, Ian. I am answering your questions. Have faith.

1. Yes. True. It's all true.
2. It looks that way, yes.
3. Chunky cheeks or not, I believe your porky-buttocked pal may be right.
4. Some Genesis games work on official machines, but it's better not to chance it because a lot of new carts are chip-locked. Always test out import games on an official machine in the shop first to avoid disappointment.



JOHN MADDEN TALKS BACK!

He's big and chunky, he smells of scotch eggs and he can swallow tangerines whole. Yup, it's ex-American footballer and karaoke king, John Madden here with another of his pet-hates. This month - over-priced carts.

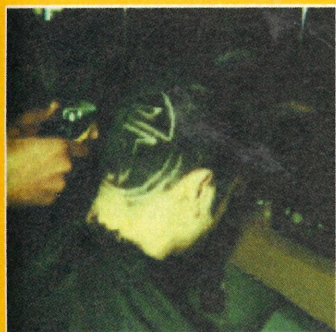
Bong Thang, Sports Fans. You know nothing peeves me off more than the ridiculous price we're expected to pay for carts. Why only the other day I

needed a small four-wheel cart just for wheeling some bricks around my back yard. Well, it set me back nearly one-hundred and twenty bucks. 'It's got special features' the man said. Special features my ass. Why, it was nothing more than an orange crate with a handle. Within the week it was already trundling to the left. Goddamn it, what's this country coming to when you get shoddy quality like that.

Then there was that go-cart I bought for son, dear sweet John Madden Jr, the Second, bless his big bones. Why he's as big, red and sweaty as I ever was at his age. Anyways, I bought him a simple pedal-cart for the local street-race. Darned thing cost me over two hundred bucks. What's worse, Muldoon from across the road, he made his son a cart for next to nothing and won the race with it. Some kinda wind-powered propellor device from what I could fathom. Shoot, that man is really getting to me.

Anyway it just can't go on. When I buy a cart I expect a cart, not some piece of painted-up bull-crap. I shall write to my Senator about this. You'd better believe it, buddy. The buck stops right here.

My name is John Madden, until next month, Ciao.



2. Next up, get your design stencilled into the head. Here we see the skull slowly taking shape.
3. Now remove the unwanted clumps of hair.



4. Ta da! The end result, as shown in a whole number of inferior magazines. Ladies and Gentlespoons, The Skull-cut!

VS MODE ➡

VS MODE ➡

VS MODE ➡

VS MODE ➡

VS MODE ➡

Looking for a game with competitive action between two or more human players? Or

maybe you want to see how your fave multi-player game scores when MegaTech compares it to the cream of competitive carts? Whatever the case, this month 'Versus Mode' is an even more apt title than usual for MegaTech's monthly 'compare and contrast' feature, because the games under scrutiny are all about taking on one or more opponents. Each game is given a rating for Presentation, Playability and Needle Factor. The results are then added up to reveal MegaTech's top multi-player game. Which one will it be? Read on and find out...

THE COMPETITORS

multi - player

MAI

1 PRESENTATION

How does the presentation of each of our multi-player games compare? Are enough options provided? Is the game screen user-friendly? What are the graphics like? Are there any annoying glitches in the way the game is displayed? Let's see...

Block Out

Block Out's two-player game consists of two shrunk-down one-player game areas, placed side-by-side on the screen. The smaller playing area, coupled with pretty basic 3D graphics, makes the game relatively difficult to play, compared to the one-player mode (unless you're playing on an enormous screen, of course).

★★

Fatal Fury

Presented in standard one-on-one beat 'em up style, Fatal Fury has a slight advantage over other examples of this genre in that you can fight on two different planes (foreground and background). Graphics are pretty good generally, and you can choose to play eight different characters (more than in the arcade original).

★★★★

F1 World Championship

In F1, the horizontally-split screens employed for two-player races are very 'skinny' due to the addition of the circuit map and other race info at the top of the screen. This doesn't have an adverse effect on the look of the game, but it's impossible to check the info without crashing. However, graphics are smart, and scrolling is fast and super smooth.

★★★

J League Pro Striker

J League features the familiar aerial view taking in a small section of the pitch, with a 'radar pitch' provided to give information on action off the main screen. Graphics are excellent, with incredible animation on the player sprites, and up to four players can take place at once. Unfortunately, it's all in Japanese, so some options remain a mystery.

★★★★

John Madden '92

This game set the standard for American footie games and its

drop-down menus are still the best way of incorporating tactics with action - the game interface is simple but incredibly effective. Graphics and animation are very good and enough in-game statistics are provided for even the most avid American football freak.

★★★★★



➤ **BLOCK-OUT** by SEGA/£19.99

Representing the two-player puzzle game genre, Blockout is a sort of 3D Tetris. The aim of the game is to drop oddly-shaped blocks into the playing area (a sort of well) so that they lock together to make solid layers. Succeed in this aim and the layer will disappear, but fail and the blocks overflow over the top of the well and it's Game Over time.

➤ **FATAL FURY** by SEGA/£44.99

Obviously we needed a one-on-one beat 'em up in this month's Versus Mode and we decided that, until Streetfighter II is released, Fatal Fury is the best one available for the Megadrive. The game features some big, bad sprites and each fighter has a set of individual moves, as well as their own range of special moves.

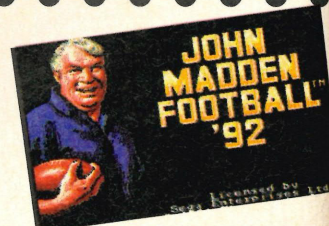
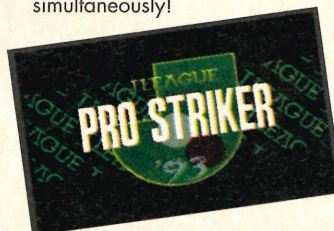


➤ **F1 WORLD CHAMPIONSHIP** by SEGA/£44.99

Flying the chequered flag for two-player car-racing games in this month's line-up, this hot new Formula One racer burns off its four-wheeled rivals with ease. Two player races use the familiar split-screen presentation, with the two competing cars contending with a large field of other racers as well as each other.

➤ **J LEAGUE PRO STRIKER** by SEGA/Import

Top of the footie games league in the MegaTech office, J League is the official game of the Japanese football league, featuring all the teams, all the players and all the weird Japanese playing formations. It really comes into its own as a multi-player game, and with the Sega Tap up to four can play simultaneously!



➤ **JOHN MADDEN '92** by EA/£39.99

Follow-up to the first, groundbreaking John Madden game, and in the view of the MegaTech crew the best American footie game ever. Featuring the familiar three-quarter rear overhead viewpoint, added moves and more polished presentation, it's so good that even the sequel, Madden '93, couldn't better it!

VIA!

Micro Machines

Micro Machines' racing surfaces are excellent – the graphics are basic, but evoke the feeling of racing toy vehicles over kitchen tables, bathtubs, etc, very effectively. The whole thing is unique and beautifully presented, with a jolly feel to it – little touches like your racers jumping up and down with glee when they win add to the fun feeling.

NHLPA Hockey

Presented in a similar way to most football games, but obviously with less players on a smaller playing surface, NHLPA is the most user-friendly ice hockey game for the Megadrive. One of its best features is the excellent Action Replay function, with smart Rewind and Fast Forward facilities. The punch-ups are great button-bashing fun too.

PGA Tour Golf 2

All the features of the state of the art golf sim are here – seven well-presented PGA courses, an accurate power-meter-driven stroke system and

good graphics – plus the unique 'Fade and Draw' system, giving even more control over your shot. Up to four players can compete and you can save ongoing tournaments containing up to sixteen characters.



Rampart

With its simple graphics and sound and a decidedly low-tech style, Rampart wouldn't win any computer game beauty contests. But the basic presentation seems to work for the game rather than against it, allowing you to concentrate on the two-stage gameplay – blasting the other player's ramparts and then repairing any damage done to your own.

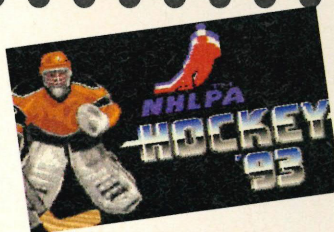
Road Rash 2

This motorbikin' racer boasts smart graphics and a wide choice of bikes which get faster and faster the further you progress. Road Rash 2 scores over Formula 1 in the presentation stakes because each rider's information panel is placed at the side of the racing screen and is easier to glance at without losing control of your machine.



MICRO MACHINES by CODEMASTERS/£34.99

Originally a Nintendo NES game, Micro Machines on the Megadrive betrays its humble origins with fairly basic graphics, but despite this it's an excellent two-player game. Race your mini vehicles (the Micro Machines of the title), through the hazards in a range of micro-environments, such as breakfast tables, pool tables and flower beds.



NHLPA HOCKEY by EA/£39.99

This sequel to EA Hockey introduced even more aggressive elements of gameplay into the already hard 'n' fast action of the original. As a simulation of what has been called 'The fastest game in the world', this is the tops. At its best, the action is frenetic and often violent, with improved fist-fights and even injured players bleeding all over the ice.

PGA TOUR GOLF 2 by EA/£39.99

Loaded with features, PGA Tour 2 is the cream of the crop of golfing sims and no mistake. Featuring seven 3D courses based on real-life PGA Tour venues and the option of Tournament or Skins competition with up to four players taking part, this little baby has the lot. But how will it compare with more 'exciting' sports sims?

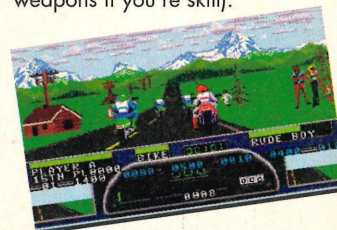


RAMPART by TENGEN/Import

Converted from the arcade original, Rampart is a strange concoction of strategy, castle-blasting canon action and puzzle elements. Graphics are basic but effective, and the whole thing hangs together as a superb two-player game. Blast each other's castles, then repair them against a time limit in the Tetris-like rebuilding section.

ROAD RASH 2 by EA/£39.99

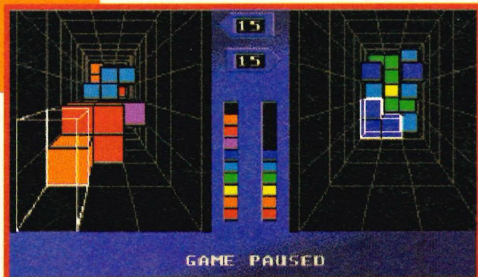
This ultra-violent follow-up to EA's original bike race/beat 'em up classic introduced a two-player, split-screen option to the proceedings. You can knock your opponents off their bikes with punches and kicks, but the chain and club-wielding fellow racers get meaner and meaner the further you get into the game (although you can nick their weapons if you're skill).



2

PLAYABILITY

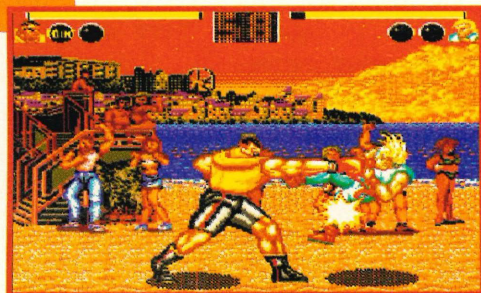
Okay, so that's Presentation, but let's face it - a game's got to be playable to be a classic. In this category, we analyse how well the control system has been implemented and how that translates into the game reaction on screen.



Block Out

Unfortunately, the superb playability of the one-player mode doesn't translate onto the two-player game. The playing areas are so small it's often difficult to see where your blocks are aimed. Occasional control delays can be infuriating, causing you to drop your blocks in the wrong place, and the effects of 'slowdown' add to the annoyance.

★★★★



Fatal Fury

Sadly, Fatal Fury suffers from poorly-designed moves, with some of the special moves being extremely difficult to pull off using a joystick. The collision detection is good, but the outcome of a two-player fight often depends on luck rather than skill - damage can be inflicted on your opponent by simply bumping into him while leaping from foreground to background.

★★★★

F1 World Championship

Although it's difficult to check out your position and which lap you're on in-game without crashing, F1 scores highly for playability, containing every joystick combination you could ever need to control your car. It's incredibly fast and offers top-flight excitement. Although the speed can be difficult to control initially, the game rewards practice and skill.

★★★★

J League Pro Striker

With its simple control method, J League can be picked up in minutes and after a while you can pull off overhead kicks and other spectacular moves - the controls allow you to play the game more instinctively than any other footie game. Programmed to give maximum excitement, it's a real thrill to play.

★★★★

John Madden '92

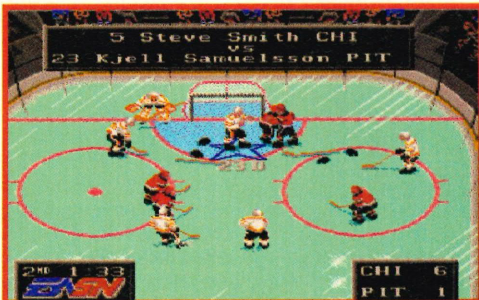
It goes without saying that you have to have at least a basic grasp of American football to get the best out of Madden '92. However, like J League, the controls are pretty instinctive once you've chosen a play, and you can even leave the computer to do most of the work if you want. Superb control system, great fun to play.

★★★★

Micro Machines

The gameplay in Micro Machines couldn't be much more simple if it tried, but it's such a superb idea you can't help but have bucketfuls of fun when you're playing it with a mate. The steering controls do take a bit of getting used to for first-timers, but players can be handicapped and you'll be in there racing away after a few minutes' play.

★★★★



NHLPA Hockey

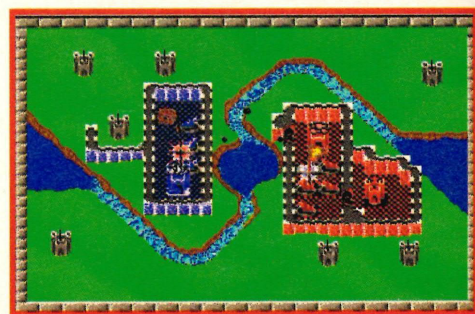
Given that NHLPA is an attempt to simulate a bunch of big, padded men thundering around a large rink on skates, it works incredibly well, but the 'slipperiness' of the controls can put people off. Once you've mastered it, however, the game offers very fast, incredibly exciting gameplay, and the fights are a brilliant, button-bashing bonus.

★★★★

PGA Tour Golf 2

Any golf fan who understands the workings of the swing power-meter can get a lot of enjoyment out of PGA Tour 2, and novices can pick it up in minutes. The big bonus is that you can have up to four people playing in a tournament or 'Skins' challenge. Leisurely fun.

★★★★



Rampart

Simple two-stage gameplay and an equally simple but effective control system makes Rampart a doddle to get into. The attacking phase is just 'aim and blast' at your opponent's walls (although the more skilled you become, the more damage you can wreck). The difficult bit is the rebuilding phase - if you're crap at Tetris, you've had it!

★★★★

Road Rash 2

It's fast and rough, but Road Rash 2 is also very playable - all you have to do is keep the throttle open, keep on the road and avoid any obstructions on the highway (including cops). The most difficult bit is trying to knock a rider off his bike while powering along the track, but when you've mastered that, Road Rash's world of ultra-violent joyriding is yours.

★★★★

3

NEEDLE FACTOR

The best multi-player games are the ones that really charge up the competitive spirit of the players. In this selection we sort out the carts that really get the sparks flying from the sedate pot-boilers.

Block Out

Although the gameplay glitches mentioned in 'Playability' have an adverse effect on the enjoyment of a two-player game, you can have a good competitive head-to-head on Blockout. The best thing about the two player game is that by

completing layers you can pile extra layers onto your opponent's side, bumping him (or her) ever closer to oblivion. Quite exciting really.

★★★★

Fatal Fury

If two people wanted to play a game where they could really get each other's goat, they'd surely choose a one-on-one beat 'em up. Fatal Fury gives the players the opportunity to punch, kick and generally belt the crap out of each other on screen. If the contest is a particularly close and vicious one, you could well come to blows off screen too.

★★★★★



F1 World Championship

The high-speed thrills 'n' spills of Formula 1 racing are guaranteed to get the pulse racing, and if the race is particularly close between the two players in F1 the sparks can really fly! You can 'close the gate' on your opponent going into corners or aggravate him into a frenzy by weaving around in front of him, preventing any overtaking manoeuvres.

★★★★



J League Pro Striker

Because of the speed of the gameplay, a game of J League naturally provokes spirited competitiveness. Whether it's end-to-end stuff, or you're piling on the pressure or defending your own goal doggedly, it's easy to get really hyped up during a game. Carry out a particularly bad foul and one of your opponents' players will be stretched off.

★★★★

John Madden '92

When things get hectic in John Madden '92, they get really heated – all that beef hurtling around the field really pumps up the testosterone levels of the human players and aggression wins through. If you get really aggravated, there are plenty of opportunities to give your opponents a good shunt when the ball goes dead.

★★★★★

Micro Machines

There are loads of opportunities to 'do the dirty' on your opponent when playing Micro Machines, especially if you get to know the tracks well. Really

get his goat by knocking his Micro Machine off the table, into a sticky glue spot or even right down the plughole. The childish gameplay means it's not really a mega-aggro-inducer, though.

★★★★

NHLPA Hockey

It's a toss-up as to whether this game or John Madden '92 gets the title of 'Sports game with the most needle'. Lightning fast gameplay, crunching bodychecks and the ability to leave one of your foes squirming in a pool of bloody ice add up to maximum aggro. Occasional fist-fights also hype up the atmosphere.

★★★★★

PGA Tour Golf 2

Although it's an enjoyable, superbly programmed game, the nature of the game of golf and the 'take turns' gameplay means that aggression largely takes a sideline in this one. The Skins option, where each hole is worth cash, can serve to hype up the tension a bit, but it's not real money of course.

★★★

Rampart

The fact that you're trying to blast the smithereens out of your foe's castles naturally gets the blood pumping, and taking out an opponent's canon emplacements (especially when he's only got a few left) will really get him fuming. However, most of the tension in the game is produced when you're trying to rebuild your own battlements against the clock with oddly-shaped blocks.

★★★



Road Rash 2

You don't necessarily see that much of your human opponent if he prefers to win by riding his way to the front rather than hanging around to beat you up. Even the Mano a Mano mode (with just the two of you on the road) can turn into a solo ride if your opponent decides to open up the throttle and leave you behind, waving your club at thin air.

★★★



VERDICT

LET'S HAVE A LOOK AT THE SCOREBOARD AND SEE WHICH MULTI-PLAYER CART COMES OUT ON TOP...

	Presentation	Playability	Needle Factor	Total
J Madden '92	5	5	5	15
NHLPA	5	4	5	14
J League	4	5	4	13
Micro Machines	5	5	3	13
Fatal Fury	4	3	5	12
F1	3	5	4	12
PGA Tour 2	5	5	2	12
Road Rash 2	4	5	2	11
Rampart	3	4	3	10
Block Out	2	3	4	9

THE FINAL BREAKDOWN

So it's a resounding victory for John Madden '92, which romps to victory, scoring top marks in every category. You'd probably disagree if you're not into American footie, but on a purely objective analysis of the game's features it proves absolutely unbeatable in the two-player stakes.

NHLPA comes in a close second, let down by being slightly less playable, closely followed by two games tying for third place. J League is marked down for Presentation and Needle Factor, while Micro Machines falls down because the childish gameplay doesn't generate enough needle. And as for the also-rans... well, you can see how they fared by looking at the scoreboard.



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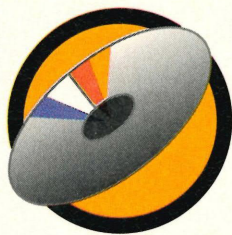
GAME INDEX

Ladies and Gentlemen! Boys and Girls! Cats, Dogs and other domesticated animals! Welcome! Welcome! Welcome! To the one and only MegaTech Game Index, where only the best Megadrive and Mega-CD games are featured for your reference and buying entertainment. Here we present complete game rundowns with ratings, tips and the current high score.

And on the subject of high scores, if you can beat any of those listed here we want to know about it. So fill in the form below and mail it to MEGATECH'S VERY OWN HYPERPLAYERS, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And no cheating, because it's not big and it's not clever and you're only kidding yourself and Santa Claus won't visit your house next Christmas.

NAME: _____
ADDRESS: _____
GAME: _____
DIFFICULTY SETTING: _____
LEVEL: _____
SCORE: _____

GAME: _____
DIFFICULTY SETTING: _____
LEVEL: _____
SCORE: _____



MEGA-CD GAMES

Disc games official and unofficial, here revealed. Backwards writing already enough of this! Forward gear engage!

AFTERBURNER III

BY CSK
 PRICE: IMPORT ONLY
 REVIEWED: MT 15
 Hey! It's G-LOC! Well, it's not really, but it's near enough to make no odds. Fly your deadly fighter de jet through wave after wave of oncoming planes. Lots of Mega-CD sprite scaling and rotation in evidence here.
 ▲ Well, at least you couldn't do all those hardware sprite tricks on a Spectrum.
 ▼ Ghostly music, hopeless graphics, hardly any action at all and the fact that the guns fire automatically means that even a concussed iguana could play it on a cold day when it was feeling lethargic.

MT RATING: 22%



BATMAN RETURNS

BY SEGA
 PRICE: £44.99
 REVIEWED: MT 19
 An enhanced version of the mediocre cartridge Batgame, but what enhancements! As well as having the old platform bits (which are largely unchanged) the game uses the CD hardware for spectacular 3D driving/shoot 'em sections in which you get to blast the Penguin's henchmen from their motorcycles/cars/giant cannon-bearing lorries.
 ▲ Switch off the platform bits and just play the driving sections - they're excellent and are a game in themselves! The orchestrated music and sampled speech adds to the atmosphere.
 ▼ It's a shame the platform bits weren't improved. The driving sections are also REALLY tough.

MT RATING: 94%

BLACK HOLE ASSAULT

BY SEGA
 PRICE: £39.99

REVIEWED: MT 14

Robot beat 'em up in which you can either go head-to-head against another player (on various planets) or go on a mission to free the Solar System from robo-domination.

▲ Fast action, smartish graphics, good clanging sound effects and smart intro bits.

▼ Not enough variety in the combatants to keep you hooked. Cyborg Justice is actually better and that's on a 4 meg cart.

MT RATING: 61%

EARNEST EVANS

BY WOLF TEAM
 PRICE: IMPORT ONLY
 REVIEWED: MT 3
 Ernie is a sort of Indiana Jones-type adventurer, complete with whip and (occasionally) hat, who is on a platform-going mission to recover some lost magic book from an evil agency of some description. Anyway, it's wacky occult platform action a-go-go in this game, which is unusual insofar as Earnest himself is actually made up of about nine different sprites, two for each limb, which makes him look like a sort of butch Pinocchio whenever he moves.
 ▲ Well... the game designers obviously had some nice ideas.
 ▼ It's just that the programmers didn't share the same, inspired vision. Yucky graphics and lots of gameplay glitches cause the problems.

MT RATING: 50%



FINAL FIGHT CD

BY CAPCOM
 PRICE: IMPORT ONLY
 REVIEWED: MT 17

The arcade game comes to your Megadrive. A one or two player beat 'em up in which you have to recover a nice young lady from a vile, slobbering gang leader who probably has rude things on his mind. All the levels of the coin-op, as well as all the characters, the bonus rounds and a new time attack mini-game as well.
 ▲ It IS the arcade game... and more!
 ▼ Unless you're seriously opposed to senseless violence, there are no downers.

MT RATING: 94%

HOOK

BY SONY IMAGESOFT
 PRICE: IMPORT ONLY
 REVIEWED: MT 16
 Join up with the lost boys and help old Pete back to his former Pan status so that he can track down his own kids, kidnapped by Cap'n Hook. Of course, it's the top-grossing film of 1991 turned into a platform game, in which Pan has to fight, leap and occasionally fly his way past Hook's henchmen.
 ▲ Really nice graphics and the CD music is most impressive. Plays quite well too.

▼ It's a bit frustrating at times, and it's a shame that the voices of the original actors weren't used in the cut-scenes, as they seem rather amateurish.

MT RATING: 80%

JAGUAR XJ-220

BY SEGA
 PRICE: £39.99
 REVIEWED: MT 16
 Much like EA's Lotus Turbo Challenge, this game lets one or two players drive Megadrive replicas of British sports cars either in tournaments or in split-screen, head-to-head races.
 ▲ Lots of tracks, smart 3D graphics, ace music and the two player mode is great.
 ▼ Single player mode gets a bit boring after a while. Handling isn't as good as Domark's F1 World Championship.

MT RATING: 87%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
 PRICE: IMPORT ONLY
 REVIEWED: MT 16
 The Mega-CD provides a new form of entertainment. You have to run a video request TV show by splicing together three constantly running 'tracks' of full-motion video to fit one of three Kris Kross track and the whims of a caller. You can even add rudimentary special effects.
 ▲ It's fun in an unusual sort of way and some of the video clips are quite wacky.
 ▼ There are only three songs to mess around with and unless you're well into Kris Kross the novelty soon wears off.

MT RATING: 80%



NIGHT TRAP

BY SONY IMAGESOFT
 PRICE: IMPORT
 REVIEWED: MT 17
 Svelte young ladies are being lured into a house where they are drained of blood to be used in the manufacture of a (gulp!) soft drink. Luckily, SCAT (the Sega Covert Action Team) are onto this and they've given you control of the house's security cameras and hidden traps. You have to use the cameras to keep up with what the girls are doing and watch out for the vile kidnapping Oggers who are lurking around the house, and capture them before they nab the lovely damsels.
 ▲ Two whole discs provide an hour and a half of fairly entertaining full-motion video exploits.
 ▼ The gameplay is mostly trial and error and one mistake can lead to disaster.

MT RATING: 79%

PRINCE OF PERSIA

BY SEGA

PRICE: £44.99

REVIEWED: MT 10

Escape from your dungeon and run, leap and swordfight towards the lovely Princess of Persia, cruelly locked up by mad Grand Vizier Jaffar. Evil traps and evil henchmen are everywhere in this twelve-level platform game which demands fine control and route-learning from the player.

▲ Brilliantly animated characters and cunning traps make this gripping from start to finish.

▼ Controls are terrible and it's a bit short-lived. Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 70%



SEWER SHARK

BY SONY IMAGESOFT

PRICE: IMPORT ONLY

REVIEWED: MT 16

As the pilot of a high-speed sewership, you have to find your way through a vast maze of smelly tunnels populated by nasty sewer critters to the sunny climes of Solar City. Fast 3D flying and blasting is the order of the day.

▲ The Mega-CD's full-motion video capabilities are used really well and the atmosphere created really makes the game. Once you get into it, it's good fun.

▼ The actual gameplay is pretty basic stuff and if you make one mistake it's Game Over.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA

PRICE: £44.99

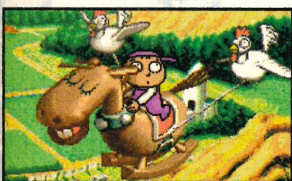
REVIEWED: MT 16

There are three chilling cases for Holmes and Watson to solve in this full-motion video extravaganza. Sherlock has to interview all the suspects and piece together clues from his many sources to identify the murderers before bringing them to justice.

▲ A good idea for a game, nicely presented.

▼ Holmes is a bit limited in his investigative abilities. It would have been good if he could do more than just talk to suspects. Oh, and the acting in the video clips is somewhat ropery, but hey, we're game reviewers, not drama critics.

MT RATING: 79%



SWITCH

BY SEGA

PRICE: IMPORT

REVIEWED: MT 19

A very odd game in which you're presented with all sorts of strange situations and you just have to press buttons to try and get out of them. The overall aim is to get to the bottom of a maze of locations, without pressing the buttons that blow up

various world monuments. Usually though, hitting the wrong button results in hilarious things happening. There are over 1,000 gags stored on the disc and the fun comes from waiting for the (very) unexpected to happen.

▲ Uses the Mega-CD well for all sorts of graphical tricks and sound and music effects and the variety and the overall hilarity makes it a sort of up-market activity centre.

▼ If you don't have a rather odd sense of humour you probably won't see the point. If you do have that sense of humour the sad part is that Sega will probably never bring this out officially.

MT RATING: 90%

WOLFCHILD

BY SEGA

PRICE: £39.99

REVIEWED: MT 16

A conversion of an old Amiga game, this puts you inside the hairy skin of a lad who's prone to transforming into a fireball-shooting werewolf. Handy, this, because on his quest to rescue his kidnapped dad he has to shoot a lot of monsters and robots and stuff.

▲ Quite a playable platform shoot 'em up with decent music.

▼ Nothing really new and the pseudo-Anime graphics in the intro are a bit naff.

MT RATING: 82%

WONDER DOG

BY JVC

PRICE: IMPORT

REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet of K-Ninus by hopping around platforms and dodging hostile weirdos on various planets. This is on CD only and will be available officially in the summer.

▲ Great graphics and sound.

▼ There just aren't any really smart or innovative features in the game and it's quite easy to beat.

MT RATING: 82%



MEGADRIVE GAMES

These are the ones that are worth watching out for.

688 ATTACK SUB

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: PRE-MEGATECH

Submarine simulation in which you can captain a US or Soviet nuclear sub, navigate hazardous waters and play havoc with your torpedoes.

▲ Lots of depth and a good simulation feel.

▼ The Thrills per Second gauge barely twitches so it won't appeal to everyone.

MT RATING: 85%

MT SECRET TECHNIQUE

Try this method to complete the final Hit and Run mission, in Beginner and Standard modes. First activate the top-down map and zoom out until a target appears. Arm a missile and head to periscope depth. You will probably be detected by a patrolling sub and have a

missile launched at you, but concentrate on launching all four missiles as soon as they're ready and once they're on their way, run for it! There's no way you can check on the missiles' progress so don't hang around. Set speed to 1/3 to effect a turn to 330 degrees, and head for the edge of the continental shelf. Activate contour mapping and as soon as you reach the drop-off, dive as deep as you can and increase speed to full or flank.

Head NW, using the contour mapping to steer around obstacles while occasionally checking the top-down map to make sure you're going in the right direction. Don't risk diving too deep, though, as the last thing you want is to scupper yourself on the sea bed. As you approach Denmark the enemy will try to find you on sonar. Do not use your own sonar or try to attack them. Just keep going and by the time the mission clock reaches about 25 minutes you should have reached safety and the mission is over.



ALIEN 3

BY ARENA

PRICE: £39.99

REVIEWED: MT 9

Nothing like the film, this puts you in control of a megaweapons-toting Ripley on a platform crusade to waste the aliens and rescue the cocooned humans.

▲ Excellent sound effects, music, graphics and gameplay. Really challenging too.

▼ It's so good it's suspicious.

MT RATING: 94%

MT SECRET TECHNIQUE

When the game starts, go to the options screen and, using the second control pad, press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN. You should hear a noise. Leave the options screen and start the game. When you wish to skip a level, pause the game and press C, A and B. Lines should run down the screen. Now when you unpause the game, you should move onto the next level.

CURRENT HIGH SCORE

15,570,450 (Hard level) by Robert Guthrie, Galashiels

ALISIA DRAGON

BY SEGA

PRICE: £39.99

REVIEWED: MT 4

Become mistress of a multitude of mythical monsters in this lengthy and unusual platform shoot 'em up.

▲ Superb graphics + novel gameplay = good fun.

▼ Hardly a downer in sight.

MT RATING: 85%

MT SECRET TECHNIQUE

Switch on and after 'SEGA' disappears from the screen hold down A until 'GAME ARTS' has disappeared. Now hold down B until 'GAINAX' has disappeared. Now hold down C until 'MUSIC COMPOSED BY...' has disappeared. When the stars come out of the crystal press START and you should hear a sound. Start the game and press C on the second controller to blank the screen. This warps you to the next part of the current level, or you can warp even further using these button combinations: C - Stage one B - Stage two B and C - Stage three A - Stage four A and C - Stage five A and B - Stage six A, B and C - Stage seven START - Stage eight

CURRENT HIGH SCORE

Elven Mage (level 7, normal) by Anthony Dowd, Telford



AMAZING TENNIS

BY ABSOLUTE ENTERTAINMENT

PRICE: IMPORT

REVIEWED: MT 19

A tennis game with the strange novelty of a behind-the-player-sprite viewpoint. The player graphics are big and well animated, but their size makes it quite difficult to see past them to the other side of the court. That said, generous collision detection makes it easy enough to hit the ball back. Plenty of strokes to master and opponents to beat, and of course there's the two player mode.

▲ Graphics look very smart and overall the game is very playable.

▼ In the two player mode, the guy at the far side of the court has some difficulty seeing what's going on.

MT RATING: 82%



ANOTHER WORLD

BY VIRGIN

PRICE: £39.99

REVIEWED: MT 14

Lester Chaykin (scientist) is transported by a twist of fate and a particle accelerator to Another World where he has to somehow evade death at the hands of evil spudhead aliens and get back home for tea.

▲ Ace graphics and animation, and the way puzzle, adventure, platform and shoot 'em up action is combined is great.

▼ Controls are a bit dodgy, and once you've finished the game you won't come back to it.

MT RATING: 86%

ATOMIC RUNNER

BY SEGA

PRICE: £39.99

REVIEWED: MT 10

A bizarre platform game in which the hero has to leap and blast his way through numerous alien-infested levels.

▲ Great background graphics and a decent, if unusual blend of shoot 'em up and platform action.

▼ Atomic Runner sprite is a bit weedy.

MT RATING: 80%

CURRENT HIGH SCORE

310,000 by Russell Halford, Bracknell, Berks

AYRTON SENNA'S

SUPER MONACO GP 2

BY SEGA

PRICE: £49.99

REVIEWED: MT 6

Update of the excellent 3D race game, with extra tracks, better sounds, slightly tweaked gameplay and digitised pics of Ayrton Senna looking grumpy.

▲ Fast 3D graphics and loads of tracks to race on.

▼ A bit pricey. The extra features don't make it THAT much better than the original Super Monaco. Formula One World Championship is faster and more fun.

MT RATING: 90%



MT SECRET TECHNIQUE

Select Japanese text from the options menu, then go to Free Practise mode. Press the D-button down to scroll through the text and a flashing red arrow appears to indicate the most difficult corner on the circuit.

CURRENT HIGH SCORE

160 driver's points by Wayne Pearce, Haddesley



BATMAN RETURNS

BY SEGA

PRICE: £39.99

REVIEWED: MT 12

Based on the second Batmovie, this pits the Batman against Catwoman and The Penguin in a variety of platform beat 'em up scenarios.

▲ Lots of levels and quite a lot to do.

▼ Graphics are big but grainy so it's sometimes hard to see what's happening and the action is v frustrating. Not for novices.

MT RATING: 76%

BATMAN: REVENGE OF THE JOKER

BY SUNSOFT

PRICE: IMPORT

REVIEWED: MT 16

This Batgame's based on the comics rather than the movies, but it offers similar platform beat 'em up action to the others. Fight off The Joker and his cronies with your flying batfeet and wrist-mounted bat laser weapons.

▲ Enjoyable blend of platform and shoot 'em up with a fair amount of variety in the levels.

▼ Graphics are pretty garish, and not altogether wonderful. Unlimited continues make it quite easy to finish.

MT RATING: 75%

MT SECRET TECHNIQUE

You don't lose your Invincibility bat capsules when you die so you can keep collecting them, dying, then going back and collecting them again, thus storing up dozens and making it very easy to conquer the bosses.



BIO HAZARD BATTLE

BY SEGA

PRICE: £39.99

REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects and other assorted nasty creatures in this one or two player blast.

▲ Spectacularly gross graphics, two player option, unusual scenario and good extra weapons systems make this a winner.

▼ 0896

MT RATING: 88%

BLOCK OUT



BY ELECTRONIC ARTS

PRICE: £19.99

REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. These completed layers then disappear which is good, because if they didn't the blocks would spill over the top of the well and that would be the end of the game.

▲ Tons of options (including two players, head-to-head) make for loads of game variations, all of which are excellent fun.

▼ Sometimes the game slows down and the controls go a bit dicky resulting in the occasional misplaced block.

MT RATING: 91%

CURRENT HIGH SCORE

435,311 (Level 0-1, Flat Fun) by Lee Nixon, Sheaford

BUCK ROGERS

BY ELECTRONIC ARTS

PRICE: £19.99

REVIEWED: MT 4

Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles, strategy-based spacecraft battles with a soupçon of puzzle solving.

▲ Good plot and quite enjoyable, even for players with only a passing interest in RPGs.

▼ Rather basic graphics may put off your standard Megadrive fan.

MT RATING: 88%

BULLS VS LAKERS

BY ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 10

Probably the best of EA's basketball simulations, featuring all the American big name players, replete with their speciality moves.

▲ Good graphics and feels like a realistic simulation.

▼ Not as instantly accessible as David Robinson's Supreme Court Basketball.

MT RATING: 80%



CALIFORNIA GAMES

BY SEGA

PRICE: £19.99

REVIEWED: MT 3

An unusual sports game in which the five events are surfing, roller skating, BMX, half-pipe skateboarding and footbag juggling. Good, as far as it goes, but it could do with more events.

▲ Makes a pleasant change from the usual sports sims. All the events are quite playable, moreso with two players.

▼ Could have done with some extra events, even the Master System version has more!

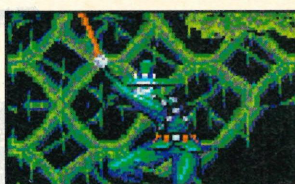
MT RATING: 79%

CURRENT HIGH SCORE

Footbag: 854, 370 by T Philips, Cardiff
Surfing: 10.0 (Turbo setting) by Yuen Aw, Birmingham

Skating: 12,530 by Martin Charles, Cardiff
Half Pipe: 47,398 by Martin Charles, Cardiff

BMX: 146,760 by Martin Charles, Cardiff



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.

▼ A bit too much challenge and not enough fun.

MT RATING: 73%

MT SECRET TECHNIQUE

Put the game in practice mode and find the air portal (at the bottom right of the navigation screen). It's the only portal with a small platform above it. Jump on the platform and you'll find that, though you've collected no potions, you can activate the portal spell. Do so and you are given a full complement of potions, all the weapons and Chakan is warped past the first twelve levels.

CHAMPIONSHIP PRO-AM

BY TRADE WEST

PRICE: IMPORT

REVIEWED: MT 14

A straight translation of an old NES game in which you get to race radio controlled trucks and cars around hazard-laden tracks. The addition of rocket and bomb launchers on the cars livens things up.

▲ Good and whizzy, just like the real thing, and the weapons are fun.

▼ After the 20th race it does grow tedious and it's surprising more wasn't done with the Megadrive conversion.

MT RATING: 78%



CHIKI-CHIKI BOYS

BY CAPCOM

PRICE: £39.99

REVIEWED: MT 14

A conversion of the Mega-Twins coin-op in which two young fellah-me-lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons.

▲ Pleasant enough game with nice graphics and enjoyable action.

▼ Lacks the arcade game's two player mode which would have made it something special.

MT RATING: 80%

CURRENT HIGH SCORE

288,330 by Andrew Thorne, Dorking

COLUMNS

BY SEGA

PRICE: £19.99

REVIEWED: PRE-MEGATECH

Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game. ▲ Hypnotic music and graphics make this almost unputdownable. Two player competition mode is superb.

▼ Sometimes success is as much down to accident as design (which may not be that bad).

MT RATING: 88%

CURRENT HIGH SCORE

97,633,647 by James Montague, Chelmsford



CORPORATION

BY VIRGIN

PRICE: £39.99

REVIEWED: MT 4

A huge 3D adventure with a bit of shooting 'em up, in which you have to get past the security robots in a high-tech office building.

▲ Good graphics and unusual and absorbing gameplay.

▼ Doesn't quite achieve it's potential because some of the best ideas in the game aren't used quite as well as they might have been.

MT RATING: 87%

MT SECRET TECHNIQUE

To finish the game the easy way use this method. Get to level five and update your access before descending to level four.

Update your access on level four and go back up to level five. Once in the lift, take down the password and reset the game. When you start again enter the password and repeat the process. You should find you can update your card seven times and can now go to any level you like, so go to level -3 where the embryo chamber is to be found. Collect an embryo and head straight for the car park on the ground floor to complete the game.



DAVID ROBINSON'S SUPREME COURT

BASKETBALL

BY SEGA

PRICE: £39.99

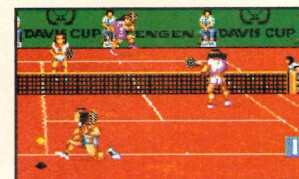
REVIEWED: MT 6

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.

▲ Good graphics and strikes the right balance between realism and fast arcade action.

▼ The way the court flips round as you cross the half-way line takes a bit of getting used to. Real basketball fans may prefer something more simulation, like Bulls vs Lakers.

MT RATING: 83%



DAVIS CUP TENNIS

BY DOMARK

PRICE: £39.99

REVIEWED: MT 19

A tennis game whose strength is its speed of play and its range of options. Practice against all sorts of players or machines on all sorts of courts, then take part in singles or doubles tournaments all around the world. Lots of moves of course.

▲ Loads of options, superfast gameplay and the two player options make this the

best Megadrive tennis game.

▼ Nothing major, although when the players are wearing their pink kits it looks like they're playing butt naked!

MT RATING: 90%

DECAPATTACK

BY SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Rather large platform game in which you play a sort of Frankenstein's Monster creature who gets rid of the baddies by throwing his head at them.

▲ Unusual gameplay makes it fun to play.

▼ Not particularly flash in the graphics and sound departments.

MT RATING: 79%

MT SECRET TECHNIQUE

You can pick up extra lives by jumping straight down onto the springy poles. As you hit the top, keep springing up and down and the pole segments should light up. When they're all lit an extra life is yours.



DESERT STRIKE

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.

▲ Lots of variety, great graphics and terrific gameplay make this one of the best shoot 'em ups on the Megadrive.

▼ Slightly dodgy 'No, no, nothing to do with the Gulf War, honestly' premise.

MT RATING: 93%

CURRENT HIGH SCORE

6,220,200 by David Morgan, Seaford, Sussex

DICK TRACY

BY SEGA

PRICE: £19.99

REVIEWED: PRE-MEGATECH

Shinobi-style beat'shoot 'em up game starring 'The World's Greatest Detective'. Take on the likes of Lips Manlis and other deformed gangsters as Dick tries to get to the bottom of a bomb plot.

▲ Challenging and good fun, with a good mix of game styles.

▼ Perhaps not quite enough variety in the beat 'em up bits.

MT RATING: 79%

CURRENT HIGH SCORE

339,900 by David Rowntree, Devon

DRAGON'S FURY

BY TENGEN

PRICE: £39.99

REVIEWED: MT 1

Originally reviewed as Devil Crash (the Japanese version) this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks.

▲ Superb graphics and sound and it has a superb pinball feel to it.

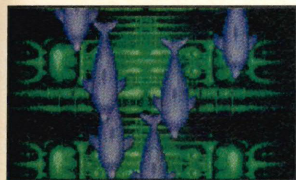
▼ Religious fundamentalists may not approve of a pinball game with Agents of Satan sprites.

MT RATING: 91%

MT SECRET TECHNIQUE

Try entering TECHNIQUE NOSOFT as a password to start the game with ten balls and a 2,000,000 points

bonus. Entering DEVILCRASH starts you with seven balls, and ALCIAEBECK gives you 21 balls and enough points to take you right to the final screen.



ECCO THE DOLPHIN

BY SEGA
PRICE: £39.99
REVIEWED: MT 13

Become a dispossessed dolphin which has to solve the puzzles which block his way in over 20 undersea mazes so that he can find his mates who have all mysteriously disappeared.

▲ Original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.
▼ Hundreds of people rang us up asking how to beat the Helix in the Darkwater level. Hey, it was a downer for US.

MT RATING: 94%

MT SECRET TECHNIQUE

With this game you don't need any others. When the name of the level appears press A, B and START and Ecco will be invincible.

E-SWAT

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

A single player conversion of the old cop shoot-out arcade game in which the player gets to enforce the law from inside an armoured flying suit with flame throwers and lasers.

▲ Lots of platform action, decent graphics.
▼ Nothing special these days. It's a shame you have to play several levels before you get the armoured suit as this could have been a super-destruction game.

MT RATING: 79%

CURRENT HIGH SCORE

642,900 (Completed on Normal) by Harry Weichers, Ferndale, S Africa

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, and captures the atmosphere of the comic well.
▼ Graphics are mostly a bit cheesy.

MT RATING: 89%



F22 INTERCEPTOR

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

The first Megadrive 'flight simulator' is a pretty simple air combat game in which you first have to train, before being sent on lots of basic missions to various parts of the world.

▲ Fast and fun, simple to get to grips with and loads of little missions to complete.
▼ More of a simple shoot 'em up than a flight sim.

MT RATING: 88%

MT SECRET TECHNIQUE

You can beat all the aces using this simple tactic. Simply pull a very steep climb straight into the sun and keep going with your afterburners on. The enemy plane will follow you and when you see it levelling off in the monitor dive straight down onto it, shooting as you go, and you'll be able to dust it, no trouble.

CURRENT HIGH SCORE

USA: 35,577 by Dean Lloyd, Rugeley
USSR: 35,577 by Dean Lloyd, Rugeley
IRAQ: 36,477 by Dean Lloyd, Rugeley
KOREA: 36,477 by Dean Lloyd, Rugeley

FLASHBACK

BY US GOLD
PRICE: £44.99
REVIEWED: MT 18

Spy/scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting exploits abound in five big levels packed with weird and wonderful scenery.

▲ Excellent graphics, sound, gameplay... and everything!

▼ It's one of those games that's so good you can't stop playing it, so finishing it doesn't take that long.

MT RATING: 94%

CURRENT HIGH SCORE

80,344 (Finished in 7 hours, Expert setting) by R Franklin, Barking.

FORGOTTEN WORLDS

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

One or two players participate in this conversion of the unusual Capcom coin-op in which two floating blokes have to decimate loads of fantastic monsters with meaty weapons.

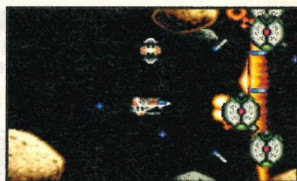
▲ Good weapons, smart graphics and pretty good fun to play.

▼ A bit easy, that's all.

MT RATING: 79%

CURRENT HIGH SCORE

1,991,800 by Daniel Gallop, Essex



GAIARSES

BY RENOVATION
PRICE: IMPORT
REVIEWED: MT 2

Yet another horizontally-scrolling space shoot 'em up, but this one has loads of weapons, enemies and levels to keep you occupied as you go on a mission to free the universe of space pirates.

▲ Smart graphics with lots of variety, loads of everything and it's pretty tough to beat.

▼ The only thing wrong with this is that perhaps it's not amazingly original.

MT RATING: 84%

MT SECRET TECHNIQUE

Plug in two controllers and press START and B on pad one to bring up the options screen. Select tune 18 and hold down A on pad two then select EXIT with pad one. Still holding A press C on pad one and keep them held down until the SEGA logo disappears. Now hit START and you've got a level select.

CURRENT HIGH SCORE

1,608,352 by Asif Akhtar, Wimbledon

GHOSTBUSTERS

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

▲ Jolly graphics, lots of variety, it plays well and it goes on for ages.

▼ Music is a bit iffy.

MT RATING: 86%

CURRENT HIGH SCORE

17,758,000 by Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS

BY SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH

Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spookings. Lots of platforms to jump around and plenty of extra weapons to pick up.

▲ Looks great, plays great, great music. Just great.

▼ Price is also great.

MT RATING: 93%

MT SECRET TECHNIQUE

If you've got the official version of the game you can use this for invincibility. Go to the options screen and exit four times. Then on the title screen press A four times, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT. Then hold down B and press START.

GODS

BY MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11

Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in his quest to solve puzzles and generally embarrass the gods of Olympus.

▲ Really slickly done, with excellent graphics and decent puzzle/shooting/platforming gameplay.

▼ Would have been frustratingly difficult even without the dodgy control system. Torn-out hair may be a side effect of playing this.

MT RATING: 89%

GYNOUG

BY SEGA
PRICE: £39.99
REVIEWED: MT 5

Angelic Gynoug (angelic because he's an angel) has to rid the underworld of all sorts of nasty demons in what appears to be a horizontally-scrolling shoot 'em up. Uncanny.

▲ Fast gameplay, lots of power-ups and some of the graphics, namely the bosses, are spectacular.

▼ Errr...

MT RATING: 91%

MT SECRET TECHNIQUE

On the options screen go down to DIFFICULTY and press A, B, C and START together to get a secret EASY setting. Alternatively, go down to CONTROL and hold down A until a stage select option appears.

CURRENT HIGH SCORE

2,345,760 by Wesley Thomson, Fife



HELLFIRE

BY SEGA
PRICE: £34.99
REVIEWED: MT 5

It's surprising that a little-known Toaplan coin-op should become such a popular Megadrive game, but then life's full of surprises. What makes this different from other horizontally-scrolling blasts is the unusual rotatable guns fitted to the player's ship.

▲ Weapons system works really well and leads to clever, tactical blasting. Graphics, of course, are great and it's all just very good fun.

▼ What downers?

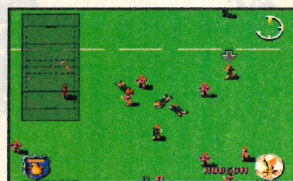
MT RATING: 92%

MT SECRET TECHNIQUE

Go to the options screen and set the game to HARD. Now select tune 1 on the sound test and leave it to play until YEA RIGHT appears. You now have 99 credits, but the game difficulty is set to super hard.

CURRENT HIGH SCORE

19,478,220 by Robert Guthrie, Galashiels



INTERNATIONAL RUGBY CHALLENGE

BY DOMARK
PRICE: £39.99
REVIEWED: MT 19

As the name suggests, this Kick Off-esque rugby simulation lets you play in the big three international rugby tournaments, namely The Triple Crown, The Five Nations and the World Cup. Just about all the rules of the sport are observed and clever control devices make it easy to carry out the unusual moves.

▲ A cleverly-done conversion of a sport which doesn't lend itself to computer conversion. If you're into rugby, you'll enjoy it.

▼ Suffers from a few annoying flaws, such as the way the computer players tackle perfectly, but you only get a result about 50% of the time.

MT RATING: 75%

ISHIDO

BY ACCOLADE
PRICE: £35.99
REVIEWED: MT 2

A board game based on some other ancient puzzle game (presumably not on a computer) in which you have to fill squares on a board with tiles by matching shapes and colours.

▲ Unlike most Megadrive puzzle games it doesn't appear to have its roots in Tetris.

▼ Blimey it's difficult. One for real puzzle maniacs only.

MT RATING: 80%



J



J-LEAGUE PRO STRIKER

BY SEGA
PRICE: IMPORT
REVIEWED: MT 19

Take to the field as one of ten Japanese teams from the J-League in this prize soccer game which is loaded with features. The style is Kick Off, but the graphics are better and it's easier to control the ball, which leads to some spectacular and realistic-looking football. If you're prepared to pay an extra £25 for Sega's multi-player joypad connector up to four people can play at once, two-a-side.

▲ The multi-player options, the excellent graphics and the amazing playability make this the best football game on the Megadrive at the moment.

▼ It's a shame that all the text is in Japanese as it makes some of the more exotic options (such as the instant replay) impenetrable.

MT RATING: 93%

JOE MONTANA 3

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

More American football action in a game which combines all the features of the first two Montana games, including the full spoken commentary, the different pitch views and all the teams and plays you'd expect from an American Football game.

▲ Good fun, smart graphics and the speech is just gob-smacking!

▼ Unfortunately still not as good a Gridiron simulation as John Madden '92

MT RATING: 78%



JOHN MADDEN '92

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American Football game is arguably the best of the lot. A 3D pitch display, and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you're really in the thick of it.

▲ Such a smart game that you'll enjoy it even if you don't care much for the sport. The two-player game is superb.

▼ Nowt.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this has over JM'92. Apart from that it's practically the same game, so don't consider buying this if you've got the other. Unless you're a real

gridiron nutter.

▲ It has all those extra features, so if you really follow the sport closely you'll appreciate the additions.

▼ Most players won't spot the differences. Besides, this is slightly slower than '92.

MT RATING: 91%

JUNGLE STRIKE

BY EA
PRICE: £49.99
REVIEWED: MT 18

Over one year on, and EA have finally produced the sequel to their awesome Desert Strike. Following on from the last game, you're now pitted against drug lords deep in a South American jungle and on the streets of Washington DC. The graphics are stunning and you now get to pilot a number of different vehicles, including a stealth fighter and a hover craft.

▲ Impressive graphics and tons of missions action. Even better than the first game.

▼ Shock, horror! None at all!

MT RATING: 95%

K

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin to make point-scoring patterns.

▲ Lots of scope for developing strategies make this extremely playable.

▼ Nothing much, but it's not quite as playable as Block-Out.

MT RATING: 85%

CURRENT HIGH SCORE

9,754,765 (Largest Klax 11x67,000) by Sharon Mitchell, Fraserburgh

L

LEMMINGS

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

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

▲ Tons of levels to beat, and the idea of the game is terrific, though sometimes it's more fun watching the Lemmings die than it is saving them.

▼ Who can say?

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Split screen two player mode.

▲ Very playable 3D racing game. Two player head-to-head game is excellent.

▼ The weather effects are nice but as a whole the graphics look like they could have been better.

MT RATING: 85%

MT SECRET TECHNIQUE

Try entering MANSELL as a password and you should qualify in every race you drive

in.

CURRENT HIGH SCORE

86,132,636 by Paul Bartlett, Erith, Kent

M



MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of increasingly difficult levels hacking apart everything you encounter. It sounds simple, but you're presented with challenge after challenge including some completely massive bosses. It could be better looking, but it plays fine as it is.

▲ Lots of action in the Golden Axe vein and incredible bosses.

▼ If anything the game is too difficult and apart from the bosses offers few surprises.

MT RATING: 90%

MEGA-LO-MANIA

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age 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 the quirky touches make it fun from start to finish.

▼ There are only nine levels, but they should keep you going for quite a while

MT RATING: 92%



MERCS

BY SEGA
PRICE: £39.99
REVIEWED: MT 1

Commando-style shoot 'em up in which you have to gun your way through hordes of soldiers, destroying tanks, gunboats, etc, buying more destructive weapons as you go. This version includes a second game variation not found in the arcade game in which you have to recruit new allies to fight alongside you.

▲ A really good blastfest.

▼ Lacks the arcade game's two player feature.

MT RATING: 90%

MT SECRET TECHNIQUE

Finding the game too easy? Just activate original mode, then hold down A, B, C and START to make it even harder!

CURRENT HIGH SCORE

1,407,500 (Arcade) by Neil Kendall, Birkenhead
5,107,950 (Original) by Stu Gornier, Gorsley

MICK AND MACK: GLOBAL GLADIATORS

BY VIRGIN
PRICE: £39.99

REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game.

▲ Smart graphics and gameplay is fast and jolly.

▼ Alas, it's all a bit too simple to be interesting for very long, and it actually comes across an 8 megabit McDonalds ad.

MT RATING: 81%

MICKY MOUSE IN CASTLE OF ILLUSION

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

The notorious mouse has to rescue his missus, Minnie, from evil witch Mizrabel in this cute and cuddly platform adventure with lots of Disneyesque monsters.

▲ Wonderful graphics and very playable.

▼ A bit easy to complete, so it's best for kids.

MT RATING: 84%

MT SECRET TECHNIQUE

There are at least three hidden treasure rooms in this game. One is in the third part of level one and another is in the first part of level three. To find both of them just fall down the pit and walk through the wall on the left to find loads of goodies.

CURRENT HIGH SCORE

2,824,500 by Nathan Preston, Mid-Calder

MICRO MACHINES

BY CODE MASTERS
PRICE: £34.99
REVIEWED: MT 15

Now that all legal problems between Code Masters and Sega have been cleared up you should be able to get hold of this one or two player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more.

▲ Tremendous fun in single or double player modes. Really recreates the childhood feeling of driving toy cars around the garden.

▼ A bit simple, but that doesn't really count against it too much.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandos-on-platforms blasting action in this arcade conversion. Lots of add-on weapons and bad guys to use them on.

▲ Good guns 'n' destruction action, with a good level of control over your bloke.

▼ A bit easy to complete, and it doesn't have the arcade game's two player mode, which would have been fun.

MT RATING: 85%

MT SECRET TECHNIQUE

On the title screen, wait until START is highlighted in red then hold down C and press START. Once the game has begun press START and then A to warp to the next level!

CURRENT HIGH SCORE

2,104,100 by Dan Towes, Gillingham

MIGHT AND MAGIC

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Absolutely gigantic role-playing game with 3D graphics in which you have to get your party of thieves/warriors/wizards around cities and countryside populated by an incredible range of monsters and villains

(dinosaurs? ferocious cats?).

▲ Vast depth should keep hardened role players going for ages.

▼ Iffy monster graphics and long-winded combat system may be off-putting to non-RPG veterans.

MT RATING: 79%

MT SECRET TECHNIQUE

For free gold, gems and powerful weapons at any time of the day or night use this secret technique. Choose 'VIEW CHARACTER' and when 'VIEW WHICH' appears hold down left, A and C on the joypad. Let all three go simultaneously and when the character menu appears keep pressing left and you should see a load of odd characters which should mean the cheat has been activated.



MUHAMMAD ALI BOXING

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers.

▲ The 3D boxing ring graphics, the controls and the whole feel of the game captures the atmosphere of boxing better than any other boxing game.

▼ Ummm... Rather naff 3D intro sequence, but that's about it.

MT RATING: 92%

N

NHLPA HOCKEY

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two player options, league championships, and that essential ingredient in any hockey game, a punch-up sub-game when the players start to get under each others' feet.

▲ Superb, fast, end-to-end hockey action, with a wonderful two-player option.

▼ Pretty much the same as the first game, so don't buy it if you have the original.

MT RATING: 89%

P

PGA TOUR GOLF 2

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13

Seven 3D courses based on real-life PGA Tour venues are the setting for this prime golf simulation. Multi-player and skins tournaments, on-screen advice from the pros, battery game save - this cartridge is just loaded with features.

▲ Superb control method provides a perfect feel, as do the excellent graphics.

▼ Like a lot of EA's sports sims, it's a bit similar to its predecessor, PGA Tour Golf.

MT RATING: 94%

CURRENT HIGH SCORE

SCOTSDALE: 242 Strokes (best 72) by Darrell Simmonds, Cirencester
SOUTHWIND: 242 strokes (best 72) by Steve Jones, Portsmouth

PHANTASY STAR III

BY SEGA

PRICE: £49.99

REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic 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.

▲ Sheer vastness is its best quality.

▼ Graphics aren't particularly inspiring and the combat by rounds system doesn't make it too attractive to RPG non-veterans.

MT RATING: 89%

PIT FIGHTER

BY TENGEN

PRICE: £39.99

REVIEWED: MT 2

Venture forth into the seedy underworld of illegal fist-fighting in this conversion of the Atari beat 'em up coin-op. Two players can participate as any of three different characters, all of whom are portrayed in (rather chunky) digitised people sprites.

▲ Good, violent fun.

▼ Graphics look a bit over-chunky.

MT RATING: 77%

CURRENT HIGH SCORE

2,449,350 by Stephen Gallimore, Bournemouth



POWERMONGER

BY ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 14

Lead your gang of savages to supremacy on a vast archipelago of islands in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-Lo-Mania only it takes a much more serious tack.

▲ Technically it's excellent and feels very simulationary.

▼ It's the serious approach that makes it less enjoyable than Mega-Lo-Mania, plus it's very samey from island to island.

MT RATING: 81%



PREDATOR 2

BY ACCLAIM

PRICE: £39.99

REVIEWED: MT 11

Play the part of Captain Harrigan, a vice squad copper who has discovered most of his suspects butchered, apparently by an alien hunter. Harrigan has to run around mini-maze-like levels, shooting drug-dealers and other street thugs, while rescuing helpless hostages before the Predator trains his sights on them. Take on the Predators themselves on later levels.

▲ There's a sort of mindless fun to be had from this.

▼ Pitifully easy to beat and the graphics

are pretty dismal.

MT RATING: 62%

MT SECRET TECHNIQUE

The level codes are as follows:

Level 2 - Killers

Level 3 - Camouflage

Level 4 - Los Angeles

Level 5 - Subterror

Level 6 - Total Body

CURRENT HIGH SCORE

12,355,340 (Easy) by

Nathan Preston (Mid-Calder)

PRINCE OF PERSIA

BY SEGA

PRICE: £44.99

REVIEWED: MT 10

Escape from your dungeon and run, leap and swordfight towards the the lovely Princess of Persia, cruelly locked up by mad Grand Vizier Jaffar. Evil traps and evil henchmen are everywhere in this twelve-level Mega-CD platform game which demands fine control and route-learning from the player.

▲ Brilliantly animated characters and cunning traps make this gripping from start to finish.

▼ It's a bit short-lived. Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 89%



QUACKSHOT

BY SEGA

PRICE: £39.99

REVIEWED: MT 1

Donald (famous Disney Duck) is after treasure and lots of it. This lust for gold leads him on a massive around-the-world treasure hunt on platforms, in which he has to enlist the help of various Disney characters and do over various other Disney characters (but nastier ones).

▲ Superb graphics, like all the other Disney games, and quite a testing game overall.

▼ Or at least it would be testing if you didn't have infinite continues to play with.

MT RATING: 82%

CURRENT HIGH SCORE

10,077,000 by Martin Hunt, Maidenhead



RANGER X

BY SEGA

PRICE: £39.99

REVIEWED: MT 19

A platform shoot 'em up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. The idea is to travel the many and widely varied scrolling zones, taking out a particular variety of target and anything else that fires back.

▲ Major league bosses and fancy graphics tricks make this look streets ahead of any other Megadrive shooter. The variety and smart ideas makes it play better than any other Megadrive shooter, too.

▼ There's a bit of sprite flicker when things get busy on the screen.

MT RATING: 94%

RAMPART



BY TENGEN

PRICE: IMPORT

REVIEWED: MT 13

Line your cannons up on approaching galleons full of invaders in this unusual medieval shoot 'em up with a hint of Missile Command. Meanwhile, the invaders have got your castle in their sights, and after they've knocked your walls down you have to rebuild them by dropping oddly-shaped bricks into the gaps, almost like Tetris. The two player game is similar, only instead of ships, your enemies are other players in other castles.

▲ Superb blend of different game styles which plays brilliantly in one and two player modes.

▼ Nothing. It's lovely.

MT RATING: 90%

REVENGE OF SHINOBI



BY SEGA

PRICE: £19.99

REVIEWED: PRE-MEGATECH

Joe Musashi, top ninja, is out to rid the world of a band of gangsters with bases on both sides of the Pacific. Eight lengthy levels of platform beat 'em up action lie afore the player, in which he has to get the mighty Joe past all sorts of supernatural soldiers (some of whom are more supernatural than others) with only (only?) the power of his fists, sword, shurikens and mystical ninja magic.

▲ Excellent graphics, gameplay and sound (music is by Yuzo Koshiro of Streets of Rage fame).

▼ Downers? Nein danke!

MT RATING: 93%

MT SECRET TECHNIQUE

For infinite shurikens (yes, this old chestnut) go to the shops screen and set the shurikens to 00. Wait a bit and, after a wibbly-wobbly sound, the 00 changes to a ∞ (ie. an infinity symbol) meaning infinite shurikens are yours.

CURRENT HIGH SCORE

9,999,900 by Daniel Sullivan, Coventry



RISKY WOODS

BY ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: MT 12

A fantasy platform game in which you steer a knight armed with flying swords across lengthy levels rescuing petrified monks (ie monks who have been turned to stone, rather than monks who are frightened at being surrounded by loads of monsters, which they are). Power-ups! Magic bits! Large bosses! They're all here.

▲ Very smart graphics. Mmm. Lovely. Yes.

▼ Not very original and, though playable, it's not particularly addictive.

MT RATING: 79%



ROAD RASH 2

BY ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

More no-holds-barred motorbike racing

action from EA, this time with an extra weapon for your biker (a heavy chain) and AND a split-screen two player mode.

▲ First rate combination of 3D race game and beat 'em up (though, to be honest there's not much beating 'em up). Good fun.

▼ Two player mode doesn't add that much to the gameplay, surprisingly so it's not actually much of an improvement over the original.

MT RATING: 89%

MT SECRET TECHNIQUE

To start racing with any bike you like start by selecting the Mano A Mano game then choose the bike you want. From the bike shop, go back to the game select and choose two player Take Turns game. Then select the solo game and start and you're astride your chosen machine.

ROBOCOD

BY ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

Nasty Dr Maybe (ever noticed the bad press doctors get in video games?) has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels, dodging Maybe's multitudinous monsters as only a fish can.

▲ Ace cutesy graphics and loads of levels and hidden bits.

▼ Despite lots of graphical variety there really isn't that much to the gameplay.... Still that didn't seem to bother too many people when it came to this game.

MT RATING: 85%

MT SECRET TECHNIQUE

Select your starting level by switching on the game, then holding down A, C, diagonally down and left and START. You can also gain a very long-lasting shield by starting the game and collecting these objects (which are on the roof near the start of the game) in this order: cake, hammer, Earth, apple, top. Once this is done you can activate another cheat which opens all the doors in the game by going through the first door you come to, collecting the nearby star then leaving through the exit on the left.

CURRENT HIGH SCORE

13,780,300 by Simon Shone, Heywood



ROLO TO THE RESCUE

BY ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: MT 14

From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant (you don't get much cuter than that) out to find the circus owner who kidnapped his Mum and apparently locked up all the other country animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc, and use their varied skills (rabbits can jump, squirrels can climb) to find him points bonuses and, more importantly, the keys and bits of map which can lead him to his pilleder parent.

▲ Excellent graphics, puzzle gameplay is simple but well thought out and enjoyable.

▼ There are over 100 levels and because there's no password system it'll take hours and hours to go through the whole game in one sitting.

MT RATING: 89%



ROLLING THUNDER 2

BY SEGA
PRICE: £39.99
REVIEWED: MT 17

Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who's at the bottom of the plot and eliminate them. This is yer actual shoot 'em up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation, preferably without getting themselves perforated in the process.

▲ A great conversion of the arcade game, with lots of levels and action.

▼ Potentially even better Rolling Thunder 3 is coming soon on import, though that may well be blocked from working on official machines.

MT RATING: 89%

CURRENT HIGH SCORE

554,180 by Scott Hazel, Trunch, Norfolk



SIDE POCKET

BY SEGA
PRICE: £34.99
REVIEWED: MT 17

An American Pool simulation, this, in which you can play solo or two player games, 'pocket' games, nine ball games or mess around with a trick shot option. There's also a tournament mode in which you get to tour the bars of America looking for competition.

▲ Good ball movement and control and it's interesting the way the programmers have combined arcade elements (such as hitting certain targets for extra shots) with the traditional green baize action.

▼ Pool and snooker purists may turn their noses up at it.

MT RATING: 80%

SNOW BROS

BY TENGEN
PRICE: IMPORT
REVIEWED: MT 19

A conversion of an obscure old Toaplan coin-op, similar to Taito's Bubble Bobble. In it you play Nick and Tom (yes, it has a simultaneous two player option), two snow-chucking icemen who have to leap up and down numerous levels of platforms combatting monsters with fiery weapons.

▲ Excellent two player game, with great graphics and plenty of action.

▼ Rough and tough players may find the password system makes it a bit easy to finish.

MT RATING: 86%

SONIC THE HEDGEHOG

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Vile Dr Robotnik is capturing woodland creatures, turning them psychotic and putting them in heavily-armed robot suits. Sonic has to put a stop to this by jumping and dodging over colourful platform landscapes packed with hidden hedgehog traps, freeing his mates as he goes.

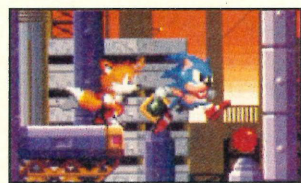
▲ Really smart and stylish graphics, and a fair bit of action.

▼ Lacks gameplay depth, unfortunately, and it's very easy to finish.

MT RATING: 83%

MT SECRET TECHNIQUE

On the title screen press UP, DOWN, LEFT, RIGHT, then hold down A and START to get a level select.



SONIC 2

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle with Robotnik, but this time there are more traps, more levels, more monsters and... more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails.

▲ Looks, plays and sounds brilliant. The 3D bonus game is a real wow!

▼ A bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%

MT SECRET TECHNIQUE

Go to the sound test on the options screen and select these tunes in this order, pressing C after each one: 19, 65, 09, 17. Press START and when the title screen appears press A and START to be greeted with a level select.

Now go to the sound test on the level select screen and select tunes 01, 09, 09, 02, 01, 01, 02, 04. Choose the stage you want to play and hold down A and START to start a level construction cheat. Pressing B changes Sonic into a scenery graphic, pressing A cycles through the graphics available and C places it on the landscape. Press B to start playing your new level.

On the same screen select 4, 1, 2, 6 on the sound test. Now select the level you wish to play, collect 50 rings and, hey presto, you're Super Sonic!

To give yourself 14 continues go to the normal sound test and choose 19, 65, 9, 17, 1, 1, 2 and 4 before starting the game. You'll know the cheat has worked if the background music throughout the game is track 4 and there are no sound effects.

CURRENT HIGH SCORE

1,143,030 by Kevin Broughton, Woolwich

SPIDERMAN

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York, and blamed your friendly neighbourhood Spiderman! As Spidey, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel supervillains.

▲ One game that really makes good use of the character. Loads of levels and they're all challenging and excellent fun.

▼ Nary a downer to be seen.

MT RATING: 91%

CURRENT HIGH SCORE

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

STAR CONTROL

BY ACCOLADE
PRICE: £39.99



REVIEWED: PRE-MEGATECH

The evil Ur-Quan empire are out to enslave the populations of Earth and her allied planets. It's up to you to take on the twelve spacships of the Empire races in one of the twelve ships of Earth's Alliance in open space combat. All the ships are wildly different and success is down to mastering the many different weapons and special weapons at your disposal. Of course you can take on a friend, head to head, or play a drawn-out strategy game variation.

▲ One of the best two player Megadrive games ever. Learning the tactics and using the wild weapons is great fun.

▼ Not quite as much fun in single player mode.

MT RATING: 90%

MT SECRET TECHNIQUE

If you're playing the strategy game you can get loads of special items using this method. Start Full Game mode then hold the D-button diagonally down and left and keep B pressed until the star map appears. You should find every unexplored planet now has a precursor relic on it.



STREETS OF RAGE 2

BY SEGA
PRICE: £44.99
REVIEWED: MT 13

Sequel to the excellent urban beat 'em up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and back bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies.

▲ Amazing graphics and sounds (music by Yuzo Koshiro) and really enjoyable gameplay.

▼ Sadly, rather easy. Make sure you play it in hard mode (or MANIA, as explained below)

MT RATING: 92%

MT SECRET TECHNIQUE

When you get the chance to start the game or access the options menu put a controller in port two and highlight OPTIONS. Hold down A and B and press START. Keep them held down until the options screen appears and you can now start the game on Very Easy or Mania skill levels, with up to nine lives and on any level up to level 8.

CURRENT HIGH SCORE

708,480 (Normal) by Craig Wilkins, Northampton
724,490 (Hard) by Kevin Golder, Malvern
969,790 (Hardest) by Aaron Seddon, Wigan

SUNSET RIDERS

BY KONAMI
PRICE: £39.99
REVIEWED: MT 16

Having the distinction of being the only cowboy shoot 'em up on the Megadrive, this one or two player game is similar to Rolling Thunder. Leap onto saloon roofs and up cliffs, shooting bad-hats and injuns and rescuing captured ladies (not politically correct, this game). There's also the thrill of a horseback bonus collection section.

▲ Great graphics and sound and excellent fun, especially in two player mode.

▼ Only four levels so it doesn't take long to finish.

MT RATING: 87%

SUPER KICK OFF



BY US GOLD
PRICE: £44.99

REVIEWED: MT 15

Conversion of that seminal piece of soccer software. Loads of options for different tournaments, weather conditions, strip colours – the lot. And real teams, British and Continental (though not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory.

▲ Super Kick Off's feel and playability is unrivalled by any other football game on the Megadrive at the moment.

▼ £45? Seems a bit steep, isn't it?

MT RATING: 94%

SUPER OFF-ROAD

BY ACCOLADE
PRICE: £34.99
REVIEWED: MT 6

Once an obscure coin-op by Leland, this Super Sprint-style race game has been converted to every format imaginable. Drive your little monster truck around bouncy courses in the pursuit of three computer opponents (though one can be another player) and prize money. The cash lets you upgrade your truck with new engine bits and so on.

▲ Starts off as really good fun, and there are loads of different courses.

▼ It's quite easy to wipe the floor with the opposition during the first 20 or so races, get a fully toolled-up truck, then keep winning for a while before the computer catches on and gives its best drive 66 nitros, suddenly leaving you with no chance. What a bummer.

MT RATING: 83%

CURRENT HIGH SCORE

199,000 (no continues, 48 races won) by Mike Houghton, Stockport

SWORD OF VERMILLION

BY SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

As a dispossessed prince you have to regain your kingdom from the evil forces which have usurped it. This amounts to lots of travelling between towns and through hidden caves, fighting trolls and the usual fantasy RPG fiends while solving the odd puzzle.

▲ Very well put together; the plot is good and the combat is more arcadey than usual, so less experienced players should enjoy it. Oh, and the music is ace too.

▼ It seems a bit pricey for an old 6 megabit game.

MT RATING: 87%



TALE SPIN

BY SEGA
PRICE: £39.99
REVIEWED: MT 12

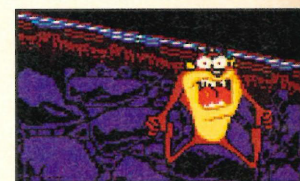
Baloo, the bear in pilot's clothing, and his little chum Kit (it's a one or two player game, this) have to secure an air freight contract by recovering lost cargo in this platform game based on the Saturday morning cartoon show. In between platform levels, they take to the air to see off the 'norty' Shere Khan's pilots in a mini-shoot 'em up bit.

▲ Interesting idea for a two player platform game...

▼ ...which doesn't work. As soon as the different characters start to move apart on the screen things get a bit screwy. The action isn't particularly exciting anyway

and the graphics are rougher than you'd expect from a Disney game.

MT RATING: 63%



TAZ MANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 6

Another Saturday morning cartoon becomes a Megadrive platform game. Taz (the Tasmanian Devil) has to whirl his way around the deserts, jungles, and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast.

▲ Marvellous cartoon graphics and the music and sound effects are spot on.

▼ This is one of the easiest Megadrive games ever.

MT RATING: 82%

MT SECRET TECHNIQUE

On the title screen press A, B, C and START on both controllers at the same time and you should hear a sound. Now start the game and when Taz appears press START and C to pause the game. Push left or right to alter the bottom number which has appeared and you can choose a different level. You can use a similar method to make Taz invincible, but instead of pressing C and START, pause the game, press B and unpause it.

CURRENT HIGH SCORE

1,534,480 (Hard) by Imelda Khoo, Hailsham



TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST

BY KONAMI
PRICE: £39.99
REVIEWED: MT 16

Vile Shredder is using his new-found Hyperstone to shrink down New York, building by building, and only the Turtles can stop him. Much like the popular coin-op, 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 (the Turtle sprites are just great) and sound and loads of fighting action. Great fun.

▼ The fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

CURRENT HIGH SCORE

1,103 by Chris Biggar, Accrington, Lancs

THE TERMINATOR

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 6

Based on the cult SF movie, this game puts you in the stolen overcoat of soldier-of-tomorrow, Kyle Reese, who has returned to the 1980s to protect the mother of his future leader from a cyborg assassin. Reese has to run, jump and shotgun his way through various scenes from the film, populated by street thugs, hostile police and, of course, the Terminator.

▲ Great graphics and Megadrive renditions of the film score.
▼ There are only four levels and it's so easy to finish the game it's hard to believe. Plus the action isn't much like that in the movie at all.

MT RATING: 60%

CURRENT HIGH SCORE

4,274,350 (Hard) by Gavin Pinkett, Abertillery



TERMINATOR 2

BY ACCLAIM

PRICE: £39.99

REVIEWED: MT 13

This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game.

▲ Good graphics and good fun too, with one or two players. With the Menacer it's excellent.

▼ The third level is so hard it's mega-annoying!

MT RATING: 86%

MT SECRET TECHNIQUE

When the T2: THE ARCADE GAME title screen appears press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT until you hear the Terminator's voice say, 'Excellent'. Now when you're playing the game just press A, B, C and START to go straight to the next level.

CURRENT HIGH SCORE

6,702,800 (Normal) by Peter Davis, London, SE5

4,274,350 (Hard) by Gavin Pinkett, Abertillery

THUNDERFORCE III

BY SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

Six level space shoot 'em up by Tecnosoft (programmers of such cracking games as Dragon's Fury and Thunderforce IV) with loads of extra weapons, massive boss monsters and weird scenery to keep the player occupied.

▲ Brilliant graphics, sound and gameplay. A very addictive blast.

▼ Recently superseded by Thunderforce IV.

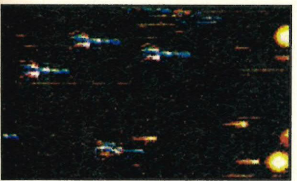
MT RATING: 89%

MT SECRET TECHNIQUE

Pause the game at any point then press UP ten times, then keep pressing B, then DOWN, then B, then DOWN. You'll know if it's working when the weapons start appearing in the boxes at the top of the screen. You should now be endowed with all the weapons and the next power-up you come across will be a Claw.

CURRENT HIGH SCORE

11,528,100 by Hywel Llewellyn, Pentyrch.



THUNDERFORCE IV

BY SEGA

PRICE: £39.99

REVIEWED: MT 9

More space shoot 'em up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

▲ The graphics really are a knockout and the gameplay is just ace.

▼ Lots of new effects, but the basic gameplay is nothing original

MT RATING: 94%

MT SECRET TECHNIQUE

Set the SHIP STOCK on the options screen to 00 and you'll start the game with 99 lives. You can also start with all the weapons with this method. Start the game without altering the options then, when the stage select appears don't press anything and wait for the action to begin. Pause the game and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP.

CURRENT HIGH SCORE

6,134,410 (Easy) by Daniel Gidman, Bristol
509,697 (Normal) by Lee Harrison, King's Lynn

5,280,880 (Hard) by Gay Fairholm, Dumfries

TINY TOON

ADVENTURES: BUSTER'S HIDDEN TREASURE



BY KONAMI

PRICE: £39.99

REVIEWED: MT 17

Buster Bunny (of TV cartoon fame) is off on a treasure hunt through 33 big levels of platforms. Trying to make sure he gets to the treasure first is evil kid, Montana Max, who has populated the place with his cuddly but dangerous hench-creatures, and with the aid of Dr Gene Splicer, Buster's brainwashed pals. As usual, lots of items to collect for points and secret rooms and bonus levels.

▲ Fast and fun with great graphics and sound.

▼ Not a great many new ideas and not terribly difficult to finish.

MT RATING: 94%

CURRENT HIGH SCORE

421,300 (Completed with 23 lives left) by Ali Forbes, Medstead, Hants.

TOE JAM AND EARL

BY SEGA

PRICE: £19.99

REVIEWED: PRE-MEGATECH

Toe Jam and Earl are two 'spaced-out' (ho ho! What a laugh!) aliens who happen to have crash landed on a strange world of 20-odd levels arranged like floors in a department store. Their objective is (either on their own or together this being a game with a two-player option) to avoid getting knackered by all the crazy inhabitants of the planet and find the bits of their spaceship so they can escape.

▲ Lots of wacky noises, kooky graphics and the two player option make it fun.

▼ Very basic gameplay which is only propped up by all the wacky noises and kooky graphics.

MT RATING: 82%

MT SECRET TECHNIQUE

There are secret islands accessible from level one. To reach both you need to find either Icarus Wings or Rocket Skates or a Float on one of the levels above, then fall down to level one. Activate one of these presents and go either towards the top-right corner where there's an island loaded with presents or to the bottom-left, where there's an island with a hole in the middle. Fall through the hole and you land in level 0 where you can replenish your energy and enjoy a few new sights. Also, when you finish the game, don't follow the yellow brick road as instructed but explore the bottom-right and the very top of the level to find a few extras.

CURRENT HIGH SCORE

1,802 (as Earl) by David Hall, Birmingham

TWINKLE TALE

BY WAS

PRICE: IMPORT

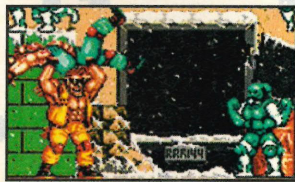
REVIEWED: MT 11

It's that old story of the little witch going on a scrolling shoot 'em up adventure against all sorts of creepy beasts who are turning her local Green Belt area into a steaming cesspit of unrefined malevolence. She only knows three monster-killing spells, but she can power them up a couple of times so she gets by.

▲ Nice graphics and it's a really good example of an unusual shoot 'em up.

▼ We'd buy it for a dollar.

MT RATING: 88%



TWO CRUDE DUDES

BY SEGA

PRICE: £34.99

REVIEWED: MT 5

One or two players can be the crude dudes, fat punks who have to fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoonish, comedy beat 'em up action is the order of the day, with out two heroes grabbing anything they find (telephone poles, cars, tanks, each other) to club the opposition into submission.

▲ Great graphics and great fun.

▼ Dead easy, though.

MT RATING: 84%

MT SECRET TECHNIQUE

Play a one player game and plug in a second pad. When you start to run out of lives in single player mode, press START on pad two and you'll be able to continue.



WARSONG

BY TRECO

PRICE: IMPORT

REVIEWED: MT 4

A fantasy strategy game in which you have to lead your army of wizards, warriors and assorted mythical beasts into battle in several scenarios with the overall goal of regaining your throne.

▲ Simple controls and fun battle scenes make this enjoyable even for someone who's usually not that keen on this sort of game.

▼ Graphics aren't super-duper.

MT RATING: 85%



WORLD OF ILLUSION



BY SEGA

PRICE: £39.99

REVIEWED: MT 12

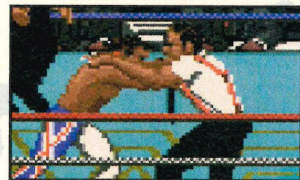
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters (most of whom seem to have come from Alice in

Wonderland) and if they're ever going to get back to their Hollywood penthouses they'll have to get around numerous levels of platforms and other obstacles, helping each other out if your playing with both characters in two player mode.

▲ The best graphics of any Disney game yet and you can play slightly different games by choosing to play as Mickey or Donald or both together (in which they have to co-operate).

▼ This is definitely aimed at younger players and is very easy to finish.

MT RATING: 90%



WWF WRESTLEMANIA

BY FLYING EDGE

PRICE: £39.99

REVIEWED: MT 13

Become your favourite fat wrestler (providing their one of the eight included) and use their own special moves in this game of the phenomenon. Recreates pretty well the in- and out-of-ring shenanigans which make this branch of the sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship.

▲ Looks great and successfully gets across the excitement of the 'real' thing.

▼ There are ways to beat all the opponents with one move... but we won't ruin it by telling you what that move is here.

MT RATING: 84%



ZERO WING

BY SEGA

PRICE: £19.99

REVIEWED: MT 5

Evil space pirates have reneged on a treaty they signed with us Earthlings and have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls, so now you have to pilot your Zig into enemy territory and give them some hot laser death right where they live.

▲ The sprites and backgrounds look really sharp.

▼ There are only three weapon types to play with and the action isn't particularly varied.

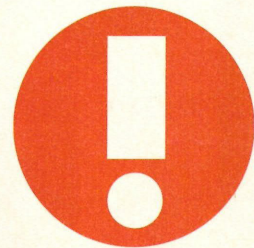
MT RATING: 82%

MT SECRET TECHNIQUE

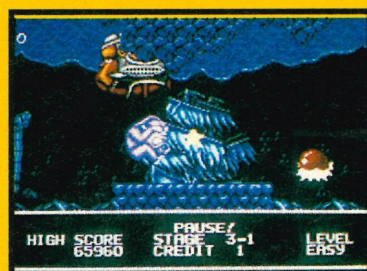
Watch all of the intro screens then start the game and collect all the green power ups and nothing else (not even speed-ups or smart bombs) then when the next green is due to appear the purple mega power-up should come on instead. If it doesn't, change weapons and try it again with the new weapon. Occasionally it doesn't work and you get a 1-UP or a 10-UP instead.

CURRENT HIGH SCORE

2,584,700 (Easy level) by Craig Wilkins, Delapre



Attention, cheap-thrill seekers! Cast thine eyes over this brace of pages wherein we, the MegaTech team, tell you, the MegaTech reader, about these, this month's crop of games which are on release at the budget price of twenty of your Earth quid. Read on, and learn the truth.



TOKI GOES APE SPIT

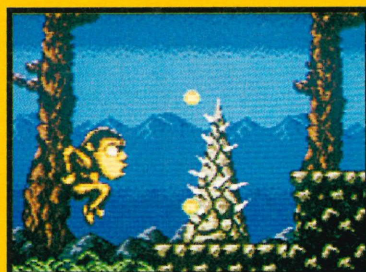
**BY SEGA
PRICE: £19.99
RELEASED: JULY 1992
GAME TYPE: PLATFORM**

With the totally unfunny sub-title 'Goes Ape Spit' you'd have thought this game would have ended up dead in the water upon release. That wasn't the case, and for the second time round we get a dose of primate platform action.

You control Toki, the ape, who's a typical knuckle-dragging ape. Unlike most apes, who are content to spin around on their bottoms all day after picking fleas off the dominant male, Toki has only recently become an ape, after an evil wizard kidnapped his girl and transmogrified him from human to fire-spitting monkey form. This is dead handy as it turns out, as all sorts of evilness is happening in the rain forest. Armed with his deadly flob, he sets out to deal with this problem once and for all.

Toki's biggest problem is that it's a little slow-going. It's nothing to do with the graphics or programming, it was just designed that way. The graphics are colourful and large, with plenty of varied, if somewhat predictable levels. Play on the easier difficulty levels and it's dead boring. Even on the higher settings, you can't begin to compare it to more recent games such as Cool Spot, but at this price it'll keep you going for a few weeks.

**PRESENTATION: 50%
GRAPHICS: 70%
SOUND: 55%
PLAYABILITY: 66%
LASTABILITY: 70%
OVERALL: 66%**

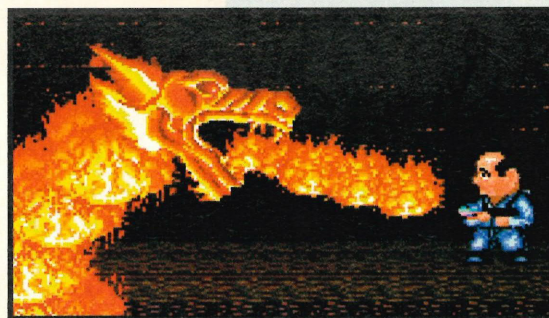


GHOSTBUSTERS

**BY SEGA
PRICE: £19.99
RELEASED: UM, CAN'T REMEMBER. AGES AGO
GAME TYPE: PLATFORM SHOOT 'EM UP**

This is a real creature from the cartridge crypts. Ghostbusters first appeared when a Megadrive would have set you back £200! Licensed from the Ivan Reitman film, you're cast in the role of the entire Ghostbusters team, attempting to save

Manhattan from ghosts, ghouls and the occasional Sumerian deity. Naturally, the first thing that usually goes missing when a game is converted from a comedy film is the humour, which is exactly the case here. What you're left with is a sort of platform shoot 'em up with one man against the ghosts. As a result, the gameplay is decidedly lacking and, compared to more recent titles, very dated. It's not all bad news, though - Ghostbusters features some very smart graphical effects and neat sprites which were fantastic at the time and still hold their own now. Give it a chance and it really grows on you after a couple of levels.



**PRESENTATION: 82%
GRAPHICS: 80%
SOUND: 66%
PLAYABILITY: 75%
LASTABILITY: 80%
OVERALL 70%**



OUTRUN

BY SEGA
PRICE: £19.99
RELEASED: APRIL 1991
GAME TYPE: DRIVING

Oh dear. Outrun was the coin-op to be seen playing at the end of the Eighties. If you couldn't completely clear at least the first three stages, you weren't worth talking to. In a time when Formula One race games were tops, Outrun gave you a Ferrari, a chick in the passenger seat, open roads and hip music. The result was one of the most laid-back driving games ever. It's just a shame something went wrong with the Megadrive version.

It's not that it's a bad game, it just lacks the punch and addictiveness of the coin-op. The Megadrive version features five varied courses which get progressively tougher. The real challenge is beating the clock. Your car only has two gears, and if you want to win you have to be going flat out all the way. Should you come unstuck and hit a roadside object, the car flips end over end in a very impressive manner, although it takes quite a few seconds to get going again.

The game is too easy and the graphics are flat, so they don't do much to improve the rather slow pace of the game. If titles like F1 and Ayrton Senna's GP are too fast for you, or you just fancy the idea of cruising along Californian highways in a car that isn't yours, Outrun is a bearable purchase at this price.

PRESENTATION: 85%
GRAPHICS: 79%
SOUND: 75%
PLAYABILITY: 69%
LASTABILITY: 50%
OVERALL 69%



BLOCKOUT

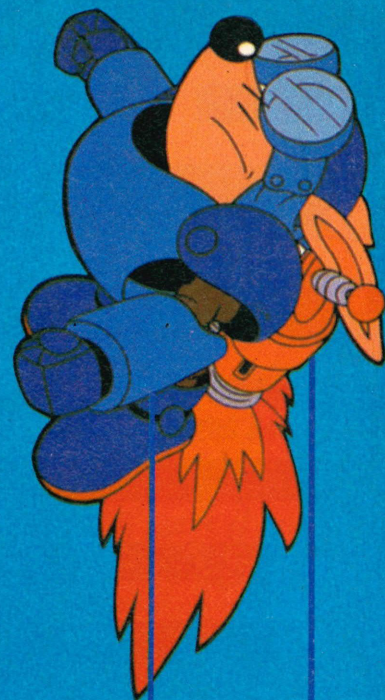
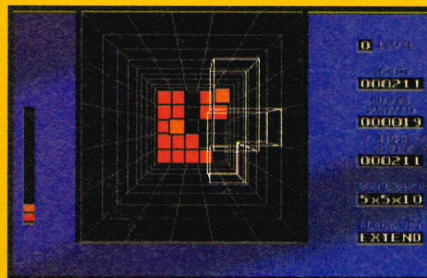
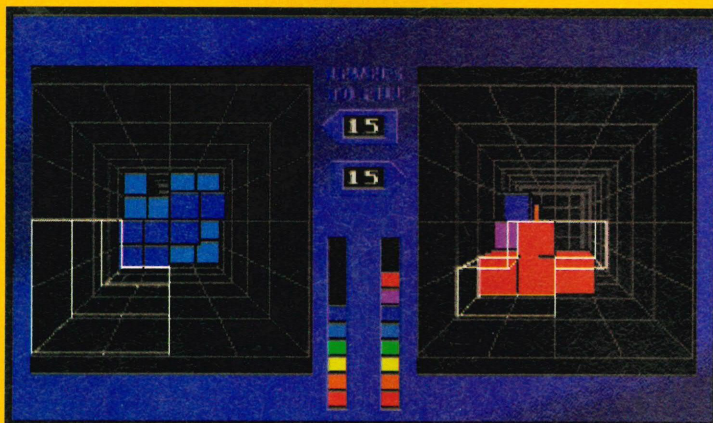
BY ELECTRONIC ARTS
PRICE: £39.99
RELEASED: MAY 1991
GAME TYPE: PUZZLE

Tetris was the proverbial good idea. A puzzle game with all the addictiveness and frustration of a Rubik's cube, but with more staying power.

If you're not familiar with the game, heaven forbid, you're missing out on one of the all-time classics. The object is to simply fit together shapes as they descend from the top of the screen. These shapes can be rotated and the object is to create complete lines. Blockout takes this award-winning format one step further, adding an extra dimension. Now you're viewing the action top-down as the shapes drop into a 3D bin. Obviously this makes it tougher than the original Tetris, as you're no longer forming lines, but squares. The principal is the same though, so Tetris nuts shouldn't be deterred.

Simplicity is the key feature, addictiveness is the side effect. There are so many difficulty levels and a superb two-player mode so you'll probably never master it. Its only flaw is that it sometimes gets a bit slow, not that it makes the game any less playable. Novices be warned: once you start playing this, you'll think the joy pad has been Superglued to your hands.

PRESENTATION: 88%
GRAPHICS: 66%
SOUND: 65%
PLAYABILITY: 89%
LASTABILITY: 85%
OVERALL 88%



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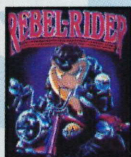
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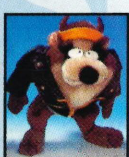
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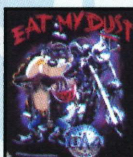
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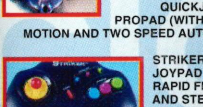
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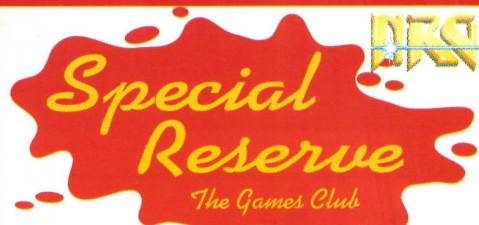
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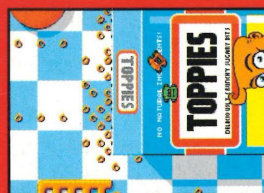
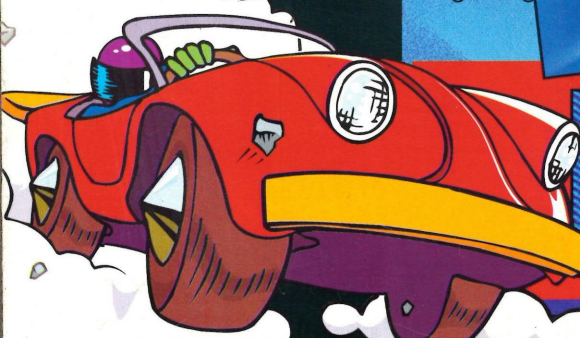
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