

MEGA

PLUS!
100 dirty rotten
cheats for your
Mega Drive games!

100% SEGA MEGA DRIVE AND MEGA CD

June 1993 Issue 9 £2.25

SEGA CHOP CART PRICES IN HALF!

As Sega release 40 games at £19.99, we sort the bargains from the ones that, quite frankly, smell of wee...

MEGA DRIVE GAMES BEAMED DOWN BY SATELLITE!

Sega prepare for satellite blast-off, but how much dosh will it cost YOU to join in?

WIN £1,000 of TV and hi-fi

INTERNATIONAL RUGBY

First look at the game played by men with odd-shaped balls. It's "scrum"-my! (Oh dear)



The wait is almost over.
But is it arcade perfect?
NEW photos of Capcom's
prize fighter!

13
stonking
new games
reviewed
inside!



OFFICIAL: THE REAL SONIC STORY

Why is Sonic blue? What made Dr Robotnik evil? What the hell is a Chaos Emerald?

All Sonic's secrets revealed on page 14...

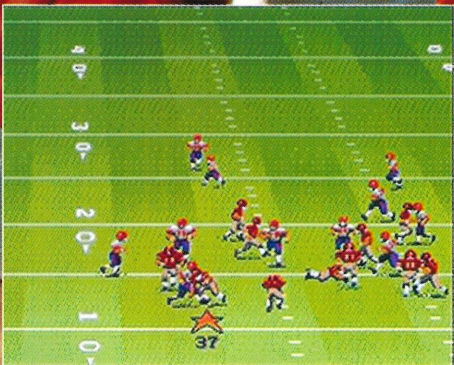


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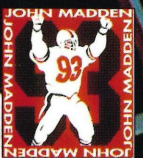




THE THRILLS..



THE PLAYS...



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ELECTRONIC ARTS

IF IT'S IN THE GAME, IT'S IN THE GAME

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MEGA

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"The thunderous folly of clattering pins." Spot The Quote, MEGA, 30 Monmouth St, Bath, Avon BA1 2BW

13 Mega Drive reviews •

This issue of MEGA has already been described as a "flippin great rumbler". Read on and you'll discover why...

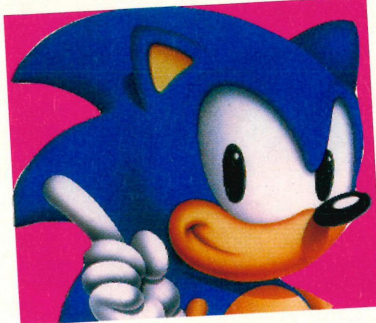
6 MEGA CITY NEWS

Sega prepare for satellite blast-off, *Lemmings 2*, *Super Thunderhawk*, *Sonic 3*, all the latest news from USA, Japan and Europe AND The Qs In The News.

12 THE CHARTS

What goes up, must come down. It's the law of physics as observed by pole vaulters, astronauts, pancake flippers and MEGA chart fans.

14 SO WHERE DID SONIC COME FROM?



Sega designed Sonic to be the complete opposite of Nintendo's Mario. Mario's slow, so Sonic's fast

You know his name, you know the game, now discover the *full* story...

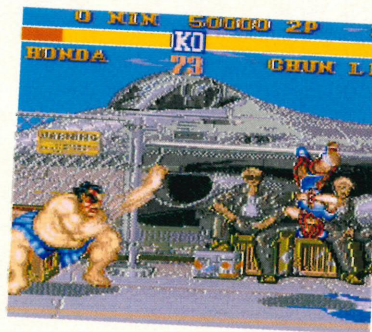
OK, so he's blue and he's a hedgehog. But how come he can run so fast? And why is he blue? Just who is Dr Robotnik and why is Sonic fighting against him? What are all those gold rings for? And is Sonic really having rumpy pumpu with Princess Sally? James Wallace is writing the official Sonic novels for Sega, and he spills the beans on page 14 of this issue of MEGA...

16 STREET FIGHTER 2: CHAMPIONSHIP EDITION

"SNES owners should seriously consider buying a Mega Drive," warn Capcom programmers in an exclusive interview

Street Fighter 2: Championship Edition is almost becoming old news before anyone's actually seen the game – so much has been written about it. Of course, what will really matter is if the game's any good or not, and so MEGA found out. In an exclusive interview with Capcom's Research and Development Co-ordinator, find out just how Mega Drive *Street Fighter 2* will play and if it can really be worth the wait.

Despite what you read in other mags, *Street Fighter 2* is only 80% complete



18 40 GAMES AT JUST £19.99!

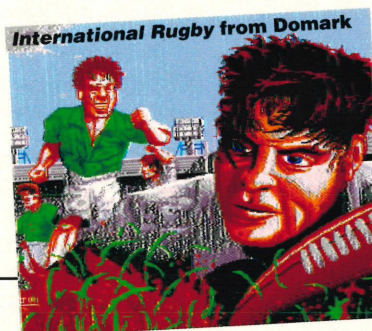
Bargmongous! Well, not quite all of them. Read MEGA's essential round-up of all 40 games before you buy...

25 WIN A HI-FI!

£1,000 of TV and hi-fi courtesy of those lovely chaps and chappesses at Electronic Arts. One lucky winner will also get the chance to take a trip over London performing bizarre helicopter impressions with the crew of Capital Radio's Eye In The Sky. (Yes, it does sound bizarre, but they're fanatical *Desert Strike* fans and spend their time terrifying HQ with screams of "Low fuel!")

26 PREVIEWS

International Rugby, *Ultimate Soccer (Striker)*, *Warpspeed*, *The Adventures Of Willy Beamish*, *Tecmo World Cup Soccer*, *Captain Planet*, more *Dracula* and *Mazin Saga* – all previewed!



Hot news •



JUNGLE STRIKE 34. EA get their chopper out for the sequel to *Desert Strike*.



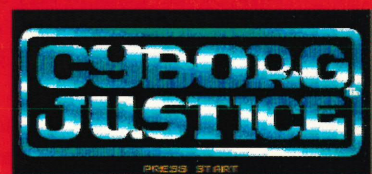
THE FLINTSTONES 38. Fred and Wilma star in their own Mega Drive game!



PRO QUARTERBACK 44. Tradewest claim footy "just doesn't get any more realistic".



SUMMER CHALLENGE 50. This sports game has got to be played to be believed.



CYBORG JUSTICE 57. It's a beat-'em-up and it's got robots in it.



SEGA RELEASE 40 £19.99 GAMES!

But which are the *real* bargains? Which are the games you *have* to run out and buy? And which are the games that (even at only £19.99) should still be avoided like a constipated Hulk Hogan?

All 40 games get the full, uncompromising MEGA review treatment starting on page 18. Can you really afford to miss the chance of picking up a Mega Drive classic at half price?

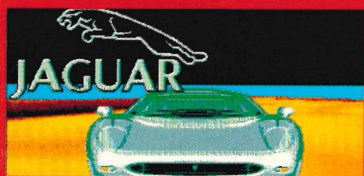
13 NEW GAMES REVIEWED!



X-MEN 40. Marvel heroes battle Magneto. But can the game be as good as the comic?



COOL SPOT 42. Virgin reach new graphical heights, but is the game any good?



JAGUAR XJ220 46. The Mega CD once again completely fails to deliver the goods.



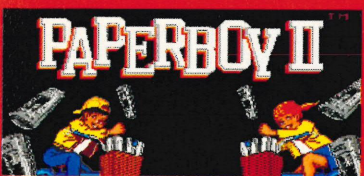
MIG-29 48. Take control of the ultimate combat fighter in Domark's flight sim.



FLASHBACK 52. Can this French version of a PC game be the best Mega Drive game ever?



SHINING FORCE 54. This long-awaited sequel sets new RPG standards...



PAPERBOY 2 59. We've been waiting to review this game for a long time (snigger).



WOLFCHILD 61. The Mega CD takes a third stab at the platform game.

62 BUILDING THE PERFECT GAME

The final instalment of MEGA's behind-the-scenes look at the world of Mega Drive game design.

66 MEGA PLAY

34 new games are tipped in this up-to-date tips section.

70 TIPS LIST

300 classic tips in the essential gamers' guide.

74 ARENA

Secret levels and wacky challenges.

76 PURCHASE

Essential Mega Drive add-ons at knock-down prices.

77 RIP 'N' TIP
Indiana Jones and the Last Crusade and Batman: Revenge of the Joker get Ripped 'n' Tipped to death.

84 ALL-TIME TOP 100 MEGA DRIVE GAMES

MEGA's constantly updated Top 100 games listing, based not on sales but on game quality. It's the video gamers bible.

92 SUBSCRIBE!

Get your copy of MEGA delivered straight to your door and receive a personal letter from MEGA.

94 MEGA MOUTH

Your letters answered by MEGA's very own editor, Neil West. AND! The return of Bloxham...

98 SHUTDOWN

We feebly try to predict what will be in next month's MEGA.

SONIC

MEGA'S ON CLOUD NINE!

(Well, issue nine really, but you get the point.) And what an issue it is. We'll be reviewing big new games, answering important questions, addressing essential issues and (all the time) remaining 100% ancient-voodoo-ritual free. How many other mags can offer that, eh? Eh?



Welcome to the Jungle – now you're gonna die, as Guns 'n' Roses once said. But is EA's *Jungle Strike* really fatal? Or is it just mildly unpleasant?

This month's MEGA brings you (deep breath): your complete guide to Sega's new range of £19.99 games (bargs – but not all of them); the most comprehensive set of Mega Drive *Street Fighter 2* screenshots yet printed (together with an exclusive interview with Capcom, the game's programmers); some BIG new reviews (is *Jungle Strike* big enough for you?); an interview with Sonic The Hedgehog (well, use your imagination a bit); more new tips than any other mag (that's official, by the way); ALL the latest news from Japan, USA and Europe; and an exclusive first look at what could turn out to be the essential Mega Drive soccer game.

And that, dear readers, is what is known in the trade as a "flippin' great rumblin'" of an issue. So to kick things off, let's start with the hottest news story of the month: Sega's plans to broadcast Mega Drive games direct to your living room...

© Neil, Andy, Paul and Amanda

MEGA TOP TEN!

Retorts to smug "my SNES is better than your Mega Drive" tedium:

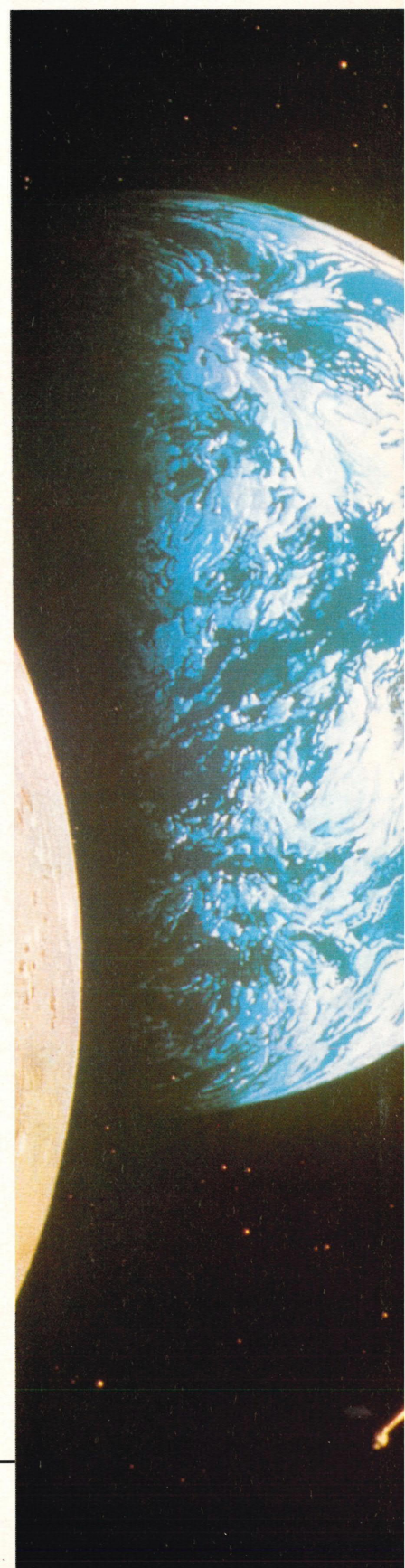
1. Ah yes, but the Mega Drive's got loads more games
2. The Mega Drive is cheaper
3. How many CD drives can you buy for the SNES? Try "none" mate
4. Can you play *Sonic* on the SNES? I don't think so
5. Sega have released 40 games at just £19.99, ALL SNES games cost at least £40
6. *Street Fighter 2* was sold for £90 when it was first released! If I wanted to spend that sort of money, I'd buy my own coin-op
7. Sorry, I can't be bothered with this conversation. Go away
8. Oh, just bog off you tiresome git
9. Another word and I'll introduce my Doc Martens to your groin
10. UZI 9mm!!!! Etc.

Steven Seagal hits the Mega Drive

Star of *Under Siege* (in which one man beats up a battleship, or something), Steven Seagal is soon to appear in his very own Mega Drive platform beat-'em-up from Tecmagik.

Seagal evidently spent hours in a studio, having his martial arts moves filmed. These moves were then analysed by the game programmers in a bid to make the game sprite move in as realistic a way as realistic as possible. The sprites will punch and kick and they will also be able to hurl enemies all over the place. The game is expected to be released in time for Christmas.

PREP SATE



ARE FOR SEGA'S LLITE* BLAST OFF!

The cart is dead! A video game revolution is set to sweep America as Sega beam Mega Drive games direct to gamers' homes. But when will UK gamers get connected? And how much will it cost to join up? Here's Matt Toor with the full story...

Sounds too good to be true doesn't it? A TV channel with no sit-coms or soap operas. No Songs of Praise or documentaries on the life history of the tsetse fly and no Little and Large. In fact, all this channel does is pump classic Sega games into your Mega Drive, 24 hours a day. "Nahhhh. It'll never happen," you say. Wanna bet?

But before you start fiddling with your TV set or adjusting your aerial, you should realise that, like all the best things in life, the Yanks are getting it first. However, the UK can look forward to following it just a few steps behind.

And so when Sega of America recently signed a deal with the "global media giant" Time-Warner and the world's biggest cable TV company TCT to create the Sega Channel, UK gamers got a glimpse of their future as well.

The Sega Channel is being tested out in selected areas in the autumn and – if all goes well – should become a national cable channel like MTV or Home Box Office (HBO) by "early 1994".

HOW WILL IT WORK?

Well, first of all your home has to have cable TV – which more than 80% of houses in the USA do. Then you have to buy a special attachment which plugs into the cartridge slot of the Mega Drive and links it to a cable TV receiver. Precise details are sketchy at the moment, but this shouldn't cost more than £30-£40.

Once you've plugged in your Mega Drive and tuned into the Sega Channel you're ready to play. On screen there will be a menu of games so just use the control pad to highlight what you want and hit the action button and your choice is downloaded into the console. Instructions, of course, will be displayed as on-screen pages (like Teletext) rather than in a booklet, but otherwise the game will be identical to the cartridge you buy in the shops.

The Channel will also "broadcast" demo levels from forthcoming releases – giving you the option to try before you buy in the comfort of your own home. Sega also envisages a constantly updated tips section and possibly viewers letters.

WHAT WILL IT COST?

Well, once you've paid for the adaptor, Sega anticipates a monthly subscription of between \$10-\$15 (under a tenner in real money) and that, to us, seems to be a pretty good deal – especially as the games on offer will change every month. Sega's US Chief Executive, Tom Kalinske (as exclusively interviewed by MEGA in issue

six) is certainly well enthusiastic:

"Everybody comes out ahead with the Sega Channel," he says with typically American understatement.

WHEN WILL WE GET IT OVER HERE?

Well, when MEGA contacted several British cable TV operations they welcomed the prospect of The Sega Channel, predicting that we might not have to wait too long.

"There's no doubt that a channel like this will be here sooner rather than later – all the cable developments that took years to happen in the US are happening much quicker in this country," says Joyce Taylor of United Artists Programming (which are already providing cable TV to homes in Croydon and Bristol). And she should know, her company is part-owned by TCI, the company responsible for the USA Sega Channel. She also hints that while at the moment there are not enough cable users in Britain to make it profitable (454,000 homes have signed up out of the 2.2million to which it is available), the Sega Channel may well be used as a promotional tool to gain cable viewers – that means it could be introduced soon.

IS THIS THE END OF THE CART?

"It is almost inevitable that, in the future, software will be transmitted by wire rather than buying it in packages in a shop," said Nick Caunter of Videotron. "Why would you do something as 'old tech' as going to the shops when you can switch on your telly and down-load a game?"

So what is going to happen to the over-the-counter cartridge sales in the US if punters have unlimited access to games for only \$10-\$15 a month?

Well, first of all Sega aren't stupid. It's an unfortunate 99% certainty that the bulk of games on the Sega Channel will be "Back Catalogue" – to get the latest games you'll still need to slip down to Toy R Us and queue up with the rest of them.

Secondly, Sega could allow you to download the latest games, but like big sports events and movies on cable TV, they would be on a pay-per-view basis. So you could pay around £5 for a session with *Ecco The Dolphin 2* or *John Madden '94* – because once you switch off your Mega Drive the game will be erased.

For these reasons, talk of the "death of the cartridge" may have been a bit off the mark. It would seem, in fact, that the future of Sega gaming has never looked brighter.

More news over the page...

(*Actually, it's more likely to be a cable TV network that does the business, but a "Sega Prepare For Massive Road-Digging Operation" headline with a bloody great big picture of a piece of wire would look crap, right kids? Right.)

MEGA CITY

Capcom give us some stick

Following shortly after the arrival of *Street Fighter 2 Championship Edition* on the Mega Drive (see page 16 for more juicy pictures), Capcom are releasing a special six-button Power Stick especially for use with the game.



Die-hard SF2 fans better get saving for the official joy stick too...

Sega have their own six-button pad (due for release in the summer) and already programmers have instructions to make new games six-button compatible. Domark's *MiG-29* (reviewed on page 48) and Sega's *Ultimate Soccer* (featured on page 31) make use of all six buttons, and more games are on the way.

But the Sega pad is basically a smaller version of the standard Sega pad and it isn't ideal for games such as *Street Fighter 2*. Hence Capcom's Power Stick is a desktop coin-op style stick with big buttons in the standard three-on-three configuration.

The stick will cost in the region of £40 and it will be available on US import in the summer.



Sega's very own six-button pad - small, but perfectly formed

THE MEGA DRIVE 2 HITS JAPAN



As reported in MEGA five months ago (see how up-to-date we are?) the Mega Drive and Mega CD are currently undergoing a re-design. Internally, the machines are exactly the same as those sat in your bedroom, living room or dustbin (as a result of a particularly frustrating *Batman Returns* incident), and so the changes are purely cosmetic. Now MEGA is proud to bring you these first pictures.

For all of you worrying that your current Mega Drive will become out-of-date, don't panic. All new carts will fit in the original cartridge port and all new add-ons (such as Sega's infra red body-movement games controller, the Activator, and the Virtual VR Virtual Reality add-on) will work fine. One bit of good news is that the Mega Drive 2 is a lot cheaper to manufacture, so price cuts are possible.

Mega CD adaptor hits the shops

In a bid to abolish Mega CD grey imports, Sega incorporated security chips in USA, Japanese and European Mega CDs to make sure that games released in the three different territories would only work on the Mega CDs in that area. But for just £49.99 the CDX Pro from Dattel (the team behind the excellent Action Replay games cheat cartridge) will enable you to play any Mega CD game on any Mega CD. It's an expensive add-on, but it opens up a whole new library of USA and Japanese games to UK Mega CD owners. For more information call Dattel on 0782 744 324.



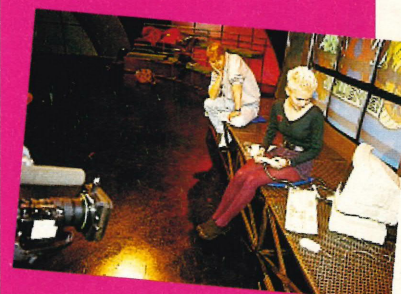
ZOO!

Zool: Ninja From The Nth Dimension is a top-rate Amiga platformer that looks set for a Mega Drive appearance sometime before Christmas, courtesy of Gremlin - the latest software house to be granted "official developer status" from Sega. Gremlin have an impressive portfolio of Amiga games to choose from when deciding which games to release for the Mega Drive, but a turbo-charged version of *Zool* (along with *Madness* - cast your eyes about three inches down) has got to be a top favourite.



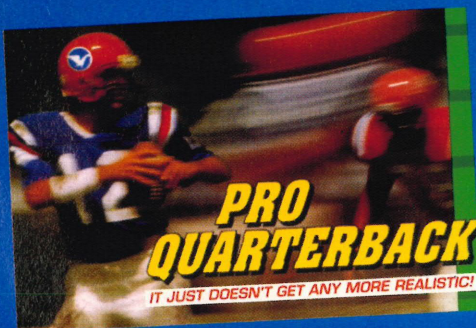
Bad Influence! - The Return

More Violet Berlin! More Andy Crane! More mad, slightly suspect, bald tips geezer in a hastily cobbled-together potting shed! Yep, *Bad Influence!* has earned itself a recommissioning by Yorkshire TV for a further 15 shows, starting in September. So don't touch that dial...



Vizzer and Azzer will be back on your screens in September

BULL DURHAM'S INCREDIBLE WORLD OF PR AND ADVERTISING

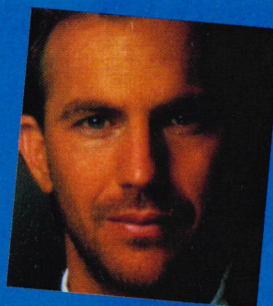


TRADEWEST SAYS:

PRO QUARTERBACK
It just doesn't get any more realistic

MEGA SAYS:

Yeah, right. And you could paint the Mona Lisa on Art Alive. Read the review on page 19 for the full sorry story...



Bull "bull" Durham

Next Month: Bull Durham once again bellows "cobblers!" at the top of his voice at yet more PR and advertising "exaggerations". (We'd never call them "lies" of course, oh no.)

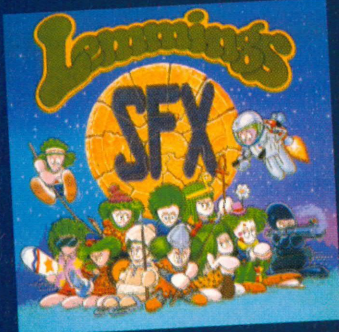
Madness - the game of the band!

Unbelievable though it sounds, the Nutty Boys are set to make an appearance in their very own Mega Drive game from Gremlin. It's basically *Harlequin* under a different name, but the ska soundtracks should be something special. (That wasn't an attempt at a "Specials" gag I hope - Andy)



Return of the magnificent seven!

LEMMINGS LEAP INTO THE HIT PARADE!



Hot on the tail of Sega's ill-advised HWA (Hedgehogs With Attitude) single at Christmas (a "cacophony of sound" was the nearest we heard to a favourable review – and if that's not ambiguously double-edged we don't know what is), Psygnosis have herded their Lemmings into a recording studio for a stab at chart success. You have been warned...



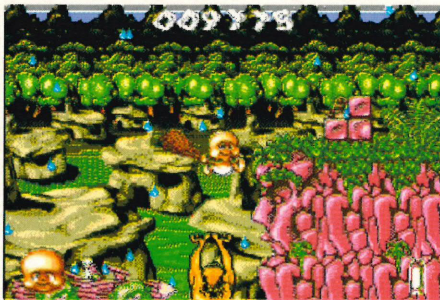
Street Fighter 2 is here!

Capcom have confirmed that the Mega Drive version of *Street Fighter 2 Championship Edition* is 80% complete, but the launch of the game has been put back to August (last minute tweaking and fiddling don't you know). Still, it looks pretty good so far. For the full story read page 16...

Sonic 3

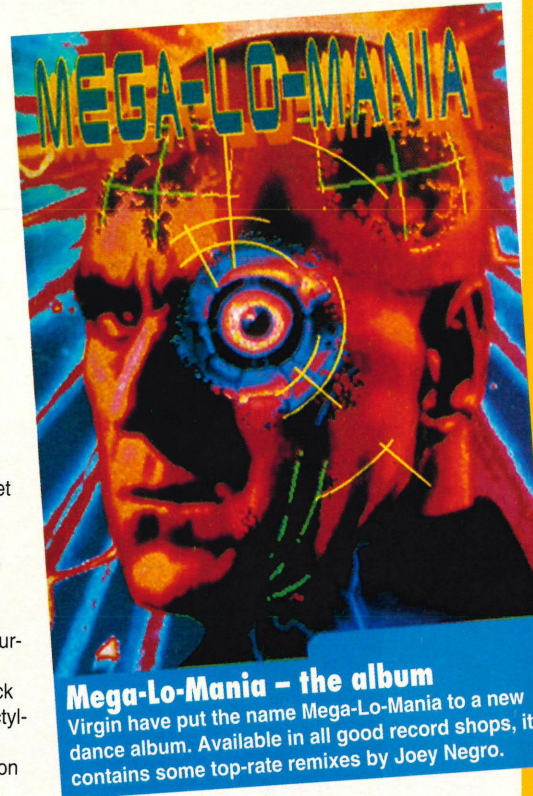
Yes, Sega are currently working on *Sonic The Hedgehog 3* with a view to getting the game in the shops for early December. Rumoured to be a whopping 24-Mbit cartridge, no firm details are available at the moment – although a revamped two-player mode would seem likely.

CHUCK ROCK'S HAD A LITTLE BABY...



Out soon: *Chuck Rock 2 – Son Of Chuck*

And the Son Of Chuck is set to make his Mega Drive debut later in the year from Core (the team responsible for both *Wonderdog* and *Jaguar XJ220* on the Mega CD). Expect a slick, dinosaur-ridden platform-adventure similar to that of *Chuck Rock Snr*, with plenty of pterodactyl-bashing and diplodocus-worrying. More news as soon as we get it...



Mega-Lo-Mania – the album

Virgin have put the name Mega-Lo-Mania to a new dance album. Available in all good record shops, it contains some top-rate remixes by Joey Negro.

SPLATTERHOUSE 3 ALERT!

Namco's long-awaited follow-up to the gorific (just made that one up, quite good don't you think?) *Splatterhouse 2* arrived unannounced in the UK last month. One of our importers was sent five copies, sold them all in the first day, and had all of them brought back the next day.

"Everyone said it was crap, to be frank," is the verdict. So if you see a copy, save your cash until after you've read the MEGA review...

Capcom's Mega Man looks set to battle Dr Wily's anti-Mega Man men in his Mega Drive debut later this summer. *Mega Man* is one of the NES's most successful series of games – Capcom are now on *Mega Man 5*. Cripes!



MEGA TOP TEN!

Ten top reasons why you should vote a resounding "Yes, yes, YES!" to the "Should We Print A Picture Of Paul Mellerick Nude?" poll.

1. Erm
2. Well...
3. Hmmm
4. Hang on a sec
5. Ah! Yes, I've got one!
6. Oh, no. No, my mistake
7. Sorry
8. <thoughtful silence>
9. It's not really a good idea is it?
10. No, not really. Err, moving swiftly on...

BUSMAN'S HOLIDAY

Not butch enough to be a traffic warden? Couldn't handle the excitement of chartered accounting? Think you'd find the life of a clerk with the Inland Revenue just too spiritually rewarding? Then you want to work in the video game business, my son. What follows is a career profile of someone lucky enough to already do such a thing – maybe it'll inspire you to doing it yourself. (But seeing as this month it's our very own Paul Mellerick, don't get your hopes up.)

NO.9 STAFF WRITER

NAME: Paul Mellerick (a.k.a. Tall Smellydick). Well, we still think it's funny!
AGE: 21
JOB
DESCRIPTION: As staff writer I have several sections in



the mag which it is my responsibility to write. My first priority every month is filling the (brilliant) tips pages in MEGA with the best tips I can find, then I do the RIP 'N' TIP pages and then ARENA. When that's done I can get on with the business of reviewing games and writing the odd feature.

RELEVANT QUALIFICATIONS: Er, what's a qualification? Seriously, no qualifications to speak of – but getting English at school would have made things a lot easier. ADDITIONAL QUALIFICATIONS: Being incredibly good at, and knowledgeable about, all sorts of computer games. And being modest, of course.

PREVIOUS JOBS: I left school and joined a YTS computer programming course (for nine weeks), then a clerical YTS course, then I became an office worker for an alarm company, then I set up my own mail-order company (selling Mega Drive's when they were first released), then I worked for Sega Force.

FIRST BREAK: Applying for a job on Sega Force magazine and getting it (they'll take anybody). The break with MEGA came when I met Neil at some charity event. He gave me a call when MEGA was being set up.

GOOD THINGS ABOUT JOB: The games, the really friendly atmosphere and, er, the games.

BAD THINGS ABOUT JOB: Working to deadlines, because sometimes you really have to rush to get worked finished. And tips – getting four pages of game tips, a couple of complete solutions and all that stuff completed on time, month after month, is a real pain.

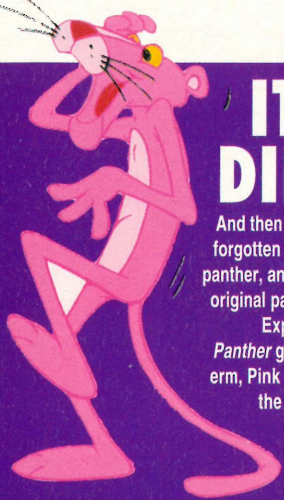
ADVICE: Well, unless you get incredibly lucky like me, you'll need to be able to write funny, intelligible English and know your games. Those are the two most important qualifications for any staff writer. So get working!

NEXT MONTH: Another career profile of a person working within this roller-coaster, games-playing, free-lunching world we call the video game business.

IT'S THE RINKY DINK PANTHER

And then it came, from the bowels of a writer's memory, a long-forgotten melody... "Well here he is the pink panther, the rinky-dink panther, and it's as plain as your nose, that he's the one and only truly original panther (pink) panther from head to toe".

Expect more Marvels Of The Mind when Tecmagik's *Pink Panther* game (a platformer in which we see everyone's favourite, erm, Pink Panther attempting to win a part in a movie) is launched in the autumn...



VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

In this month's Voyage To The Bowels we take yet another journey into the wee-wee infested depths of Mega Drive atrocities to reveal that the Mega Drive has more than its fair share of complete plopplers. On the one hand you can argue that revisiting these old duffers reminds us that the good games are very good indeed, but on the other it's been pointed out that this column does for the video game industry what The Kray Twins did for the East Londoners Are Actually Very Nice People society.

HOME ALONE



Invite some friends around for a fun-packed evening playing *Home Alone*, and you soon will be

Macauley Culkin is paid over four million dollars because he is small, round and buck-toothed. His sickeningly sweet smile and "hilarious" antics ensured the success of both *Home Alone* movies. Sadly though, Sega made the woeful decision to turn the film into a Mega Drive game.

A blind parrot could have spotted that the plot of the movie hardly lends itself to a fast-moving arcade game – you are locked in your house and some burglars are trying to get in (it's hardly up there with liberating an invaded country, driving a Porche at top speeds or battling killer alien frigdes), but hey, with a name as big as *Home Alone* on the box it doesn't matter how crap the game is, it'll still sell, right kids?

So, in order to beef up the action, Sega have taken a few liberties with the plot (as well as our patience).

Hence we start off the game by sledging around the garden collecting extra weapons (just like the movie I don't blimmin' think), crashing into snowmen and generally wondering what the bloody hell is going on. When we finally get *into* the house, the Wet Bandits (and while this name implies some kind of exciting deviant activity, they're actually quite harmless) prove to be a complete and utter walkover.

The graphics are pathetic, the gameplay (were there any to speak of) would undoubtedly be equally feeble and the one impression you're left with is that there's no point to this game at all. It is a truly awful game.

Next month a member of the MEGA team will again be taking a Voyage to the Bowels of the Back Catalogue. Don't miss it...

Lemmings 2 – out for Christmas?



Each level offers the Lemmings a whole new set of abilities



Twelve tribes of Lemmings must be escorted to the big Lemming party

Psygnosis aim to follow up the success of Mega Drive *Lemmings* with a sequel – *Lemmings 2: The Tribes*. Two (of the very few) criticisms levelled at the original game were that you could only tackle the 180 levels in a set order – so once you became stuck, you couldn't tackle another level and then come back to it, so you were really stuck – and secondly, that there was no real story to the whole thing and hence no real emotional drive to keep going.

Both these criticisms have been tackled. Now there are 12 tribes of Lemmings, each with a certain number of levels to complete. If you get stuck with one tribe, you've got 11 others to try before you're completely shafted. Also, there's now a plot to the whole affair and (just to keep things interesting) there's no limit to how many Lemmings you have to rescue on each level – you simply start the next with 10, 20, or however many Lemmings you managed to get through last time.

Lemmings 2 has already received huge critical acclaim on the home computers and it is generally regarded to be better than the original. Psygnosis promise to have the game ready for Christmas. We'll bring you more news nearer the time.

Mega-Lo-Mania's hidden game!

News arrived at MEGA from a secret source (clue: she's short, got blonde spiky hair and is good mates with Andy Crane) that there's a hidden sub-game in Virgin's excellent *Mega-Lo-Mania*. A few phone calls and a bit of arm-twisting later and the secret password was in our possession. And now it's passed on to you...



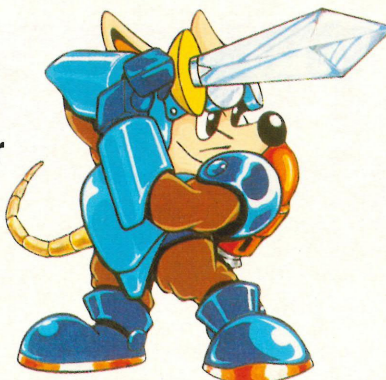
"It's kind of like *Asteroids*," explained Jools, *Mega-Lo-Mania*'s programmer, and it's hidden in your cart!



STAR TREK

Bit of a long shot, but it might just come off (Jim). Nintendo publishers Interplay have secured a deal to release the official *Star Trek* games. Now, as long as Interplay remain in Nintendo's camp, this news story is about as useful as a luminous coconut. However, whispers are afoot that a Mega Drive game from Interplay could possibly appear in the autumn. And you don't need pointy ears to work out which game that would be...

Meet Sparkster, star of Konami's imminent *Rocket Knight Adventures*. He's an opossum (not a mouse), due for release in September, a virgo, and interested in avenging Mifune Sangelo's (whoever he/she may be) death. Top-rate rocket-powered rodent hilarity to be expected. Message ends



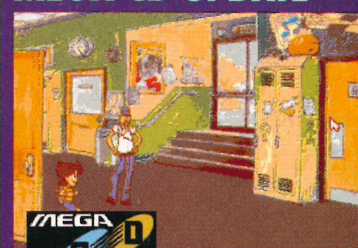
ROBOT BOB BLASTS OFF

BOB is a robot alien dude. He's also in a bit of a fix. He borrowed his dad's car, you see, to go on a blind date. Everything was going swimmingly, until he goes and crashes it into a passing asteroid (probably had his mind on the evening ahead). One nose-dive and an emergency park later leaves BOB stranded on the hostile planet Goth in search of a new set of wheels, and the Mega Drive-owning gamesplayer at the start of a multi-level platform shoot-'em-up from Electronic Arts. Out soon...



BOB runs away very quickly from that skull

MEGA CD UPDATE



ADVENTURES OF WILLY BEAMISH
(Sierra)

Willy Beamish is a schoolboy. He's also the star of a highly successful series of PC games. And he's about to star in his very own Mega CD game too. Read the full review in MEGA next month...

Thunderhawk



SUPER THUNDERHAWK (Core)

Disappointed with the first batch of Mega CD games? Yep, so were we. But *Super Thunderhawk* looks set to make people think again. Graphically superb, this one looks as good as the much-hyped *Sylphed*. However, in this game, the graphics are actually part of the game (*Sylphed*'s jaw-dropping visuals are nothing but backdrops, the game on top is fairly basic).

Super Thunderhawk is basically *Desert Strike*, but viewed from inside the helicopter, so expect solid chopper-'em-up action as you swoop over enemy tanks, aircraft hangers and bases. Neil's seen an early version of the game and swears that it looks fab. Expect more news nearer Christmas time.

The King Of The Swingers

You can be sure of Virgin Games for getting the graphics on their titles sorted out. *Terminator* set new standards, and now *Cool Spot* does the same (see page 42 for the full review). But wait until you see *Jungle Book* – we can honestly say you ain't seen nothing like it. The game is still in early development, but already the soundtracks are in place and the graphics and animation are some of the best we've ever seen – truly recreating the whacked-out jungle atmosphere of the Disney film. Due for release later in the year, we'll be keeping close tabs on this one. It is, without a shadow of a doubt, one to watch out for...



THE Q'S IN THE NEWS!

Welcome again to MEGA's very own in-mag quiz. Are you a true Sega games player? If you can answer all these questions correctly, you probably are. Answers on page 98.

1. What's the name of Fred Flintstone's little daughter?
2. Which four of the comic book X-Men appear in the Mega Drive game?
3. Which product is the character Cool Spot taken from?
4. Name all the events in *Summer Challenge* from *Accolade*?
5. Who's the odd one out?
a) Paul Mellerick b) Neil West c) Andy Dyer d) Amanda Dyson
6. In golf, what is a double bogey?
7. What's the name of the hero in *Flashback* from US Gold?
8. Which programming team was responsible for *Jaguar XJ220*?
9. And which famous neanderthal game character did they also create?
10. Which computer game show on Sky TV does our resident star Neil West host?
11. What's the name (without looking) of Harold Bloxham's niece, who takes over his column this month?
12. What's Sonic's girlfriend called?
13. *Paperboy 2* is the follow-up to which popular game?
a) Doing The Rounds
b) Captain Papier
c) Stand and Deliver
d) I refuse to answer this stupid bloody question.
14. Who's the commentator in *Hardball III* from *Accolade*?
15. Which member of the MEGA team used to work on a Nintendo mag called TOTAL?
a) Andy "scum bag" Dyer
b) Andy "git" Dyer
c) Andy "wouldn't know a decent game if he saw one" Dyer
d) All of the above

16. Which game is this curious snippet of screenshot taken from?



17. Which game is this bizarre slice-ette of screenshot taken from?



18. Which game is this frankly laughable little sliver of screenshot taken from?



19. Which game is this utterly unfathomable chunk of screenshot taken from?



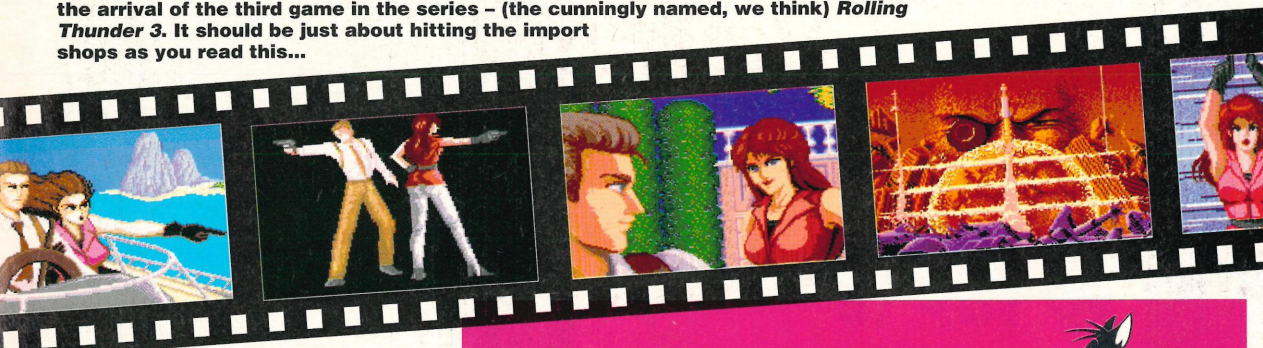
20. Which game is this small screenshot taken from?



Turn to page 98 without further ado...

ROLLING THUNDER 3

The original *Rolling Thunder* is still one of Neil's fave coin-ops, and so it is with eager anticipation that we await the arrival of the third game in the series – (the cunningly named, we think) *Rolling Thunder 3*. It should be just about hitting the import shops as you read this...



GamesMaster – Back in the autumn

Series one was in a church, series two was on an oil rig, series three...? Who knows. Perhaps a public convenience. But it's coming back in the autumn for another 26 doses of celebrity challenges, top tips and hot reviews. Dominik Diamond will be the host and err... well, to be honest, that's all we know at the moment. If you can't wait until the autumn, don't forget that the excellent *GamesMaster* magazine is available in the shops. It's *almost* as good as MEGA.

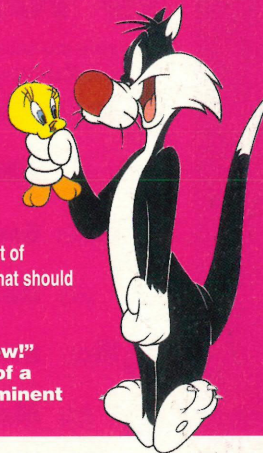


Dom'll be back before you know it

I thought I saw a puddy cat!

Tweety is 51 years old this year, fact fans, and to celebrate his birthday Tecmagik are releasing the game of the cartoon series in the autumn. And the really good news? You get to play the part of Sylvester the cat – NOT the nauseating yellow bird of fluffiness that should have been introduced to Bernard Mathews years ago.

Right: Sylvester and Tweety in "Ha! Got you now!" pose, both fully aware that the sudden arrival of a fast moving 12-ton anvil (and much pain) is imminent



SONIC REPLACES PHILIP SCHOFIELD

While *Going Live* viewers are still swarming off Beachy Head like *Lemmings* after Philip Schofield's defection to ITV, at least they can take comfort in the reassurance that their other (recently-elected) hero, Sonic The Hedgehog, won't be defecting to Nintendo.

Yep, Sonic was the winner of the *Going Live!* Viewers' Award at the recent European Computer Trade Show – they reckon *Sonic 2* was the best video game of the year – and he's staying firmly in Sega's camp. Unlike fickle Philip, Sonic won't be doing any runners. Except around the Green Hill Zone of course! Arf! Sorry, our little joke there.

Ahem. Moving swiftly on...



THE CHARTS

Guest chartsters this month are Mario and Luigi, two plumbers who wrote in saying they wanted to play some decent video games for a change

OFFICIAL TOP 20

This month Last month Game Name MEGA Top 100 Position

- ① ■(01) **PGA Tour Golf 2** M 07
Mama mia, thees *PGA*, itsa gooda laugh. It beata the crap outta the Super NES Version. Bella, Bella!
- ② ▲(04) **Ecco** M 10
Even my mama's seafood lasagne isn't as tasty as thisa game. Why we no have this on the Game Boy?
- ③ ▼(02) **Streets Of Rage 2** M 11
Bravo, bravo. Gang violence, drug dealers, and fighting. It's justa like being back in Brooklyn.
- ④ ▼(03) **Road Rash 2** M 06
Hey, it makesa *Super Mario Kart* looka like a mouldy old Canneloni that someone justa sicked up.
- ⑤ ■(05) **Sonic 2** M 02
And now for a quick reader survey. Anyone out there whose sick of our frankly farcical attempts at...
- ⑥ ■(06) **Lemmings** M 09
...making this chart page humorous, write in to "Give it a rest boys, you're simply not funny"...
- ⑦ ■(07) **World Of Illusion** M 24
... at the usual address. And now, rather than returning to Mario, we'll simply continue as if...
- ⑧ ■(NE) **Mega-Lo-Mania** M 15
... none of this ever happened. Virgin's God sim is still going great guns at number eight. Errrrrrr...
- ⑨ ▼(08) **Desert Strike** M 22
Are you a chipper chopper chappy or a rude rotor rumbler? Find out in, um, EA's, er thingummybob.
- ⑩ ▲(14) **Euro Club Soccer** M --
(What the hell was that last bloody paragraph all about Dyer? - Neil) Sorry old boy, bit out of practice.
- ⑪ ▼(10) **Golden Axe 2** M 21
- ⑫ ▼(09) **Alex Kidd Castle** M --
- ⑬ ■(13) **ToeJam & Earl** M 41
- ⑭ ▼(11) **NHLPA '93** M 04
- ⑮ ▼(12) **Taz-Mania** M 27
- ⑯ ▲(19) **WWF** M 91
- ⑰ ▲(20) **Moonwalker** M --
- ⑱ ▼(15) **Super Hang On** M 75
- ⑲ ■(NE) **Spider-Man** M 90
- ⑳ ▼(17) **Rolo to the Rescue** M 13

JAPANESE TOP 10

Blimey look at that, *Puyo-Puyo* at number one, gosh, a shock to us all. (Er, what the hell is *Puyo-Puyo*? - Neil)

- ① ■(NE) **Puyo-Puyo** M --
- ② ▲(04) **Sonic 2** M 02
- ③ ■(NE) **Yumi Mimikkusu** M --
- ④ ▲(05) **Streets Of Rage 2** M 11
- ⑤ ■(NE) **Mazin Saga** M --
- ⑥ ■(NE) **F-22 Interceptor** M 50
- ⑦ ■(NE) **J League Soccer** M --
- ⑧ ■(NE) **G-LOC** M --
- ⑨ ▼(06) **Landstalker** M --
- ⑩ ■(NE) **Lunar - Silver Star** M --

AMERICAN TOP 10

See, even the Americans like golf, but why do they wear the most despicably tasteless slacks on the course?

- ① ■(NE) **PGA Tour Golf 2** M 07
- ② ▲(03) **NHLPA '93** M 04
- ③ ■(NE) **Ecco** M 10
- ④ ▲(06) **Road Rash 2** M 06
- ⑤ ■(05) **Streets Of Rage 2** M 11
- ⑥ ▼(02) **Madden '93** M 01
- ⑦ ▼(01) **Sonic 2** M 02
- ⑧ ■(NE) **NBA Challenge** M --
- ⑨ ■(NE) **Monopoly** M --
- ⑩ ▼(08) **World Of Illusion** M 24



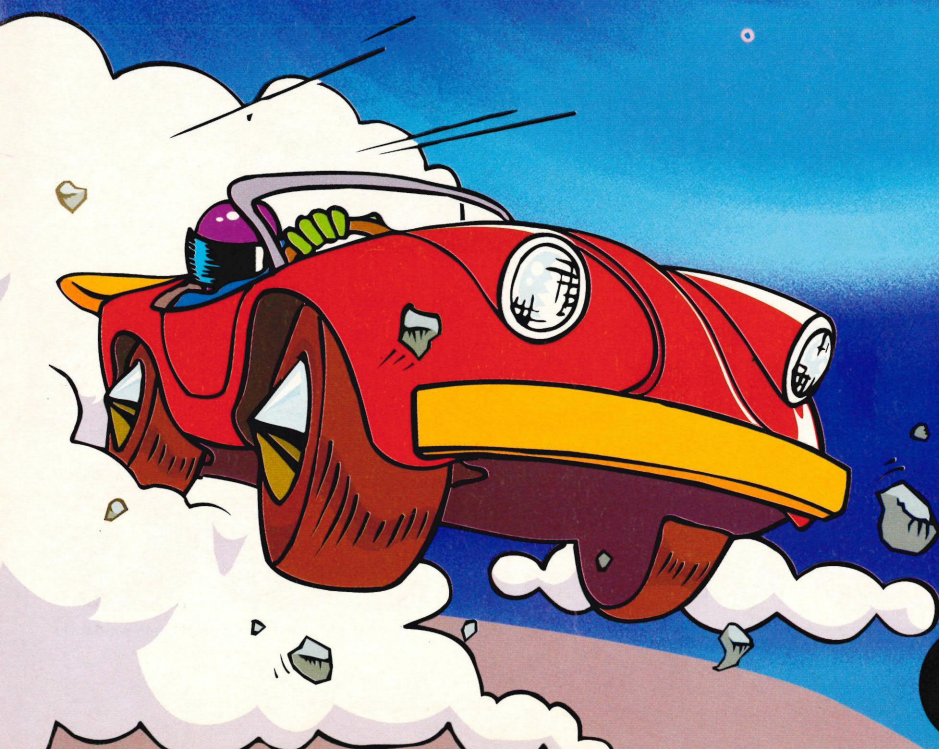
Official charts compiled by Gallup and sponsored by Penguin.
Import charts compiled by Whizz-Kid Games

IMPORT TOP 20

This month Last month Game Name MEGA Top 100 Position

- ① ▲(NE) **Streets Of Rage 2** M 11
Hmm, I don't know anything about this game. "Paul, can you give me a hand with this one please?"
- ② ■(02) **PGA Tour Golf 2** M 07
"Yep no problem... oh, hang on a minute, we're on *PGA Tour Golf* now. Dyer you're a berk!"
- ③ ▲(08) **World Of Illusion** M 24
"Oi you can't say that. If you'd been a bit bloody quicker in the first place, this wouldn't have happened."
- ④ ▼(01) **Ecco** M 10
"Bog off!"
- ⑤ ■(NE) **Lemmings** M 09
"Make me!"
- ⑥ ▲(19) **NHLPA '93** M 04
"Right, in the car park, NOW!"
- ⑦ ■(NE) **Mega-Lo-Mania** M 15
"Suits me fine. you've been asking for a good kicking for months now. Oooh, this is gonna feel good."
- ⑧ ▼(05) **Sonic 2** M 02
And with that, the whole of Future Publishing ran to the car park to watch the alarming spectacle...
- ⑨ ▼(06) **Rolo to the Rescue** M 13
... Meanwhile, back in the office, a mysterious infiltrator had managed to get to the charts page...
- ⑩ ▼(07) **PowerMonger** M 31
"Ha-haaaa, by the time they have discovered my chart fiddlings it'll all be too late." Continued next ish...
- ⑪ ▼(03) **Road Rash 2** M 06
- ⑫ ▲(17) **Super Monaco GP2** M 08
- ⑬ ■(NE) **Rampart** M 93
- ⑭ ■(NE) **Flintstones** M --
- ⑮ ■(NE) **Turtles** M 29
- ⑯ ■(NE) **Hardball 3** M --
- ⑰ ■(NE) **Jaguar XJ220** M --
- ⑱ ▼(12) **Madden '93** M 01
- ⑲ ■(NE) **Fatal Fury** M --
- ⑳ ■(NE) **Sherlock Holmes** M --

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INTERVIEW

He's blue, he's fast, he wears hi-tops and, well... he's a hedgehog isn't he? But where did Sonic come from? Why is he fighting Robotnik? And who's this Princess Sally bird? Author James Wallis is writing the official Sonic books, and here (exclusively for MEGA) he talks of his times on the trail of the real Sonic The Hedgehog...



Sonic and Tails pose for publicity in the lead-up to Sonic Twosday. Now Sonic's become a recluse...



So who is this **SONI** **THE HEDGEHOG**



C
then?

I'd met Sonic before, of course, for a quiet chat in his private club in Beak Street, London, to work out details of the books of his adventures I was writing for Sega. It had gone very well, I thought, so I was totally unprepared for the hostile response to my request for a profile interview. A curtain of silence descended around the hedgehog, his entourage closing ranks to completely shut me out. Even my contacts weren't talking...

As anthropomorphic (Look that one up, I had to – Neil) superstars go, Sonic has always been something of a recluse. Not for him the over-exposure of the Turtles or the cynical stage-management of Mickey. After his last bout with the press in November 1992 (Sonic Twosday – how many days has his arch rival, Mario, had named after him?) he has withdrawn from the public eye, letting his management team control his affairs and hiring stand-ins for public appearances. What has caused the formerly exuberant star to become the Michael Jackson of the video game set? Are the stories of a mystery woman in his life true? And what about the rumour that he had gone over to the "other side"?

ORPHANED

According to Sega, Sonic's story begins with tragedy. Born on the Planet Mobius, at "an unspecified point in time and space", he was orphaned at an early age. Research has failed to reveal the true identities of his parents, Mr and Mrs The Hedgehog, and Sonic has never mentioned them. It is known that he spent most of his youth in the Green Hill Zone, now renamed the Green Hill Bypass. A childhood friend, Flicky the Bluebird, remembers him well.

"The boy Sonic wasn't exactly the smart kid of the set, you know," remarks the bird over a cup of tea. "We taught him everything he knows – Sally Acorn, Johnny Lightfoot, Tux the Penguin, the whole gang. He stole that spinning trick from Chirps the Chicken, although Sonic would never admit it. We all knew he was destined for great things, but then he was just a normal brown hedgehog with strong legs and a strange fascination with anything gold."

"At the time, I'd just had my own game released – 'a cult classic', my agent says – and for a while I was quite a star. Sonic persuaded me to take a cameo role in his first game, to give it that extra bit of name recognition with the young people. That's me inside some of the robots in the Green Hill Zone. I see myself as the root of Sonic's success. His mentor, if you like."

Sonic's other mentor, seemingly the only human on the planet Mobius, was the good Dr Ovi Kintobor. The two met when Sonic accidentally tunneled his way into the Doctor's underground laboratory. It was Dr Kintobor; a kindly, thin, and absent-

"He was just a normal hedgehog with strong legs and a fascination for anything golden"



According to a US comic, this is Princess Sally – Sonic's totty

minded man; who honed Sonic's running skills and gave the young Erinaceus Europaeus his red heat-resistant trainers; and it was in that lab that Sonic, running on a treadmill, broke the sound barrier to become the first super-sonic hedgehog, turning blue in the process.

Most of Kintobor's time, however, was spent on a project to destroy all the chaos on Mobius. He had succeeded in trapping it in six emeralds – the Chaos Emeralds – and was searching for a seventh, the Grey Emerald, which would neutralise them. Then, in the sort of extraordinary tragedy that only happens in real life and video game plot build-ups, everything went horribly wrong.

ROTTEN EGGS

Kintobor, feeding data into his Retro-Orbital Chaos Compressor, mis-keyed an

instruction and the machine blew up, scattering its ring-like components across the plant. Ovi Kintobor, who (for some contrived and inexplicable reason) was holding a rotten egg, was transformed by the blast into his chaotic opposite: Dr Ivo Robotnik; fat, mad, egg-obsessed and bent on havoc. The Chaos Emeralds were placed in orbit,

enhancing Robotnik's power around the plant; the Warps of Confusion were created to protect them; Sonic's friends were trapped inside robot suits; and the rest is history.

What a mess.

And so Sonic The Hedgehog had to sort it all out.

Two mega-hit games later, fame seemed to have got to the hedgehog, I was finding it increasingly difficult to pin him down for an interview. But I was determined to track him down. It took four weeks, five thousand miles and six crates of scotch, but I finally confronted him last week in a villa on the Moroccan coast, shortly after dawn. He look relaxed and cool, with no obvious suntan or signs of stress. So why the disappearance and high security?

"Business stuff, dude. Product development. The suits told me to do it. Want some breakfast, it's isotonic?" he asks, picking up a can of the Japanese Sega Sonic soft drink. Was that one of the products concerned?

"No way!" His voice, with its mid-Pacific accent, drops to a whisper. "CDs. Specifically, the CD. Mine. With me on it. Playtesting. Time travel. Weird fun stuff. Bodacious is not the word. Can't say more, dude – walls have ears, y'know, and contract violation is a no-no for a 'hog in my position'."

Is Tails involved in this? Come to that, where is Tails?

"I've said too much already. Not even off the record, dude."

So there's no truth to the story that he's somewhere in the Mediterranean with 20 kilos of concrete around his fluffy little appendages? An enigmatic smile is the only reply.


CHICKS

What about the rumours of a babe, Princess Sally, pictured in one of the more insightful Sega magazines (that's MEGA that is) a few months back? Sonic laughs and runs a hand through his spikes.

"No comment. Just good friends and all that stuff. Actually, she's an invention of Archie Comics, stateside. Not in the zone, not in the games and not making my breakfast. She's completely fictional."

And you're not?

"You've been doing your research there, man. So how you gonna justify a four-figure expenses claim for an interview with an imaginary character? If you'll excuse me boys, see to our visitor."

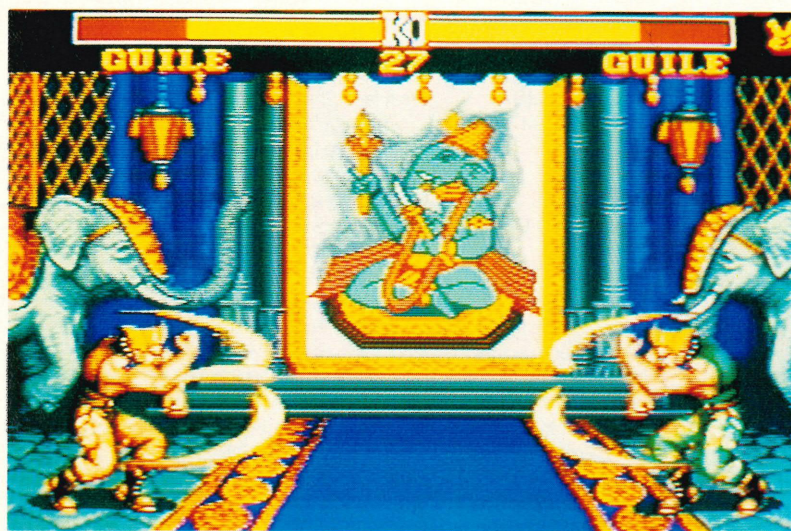
As his Samoan bodyguards flung me off the cliff, I could hear the Sonic theme music start from the villa, and gales of laughter from three people. One was Sonic, one was definitely female and one sounded a lot like a mad genius with a silly moustache. As I hurtled towards the rocks below, there was a distinct smell of rotten eggs on the air. What was going on? We may never know the truth... 

SIX FACTS YOU NEVER KNEW ABOUT SONIC:

- ① Sonic was designed to be the complete opposite of Mario: Mario is slow so Sonic is fast; Mario is a human so Sonic is an animal; and so on. It's a fair bet we won't see *Super Sonic Cart* in the near future then.
- ② Sonic is the "deconstructed icon of the post-literate generation". You can tell it's post-literate because nobody actually understands what that means.
- ③ When Sonic taps his foot he's not impatient, he's trying to keep in time with the background music.
- ④ Sonic's favourite food is fast food, particularly anything chocolate, and cola.
- ⑤ Hedgehogs are not native to America, so most Americans find Sonic cute and exotic and don't understand the British jokes about roadkill.
- ⑥ Third Eye Lighting in Reading use Sonic as part of their pop concert light show; projecting a Mega Drive's video output onto a 12-foot-high screen.

STREET FIGHTER CHAMPIONSHIP

The ultimate Mega Drive beat-'em-up is 80% complete. In an exclusive interview with MEGA, Capcom, who proudly claim that it's practically arcade-perfect, warn that "SNES owners should seriously think about buying a Mega Drive..."



Guile fights it out with Guile, courtesy of the *Championship Edition*

Let's get one thing straight from the very beginning. Despite what you'll read in other mags (all desperate to get their exclusives) Capcom's *Street Fighter 2: Championship Edition* for the Mega Drive is only 80% complete. The version that's currently being demonstrated is a 16-Mbit version. The graphics aren't finished and the final soundtracks haven't even been written yet. The final version will be a 20-Mbit cartridge and it will be released in the USA in August. Much though we'd love to bring you a review, the game won't be 100% kicking until the summer – and we won't be reviewing it until it's finished. You can call us old-fashioned, but we'd rather be honest to our readers.

Anyway, back to the preview. *Street Fighter 2: Championship Edition* from Capcom (the coin-op's original developers) has been kept under wraps since rumours of a Mega Drive game first emerged before Christmas, but now it's almost ready, Capcom USA's Research and Development Co-ordinator, James Goddard, and Marketing Manager, Laurie Thornton, talked exclusively to MEGA about the game that's destined to become a Mega Drive legend.

The thing everyone wants to know is whether the Mega Drive version is better than the SNES version. The two titles will undoubtedly be compared head-to-head...

"*Street Fighter 2: Championship Edition* on the Mega Drive is every bit as fast and smooth as the SNES version... We wanted to offer something more to the Sega player," announces Laurie. Well that's good to hear. Wouldn't want those SNES players getting too superior.

AS FAST AS THE SNES?

"Genesis *Street Fighter* is basically the same speed as the SNES version, because both of them are accurate conversions of the coin-op. Although you mustn't forget that the arcade *Championship Edition* was a tad faster (recovery times are faster and some moves are quicker) and so this is reflected in the Genesis game," points out Goddard.

"But you can't really play the SNES game off against the Genesis –

they're two different games.

"The Genesis version is the *Championship Edition*, which has more gameplay and more characters – it's an improved game from the original, and a natural progression of the game."

So it's a whole new challenge?

"Absolutely. People who've mastered the game on the SNES, well, they should definitely think about getting a Mega Drive."

So what else is new about the *Championship Edition*?

"As you probably know, there were 12

"All the power moves have been included"

BUILDING THE PERFECT JOYPAD

Never before has a game caused such a stir that two independent companies have actually designed a joy stick especially for a game. But that's what happened when it was announced that *Street Fighter 2* was coming to the Mega Drive. Sega are already planning to make use of the new six-button pad in other games (*MIG-29* and *Ultimate Soccer* to name just two) which is good news – six buttons makes for more varied gameplay and a reduction in in-game menus.

But it's *Street Fighter 2* that is the definitive six-button game, and so for those of you who've somehow managed to avoid contact with the coin-op over the last two years, that not only makes you one of the Kray Twins but someone who'll want to know what this six-button business is all about...

The D-pad is not only used to move your character around the screen, but also to jump, crouch and block. And combinations of buttons and directions trigger your character's special moves



M Bison and Blanka steam towards each other in a full head-on collision. Bison's powers have been reduced, to make two-player face-offs fairer

STREET FIGHTER 2: THE CHAMPIONSHIP EDITION

EXCLUSIVE INTERVIEW!



Sagat and Ryu fireball it out. Our money's on that big woman though

characters in the original *Street Fighter 2*, but four of these were bosses. In the *Championship Edition* you can play these four guys: M Bison, Balrog, Sagat and Vega. This means that you can play each character against himself.

"But these aren't the only changes. In the *Championship Edition* Chun Li has an additional two moves: she's able to flip over your back and knee you on the head and her other new move is like a backwards flip and she kicks you in the chest. Ken now spins faster on his helicopter kick and his fierce Dragon Punch takes more energy as well. Basically, Ken has been made stronger. On the other hand, Ryu's fireball is faster and his recovery time is faster than Ken's. Ryu can now use his helicopter kick to jump over a fireball, whereas Ken still can't do this. This is a big advantage (while Ken is still throwing, Ryu can have leapt over the top and kicked him in the head) and this compensates for Ken's increased

THE COMPARISONS START HERE

On the left you see a SNES screenshot, on the right you see a Mega Drive screenshot. Much issue has been made of the Mega Drive's "restricted" 64 colours on-screen limitations, but Capcom are confident that never before have 64 colours looked so good. The two look different in texture because the Mega Drive shot is a colour transparency – in other words, a photograph taken of a screen on which the game is playing – whereas the SNES shot is an electronically "grabbed" image directly from the game itself. That aside, the lack of any arguable difference in detail is quite remarkable. Unless you look very closely, it's hard to tell them apart, we're sure you'll agree...



E Honda awaits Chun "Chunners" Li with a 100 hand slap on the SNES



And here we see almost the same shot on the "inferior" Mega Drive

strength. A Ken versus Ryu match is now more strength versus speed."

Championship Edition aficionados will also tell you that E Honda has a moving Thunder Slap and Zangief can move while performing his spinning Clothes-Line.

IS IT ARCADE PERFECT?

"It all adds up to a very impressive conversion. All the important moves are included. There may be a few very minor moves missing, but nothing that will affect the gameplay – perhaps a few jabs or short kicks from some of the characters may have gone, but all the major moves, all the power moves are still there. The Sagat and Guile fights are just the same as in the arcade."

And how does it play?

"We're confident that the home version


captures all the excitement of the arcade version. It's pretty much exactly the same game. One change is that M Bison has been toned down from the arcade versions – in the US coin-op he was just far too tough. In the Japanese version, he was slightly weaker, but he was still far too strong and so this has been changed – now he's more of a fairly matched player.

"In short, we're confident that any arcade players will take to the Genesis version and be able to get stuck straight in – the games are so similar."

And what about rumours of a Mega CD version? Laurie Thorntons steps in (R & D co-ordinators often let slip top industry secrets that marketing managers often would have preferred kept quiet. Hence the political answer):

"At some point yes, we'll definitely see this product on the Mega CD, though I can't say when. It won't be a straight conversion though. We won't release the same game on different consoles."

Ah-ha. Well that's good news (although MEGA would never speculate that given the length of time it takes to develop a CD title, Mega CD *Street Fighter 2* must be nearing completion – either that or they're planning to release the game as late as 1995. But enough supposition...).

So there we are, signed, sealed and, indeed, delivered. Well, almost. You can bet that MEGA will do its best to get you the first review when it's at all possible. In the meanwhile, feast your eyes on the screenshots and look forward to what is likely to be the game of the year. 



Zangief and Vega in "not to be tried at home kids" bone cruncher. Vega is one of the four boss characters now available as a choice of player



Ken's Dragon Punch topples Bison. Pulling off a Dragon Punch is tough work, but if you master it, there are few out there who'll be able to beat you

£19.99 GAMES

In the latest twist to the “games are too expensive” argument, Sega launch 40 previously-released titles at the ridiculously low price of £19.99, that's half price in most cases. But which are the *real* bargains? Which are the essential purchases and which are the best-forgotten ploppers? MEGA review *all* the budget games and then provide you with a prioritised shopping list...

CHEAP and not so nasty



No wonder these sad plonkers are fighting for them. When they heard that Sega were releasing “40 budget games” they didn't realise that they meant 40 different titles

ALEX KIDD IN THE ENCHANTED CASTLE

Definitely a game for the kids, only *they* would fall for the simple graphics and lack of gameplay. Too damn easy, it looks and plays like a Master System game. It's very cute and colourful, but also very crap. Right, that about spells it out.

Graphics 6 Sound 3 Gameplay 2
Game Size 3 Addiction 2

MEGA SAYS: It's uninvolved and ultimately very boring. It should appeal to the youngsters reading this (or probably having it read to them) though.
MEGA RATING: **39%**

ALIEN STORM



Gross-out graphics, gross-out action and gross-out game as well

This game obviously wants to be a futuristic *Golden Axe*. *Alien Storm* features some disgustingly slimy graphics as you battle against an alien invasion. There's a neat *Op Wolf*-style sub game included to break up the monotony. Some neat graphic touches but it is just too easy.

Graphics 8 Sound 6 Gameplay 4
Game Size 5 Addiction 4

MEGA SAYS: Despite being wrapped up in some fancy graphics, this is a poor clone of *Golden Axe*.
MEGA RATING: **50%**

ARROW FLASH



Another horizontally-scrolling shoot-'em-up. And it's crap

Another one in a seemingly never-ending line of boring horizontally scrolling shoot-em-ups. The poor graphics and utterly pathetic sound really do the Mega Drive no justice whatsoever. Give this one a very wide berth.

Graphics 3 Sound 2 Gameplay 3
Game Size 3 Addiction 2

MEGA SAYS: One of the oldest shoot-'em-ups, and quite possibly one of the worst.
MEGA RATING: **24%**

ART ALIVE

This has to rate as one of the most pointless releases ever. An art package is an interesting idea but as there is no way of saving your pictures (unless you use a video tape that is) it is little more than a novelty piece, and an expensive one, even at £20. There's just no entertainment here whatsoever. Very limited and extremely boring.

Graphics 6 Sound N/A Gameplay N/A
Game Size N/A Addiction 3

MEGA SAYS: OK, so the "A" section hasn't yielded many bargs, but it does get better - honest.
MEGA RATING: **19%**

ALISIA DRAGON



She has awesome lasers and a pet dragon as well. A poodle wouldn't do the job half as well

Someone *else* has been kidnapped and murdered, and someone *else* wants revenge. Nice to see that it's an original story line! You have to take your revenge on the prince who murdered your wizard father. For a shoot-'em-up, *Alisia Dragoon* is different from the pack. The graphics are absolutely gorgeous, the backdrops really stand out, and the plethora of creatures you will come across vary greatly from flying chimps to killer fungus.

Possibly the most amazing thing about *Alisia Dragoon* is the sound. There are 21 different tunes included in the game and over 100 sound effects. There are eight huge levels to blast through and the whole game is just very damn playable. There are numerous ways in which to do each level and, of course, there are the inevitable hidden areas all over the place.

Alisia Dragoon is graphically great, musically wonderful and tough enough to provide any gamesplayer with a challenge. It is very playable indeed and a welcome addition to the budget range of Sega games.

Graphics 8 Sound 9 Gameplay 8
Game Size 8 Addiction 8

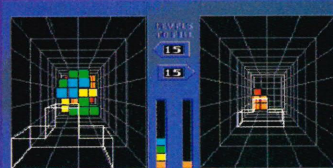


Just to prove that we didn't get just any old screenshot, here's one of the bosses

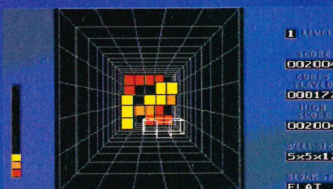
MEGA SAYS: The game is only a year old and still rates as one of the best - another pick of the bunch.
MEGA RATING: **81%**

BLOCKOUT

Oh fun, as if *Tetris* wasn't enough to drive you completely round the bend, you can now get a 3D version that you can play against the machine or against a friend, and you won't have many of *those* left after this. The idea of *Blockout* is simple; blocks fall into a pit and you have to arrange them into rows and columns. It's one of those games that you either love or hate, and if you want to get your parents to play video games, then this is the one. *Blockout* will prove dangerously addictive.



Blocky graphics work in the game's two-player head-to-head



Lost all your friends? Then play with yourself for a change

The one-player mode will do your head in, but the two-player game is fun.

Graphics 6 Sound 3 Gameplay 7
Game Size 5 Addiction 8

MEGA SAYS: There may not be many puzzle games around for the Mega Drive, but *Blockout* is one of the better ones.
MEGA RATING: **67%**

CALIFORNIA GAMES

Yo dudes, surf's up. This game is for anyone who's into those sports where the only things you need are a sun tan and very little in the way of brain power. You can take to the surf, ride the skateboard or cut up the pavement on your skates to name but three of the events. The graphics are good, but as with most of these multi-event games the interest tends to wane.

Graphics 7 Sound 6 Gameplay 6
Game Size 5 Addiction 5

MEGA SAYS: Not a bad sports game, but unless you are in the multi-player mode this won't grip you for long.
MEGA RATING: **60%**

CYBERBALL



A sport of the future, released in the past, doomed to fail in the present

Take American football, substitute robots for the human players and you get *Cyberball*. Mind you, you can keep it. The graphics are pathetic and the plays that you use make the likes of *Madden* and *Montana* look light years ahead. It's a very sub-standard game that is as bad as it looks.

Graphics 4 Sound 4 Gameplay 4
Game Size 3 Addiction 3

MEGA SAYS: Why bother with this when *Montana*'s the same price, and *Madden*'s just a few pounds more?
MEGA RATING: **31%**

BONANZA BROS



A cross between an old western series and old teenybop has-beens

Rates as one of the most comic games of all-time. One or two players must ransack numerous buildings taking valuables and avoiding the security precautions. Great cartoon graphics combined with some neat touches in the gameplay make this one of the best of a pretty bad bunch.

Graphics 8 Sound 7 Gameplay 7
Game Size 5 Addiction 7

MEGA SAYS: Puts the fun back into video games. A comical and enjoyable game.
MEGA RATING: **71%**

DICK TRACY



"Oi you bloody vandal, stop breaking those windows"

The man in the flasher mac is back. A shoot-'em-up with a few neat touches to the action make this a playable game. Maybe a few gratuitous shots of Madonna would have livened it up a bit. The graphics are fine, but the action dissolves into a repetitive and tedious blast.

Graphics 7 Sound 5 Gameplay 4
Game Size 5 Addiction 4

MEGA SAYS: A very humdrum, run-of-the-mill shoot-'em-up.
MEGA RATING: **47%**

£19.99 GAMES

FATAL LABYRINTH



Who turned the lights off? No-one actually, just walk into those rooms

A surprisingly addictive hack and slash adventure. The graphics are small, but the use of detail is very nice. The overhead view of each room opening up as you walk into it works really well. It's quite a large game in which there's loads of exploring to be done. However, it falls fairly short by being far too easy.

Graphics 7 Sound 4 Gameplay 6
Game Size 6 Addition 5

MEGA SAYS: If it was more difficult, this could have been a good game. It is, however, better than *Super Hydlide*.
MEGA RATING: **59%**

FIRE SHARK

It may be just another vertically scrolling shoot-'em-up, but it is one of the better ones. Once you get over the bi-plane armed with lasers and other dubious weapons (oh yeah, very probable) you notice that this is a hell of a blast. Packed with bad guys and power-ups by the ton, this is one of the best shoot-'em-ups you can get, especially for this price. It's well worked out, with a good difficulty curve. Looks good, plays like a demon and costs just £20. What more could you want?



A bi-plane with lasers. What next, a bomber kite perhaps?

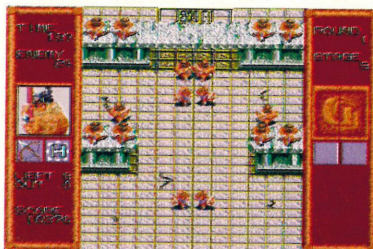


There are ten levels of this to battle through. Great

Graphics 7 Sound 7 Gameplay 6
Game Size 8 Addition 8

MEGA SAYS: A hell of a shoot-'em-up. Another essential buy for anyone's collection.
MEGA RATING: **78%**

GAIN GROUND



Underrated when it first came out, Gain Ground is worth a second look

This is a novelty – a strategy shoot-'em-up. A giant computer entertainment set-up has gone on the blink, trapping people inside. Your team has to go in and get the people out in one piece. When they are rescued they join your team, adding extra fire power, but you have to work out when to use them to the best of their abilities.

The graphics are not much to look at, but if ever there was a game to prove that graphics aren't everything, then this is it. The strategy element is really enjoyable, even for blast freaks, and it makes this a very addictive game. Some of the later levels will provide you with a real challenge too. The addition of a two-player mode, so that two of you can team up to plan the computer's demise, makes it an excellent Mega Drive game.

Graphics 5 Sound 5 Gameplay 7
Game Size 8 Addition 9

MEGA SAYS: Another game that you'll either love or hate.
MEGA RATING: **77%**

GALAXY FORCE 2

Whoa, another one. This disease must be spreading. What disease? Well the crap shoot-'em-up syndrome is catching on fast. This one is different though, because the action is viewed from behind the ship as you annihilate oncomers. The game is ridiculously easy and couldn't look good to save its life. No wonder they cut the price of this turkey.

Graphics 6 Sound 4 Gameplay 2
Game Size 2 Addition 1

MEGA SAYS: No challenge makes this a truly sad effort of a game. It should be renamed *Galaxy Farce*.
MEGA RATING: **31%**

GHOSTBUSTERS

This game is a typical example of how to turn a potentially good film licence into a boring, humdrum shoot-'em-up. Who ya gonna call? Ghostbusters! The graphics are OK, but just jumping about and shooting ghosts tends to get a bit laborious a bit too early on. It soon falls into the "seen it all before and didn't even like it then" category.

Graphics 8 Sound 7 Gameplay 4
Game Size 5 Addition 6

MEGA SAYS: Not so much Ghostbusting, more brain busting.
MEGA RATING: **62%**

GOLDEN AXE 2



Bit like the first one ain't it? Still, it's a bloody good game, so go and get it right now

Golden Axe is the game that launched a thousand cheap jibes about dwarves with big choppers. Golden Axe 2 received a fair amount of abuse when it was first released, as it was just a rehash of the first game. But then again, when the first game was as much of a classic as Golden Axe then surely this isn't such a bad thing? At £40, most people saw it as a complete rip-off (which when you think about it, it probably was). Now that it is only £20, however, it is an absolute must.

Gilius Thunderhead and the crew hack, slash and generally abuse their foes as they

once again battle against the Death Adder and his cronies. Great fun as a one-player game, but it really comes into its own when there are two of you romping through the levels wiping out the enemy and screaming, "Oh sorry, I didn't mean to smash your skull with my axe, honest" when you hit each other by mistake.

The graphics, like in the original, are arcade quality with superb animation – the slashing action is guaranteed to keep you hooked. Also, some of the moves are really comical, which helps to make this a classic game. As if the sideways scrolling hacking wasn't enough, two players can compete against each other in an arena, fighting to the death. In one-player mode you get to fight against ever-increasing numbers of enemy in the arena.

Golden Axe 2 never received the praise it deserved when it was first released. Maybe it will be better received now that it is available at a reduced price. With such enthralling gameplay it absolutely oozes with addictive playability.

Graphics 9 Sound 8 Gameplay 8
Game Size 8 Addition 8

MEGA SAYS: Thumbs up to Sega for re-releasing this classic game. You have no excuse for not having the set now.

MEGA RATING: **92%**

GYNOUG



It's not a very good horizontally scrolling shoot-'em-up

Wouldn't you know it, the planet of flying men, Icarus, has been taken over by a mutating virus. It is your job to get rid of this scummy virus and return everything to normal. The action is fairly run-of-the-mill shoot-'em-up. It's all been done before, and done a lot better at that.

Graphics 5 Sound 5 Gameplay 4
Game Size 4 Addition 4

MEGA SAYS: Gynoug offers very little challenge and is a pretty disappointing game.
MEGA RATING: **52%**

HERZOG ZWEI

This game wins the award for the most bizarre title, but it is, in fact, a surprisingly good strategy game. The idea is simple; you utilise your resources to take over enemy bases, controlled by the computer or a human opponent. It's not easy to get into, but it's very addictive once you're in.

Graphics 6 Sound 5 Gameplay 8
Game Size 7 Addition 8

MEGA SAYS: Don't let the graphics fool you, this is a complex but enjoyable think-'em-up.
MEGA RATING: **74%**

JOE MONTANA FOOTBALL



Get ready for the most predictable caption of all time. Hut! Hut! Hut!

It's a great American football game with some neat graphical touches and sound effects, but it just ain't as good as *John Madden Football*. There's a £20 price difference and in this case we would suggest you save up the extra money. If you can't, then there is no shame in going for Mr Montana's game.

Graphics 7 Sound 7 Gameplay 8
Game Size 8 Addition 7

MEGA SAYS: We're all Madden nuts here, but Montana really is great value for money.
MEGA RATING: **73%**

LAST BATTLE

Hmm, Sega must be desperate to get rid of this one by now. This shallow beat-'em-up is really starting to show its age, and at £20 it's still overpriced in the extreme. With any luck this game will now vanish into the pit from where it came.

Graphics 4 Sound 3 Gameplay 3
Game Size 2 Addition 2

MEGA SAYS: Listen up, don't even think about buying this trash.
MEGA RATING: **29%**

MERCS



Why is it these mercenaries are always psychos who take on the entire army by themselves?

Oops, those careless Americans have gone and got another one of their presidents kidnapped. It looks like a job for a tough mercenary, but seeing as he is on holiday in Bognor, you'll have to do the job instead. In true Commando style you run through the levels, blasting everything that moves. And, just for a change, you can blast everything that doesn't move too.

It is pretty much the same as the arcade game, but the omission of the two-player mode is a serious mistake. Still, as a single-player blast it is enjoyable and will prove fairly challenging. There are two game modes: the arcade is (predictably) the same as the arcade version, whereas the original mode will prove to be the real challenge, using more weapons and characters. It was well worth buying at its original price, and now that it's available at this new price there is absolutely no reason why you shouldn't get it.

Graphics 7 Sound 4 Gameplay 7
Game Size 7 Addiction 7

MEGA SAYS: As shoot-'em-ups go, this is one of the better ones. It still rates favourably against full-price games. **MEGA RATING: 72%**

MONSTER LAIR

This one qualifies as one of the most ridiculous shoot-'em-ups ever, with enemies including fish skeletons. The graphics are all very cute, although there is slow-down when there's a lot happening on screen, especially in the two-player mode. This game is definitely showing its age now. **Graphics 7 Sound 5 Gameplay 3**
Game Size 3 Addiction 3

MEGA SAYS: *Monster Lair* is so cute you can take it home to your mother. Pity it's no good though. **MEGA RATING: 37%**

MYSTIC DEFENDER



Another platform, another weapon, another very average game

Another platformy shooter. Just how many more evil wizards can there be in video-game land? By now you'd have thought we must have fought against them all. The backgrounds and enemy sprites are outstanding, but the action is predictable.

Graphics 7 Sound 6 Gameplay 4
Game Size 5 Addiction 4

MEGA SAYS: This is very hard to get into and the enemies get very tough. It's not remotely outstanding. **MEGA RATING: 61%**

OUT RUN



Look, none of the Out Run games are any bloody good, so don't bother buying them

This is the first in the series of identical racers. It's very close to the arcade version but it looks dated. It rates as a back marker compared to some of the other racing games. The animation on the car is very poor, although it is the gameplay that really lets this down.

Graphics 7 Sound 6 Gameplay 4
Game Size 3 Addiction 4

MEGA SAYS: Could have been worse, but not by much. **MEGA RATING: 57%**

RAMBO III

Rambo is a sensitive look at life in a small town... Ah, who are we trying to kid? This is an out and out blast fest. Good graphics and sound are completely blown away by the frantic action. Heaven forbid, you may even have to think about some of the levels. Worth a look.

Graphics 7 Sound 6 Gameplay 7
Game Size 6 Addiction 8

MEGA SAYS: This game is definitely worth a look now it's selling at half its original price. **MEGA RATING: 74%**

REVENGE OF SHINOBI

This has to be one of the oldest games that you can get, yet it still rates as one of the best. You are the Shinobi, the martial arts expert who makes the likes of Bruce and Brandon Lee look like the hosts of Play School. Rather predictably, you are looking for revenge on the Neo Zeed, who has killed your Sensei (that means teacher for the uninitiated).



Hiiiya. A couple of super shuriken spinning attacks will see this guy off once and for all

Romping through the levels you can use a few different combat moves to fight your enemies, including the spectacular somersault shuriken display – very nice to look at and very deadly to the enemy. You also have four different kinds of ninja magic, always handy for those unexpected moments. The limited number of moves actually helps the game, making it easy to play without having to consult the instructions every five minutes.



"Excuse me, can you tell me the way to the toilets please? I'm bursting to go"

The game is challenging, and the opponents and scenarios will keep even the most hardened player battling away for a long time. You even get to meet the stars of other games, like the Shadow Dancer. The graphics are spectacular, with smooth scrolling parallax backgrounds and some pretty impressive sprites. For such an old game it could still show some of the young whipper snappers of today a thing or two. *Revenge of Shinobi* is one of the best of the bunch, with true arcade action and actual challenge (which, let's face it, is unusual for a Sega game these days).

A true golden oldie, *Revenge of Shinobi* deserves its place in your collection today. If all the games these days were as good as this, we would never need to give any bad reviews. This game is a real classic.

Graphics 9 Sound 8 Gameplay 9
Game Size 8 Addiction 9

MEGA SAYS: What are you waiting for? If you didn't buy this first time round, go and get it now. **MEGA RATING: 91%**

MOONWALKER



Ow. They told him don't you ever come around here, don't wanna see your face... oh alright then

Wacko Jacko is in his very own video game, now he'll never be able to distinguish reality from fantasy (not that he could anyway). Still, with a licence like this you can expect some pretty good sound effects – and you get them too. Wacko fans will love the soundtrack – it features some of Michael's better known tunes (you know, the ones he made when he was good). The action is a little predictable, with Michael moondusting bad guys and rescuing kids. It's so nice it'll make you want to be sick.

The game itself is fairly simple, and there isn't much variety to the action (if we're being totally honest, there isn't any). You run around shooting and opening doors, and that's about it. The graphics are varied, which makes a change. Michael can use quite a variety of moves to defeat all the enemies, although you only really need a couple. So the game's got neat graphics, great music and effects, but on the whole *Moonwalker* could have been better. It's still worth looking at though, especially if you're a fan. Unfortunately (or fortunately depending on whether you like Mike or not) you don't get the free Moonwalker video with the game. There shouldn't be too many tears shed over that little omission though. Oh Andy, do stop crying won't you.

Graphics 7 Sound 9 Gameplay 6
Game Size 8 Addiction 7

MEGA SAYS: OW, if "you wanna be starting something" you'll have to go a long way to "beat it", it's not "bad". (Groan – Neil)

MEGA RATING: 78%

SHADOW OF THE BEAST



Even the sequel is a shadow of its former self

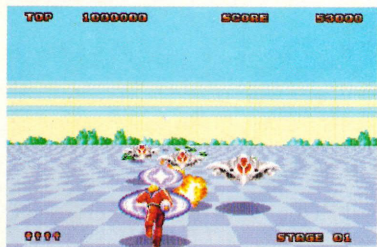
Hmm, gorgeous graphics and some awesome sound. There's one problem though, the gameplay sucks – just like in the Amiga versions. It's a phenomenally difficult game with loads of exploring to be done and some neat action bits that are too few and far between. Looks good, but looks can be deceiving.

Graphics 8 Sound 8 Gameplay 4
Game Size 7 Addiction 4

MEGA SAYS: Looks good, sounds good, plays like a dog. **MEGA RATING: 48%**

£19.99 GAMES

SPACE HARRIER 2



There is no way on earth that this is going to feel like the arcade game. Come to think of it, it struggles to even look like a video game

Short of having someone shaking and tilting your chair when you are playing this there is absolutely no way it can come close to "feeling" like the arcade game. The graphics are OK, as is the sound, but there is a problem. Without the hydraulics and the other arcade gimmicks this is a pretty inadequate 3D shoot-'em-up.

Graphics 6 Sound 6 Gameplay 4 Game Size 5 Addition 4

MEGA SAYS: It was a bit of a novel release at first. Looks sad now.
MEGA RATING: 51%

STRIDER



Another one of the better releases at this price. It's just such a pity that the sequel wasn't anywhere near as good

It finally happened, all the world's countries stopped fighting and started being nice to each other. Unfortunately, they scrapped all their armies and although this may have seemed like a nice touch at the time, it has left them ripe for invasion from outer space, and this is exactly what happened. Three giant monsters were laying waste to everything in their way. Back on Strider island, where ultra tough super heroes called Striders are trained, they aren't going to stand back and just let this happen. No way sirree, they have dispatched their toughest agent to deal with the problem.

This is as near to the arcade original as

you are going to get. The graphics are pretty awesome with cracking effects to match. For a long time they were heralded as the best on the Mega Drive (until the likes of *Sonic* and co). The gameplay is very addictive – the cartwheeling antics of the hero will keep you glued to this right up until you finish it, which probably won't take all that long. The last level is the most challenging – in fact, it is the only one with any real challenge at all.

Despite the easiness of the game, don't be fooled into thinking that it isn't worth having. The action is very fast and the game includes arcade quality sprites and backdrops. There are 77 sensationally different sound effects and a sinister soundtrack throughout the game, which creates an incredible atmosphere. If there were a few more levels, then this would be a truly amazing game. It's still very addictive though and it deserves to be up there with the best of them.

Graphics 9 Sound 9 Gameplay 7 Game Size 7 Addition 8

MEGA SAYS: Ah those were the good old days, and now we can have them again. This is a classic game in all meanings of the word.

MEGA RATING: 89%

SUPER HYDLIDE



Daft title, daft game. Sega should be ashamed to re-release this trash

It's an unusual title for an RPG, and a not very good RPG at that. It's in the style of the *Phantasy Star* games, but it's nowhere near as good. The graphics are the worst seen in an RPG and the plot is as weak as Andy's coffee. The quest is a long one if you can suffer to the very end of it. No wonder it's cheap!

Graphics 4 Sound 3 Gameplay 3 Game Size 7 Addition 2

MEGA SAYS: For the die hard RPG fans only. It's still overpriced.
MEGA RATING: 39%

SPIDER-MAN



You're barking up the wrong tree Spidey. And this could mean you get a nasty battering

Another corker. *Spider-Man Vs the Kingpin* must feature just about every type of gameplay you could imagine (with the possible exception of sport and RPGs). Playing the role of Peter Parker, in his alter ego role of Spidey, you have to defeat a whole host of foes leading up to the Kingpin himself in order to clear your name and restore law and order to LA. Along the way you also have to take some juicy photos to keep your editor boss happy and to earn stacks of extra cash (we know the feeling well). So go out, catch the bad guys and still get back in time to keep your soap-star girlfriend happy. Life's so tough for a modern-day superhero.

The outstanding feature of this game is the sheer size of it. Each of the levels is absolutely huge. You could quite easily complete a level without seeing all that much of it. The web-slinging action will keep you glued to your joystick for ages. You will have to push your Spidey senses to the limit to conquer each level packed with bad guys (which vary wildly from armed bandits to German Shepherds, and that's just the first level). At the end of each stage you will meet one of your deadliest foes, and he won't be looking for a square dance, he'll want your blood. As if that wasn't bad enough, on the later levels they will team up to take you out. On top of that, the later levels become more puzzle orientated to really test you out.

The graphics are brilliant, with great use of animation throughout. The whole game has been thoughtfully designed to keep you interested in the action right up until the end. If you like huge games with stacks of challenge, then you can't go wrong with old *Spidey*. There's an awful lot to do on all the levels, so don't expect this to be one of those five-minute-wonder jobs that crop up more and more frequently.

Spider-Man Vs The Kingpin is a very addictive and very tricky version with great graphics and a moody, atmospheric soundtrack. For once, you won't be reaching for the volume control as soon as turn on the Mega Drive. Come to think of it, this still looks and plays better than some of the more recent releases from Sega and the other publishers. Short of giving it away, what more could you ask for?

Graphics 9 Sound 9 Gameplay 9 Game Size 9 Addition 8



Argh, a platform beat-'em-up with puzzles as well. More than the average brain can take

MEGA SAYS: A great game, and excellent value for money at this ultra low price. A certain bargain.
MEGA RATING: 89%

SUPER HANG ON

When a budget range of games is launched you expect some of them to shine above the others. *Super Hang On* is without a doubt one of the best of this particular bargain bunch. It was a superb racing game when it was released at full price, and now that it is available at this ultra low budget price it is an absolutely essential purchase for any gamesplayer.

It has super-smooth graphics and the high-speed action is breathtaking. You wouldn't believe that this is one of the oldest Mega Drive games around. In true racing tradition it will have you on the edge of your seat as you battle your way around various circuits. It's a perfect copy of the arcade game and still rates as one of the best arcade conversions ever. Sega even put in an extra option, in which you can race for money in order to soup up your bike to awesome proportions. Combine this facility with the brilliant conversion and you've got a hell of a cart, at a hell of a bargain price.

This is one of those games which most people will have forgotten about by now. You never know, maybe there are still some people out there who have never even seen it (seeing as it's so old). If this is the case, the game should enjoy even more success now that it has been re-released at this new price. *Super Hang On* is the nearest you can get to real bike-racing without risking life and limb racing around Brands Hatch at 150mph.

Graphics 9 Sound 9 Gameplay 8 Game Size 8 Addition 9

MEGA SAYS: A great game is about to enjoy a new lease of life, and we totally recommend it.
MEGA RATING: 90%

SUPER THUNDERBLADE

One helicopter against an entire army, yep that sounds plausible. In *Super Thunderblade* the action is either viewed from behind the chopper or from inside it. The game is packed with blasting action, but it is let down by sub-standard graphics and gameplay that is, well, tedious after a couple of goes.

Graphics 5 Sound 6 Gameplay 3 Game Size 4 Addition 3

MEGA SAYS: It looked dated when it was first released and now it looks truly ancient.
MEGA RATING: 41%

TOKI



Toki eats monkey nuts and spits out the shells at fellow primates

Tom King is having a bad day. His girl has been kidnapped and to top it all he has been changed into an ape. Not to be put off, he is going to get her back. The graphics are arcade quality and you'll want to keep playing even if you come across a tough bit. Highly playable although slightly easy.

Graphics 7 Sound 6 Gameplay 7 Game Size 5 Addition 7

MEGA SAYS: Toki is one for your collection. Loads of fun.
MEGA RATING: 69%

TOEJAM & EARL



If ever a game cried out for two players to team up, then this is it. It's weird and wonderful, and the characters are a scream

Two-player action doesn't get a lot more entertaining than this. ToeJam and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out in their quest to rebuild their crashed spaceship. The rest of the reason though, is the superbly manic and zany action which takes place as our two heroes career around the screen causing havoc wherever they go.

This is a two-player walk-around-and-explore-'em-up unlike any game you've ever played before. The idea is that the crashed spaceship pieces can be found in far flung corners of 20 increasingly hazardous worlds. All ToeJam and Earl have to do is wander around and locate them. Easy – except that the baddies wandering around the levels are some of the craziest guys you've ever been up against: mad dentists, little giggling devils, hypnotic hula girls, gangs of nerds, chickens with mortars – all of which will do their best to stop your progress.

ToeJam and Earl's defence? Power-ups, crazy power-ups, rocket skates, Icarus wings, hi-top trainers (enabling them to run faster), rubber rings – all manner of wacky accessories. Add to this mixture some ingenious two-player interaction (make the two characters high-five and your combined energy is evenly shared, for example) and two players cannot fail to have a great time exploring.

After a few plays, the lower levels tend to drag a bit (there's no password option) and you waste your power-ups just speeding them up (they should really be saved for the difficult sequences you'll encounter later on), but this game is both original and insane.

Graphics 7 Sound 9 Gameplay 8 Game Size 8 Addiction 8

MEGA SAYS: As a one-player game it's OK, but when played with someone else it becomes essential. Buy this and make some friends.

MEGA RATING: **91%**

TURBO OUT RUN



We've said it before and we'll say it again, these Out Run things are naff

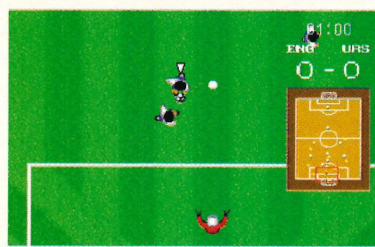
This game is yet another in the outdated and largely outclassed series. *Turbo Out Run* is very little more than a few different backgrounds and a turbo for your car. It's not exactly what you would call a sequel. You would have to be very hard pushed indeed to buy this.

Graphics 5 Sound 6 Gameplay 5 Game Size 4 Addiction 3

MEGA SAYS: Marginally better than the first, but there isn't enough to it to make it worth buying.

MEGA RATING: **53%**

WORLD CUP ITALIA '90



More fun than running into a goalpost, but only just

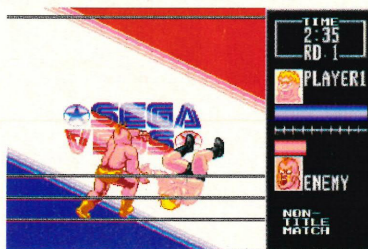
They just managed to release it in time for the last World Cup and they're getting it out in time for the next one too. With some of the most pathetic sounds ever heard on the Mega Drive and graphics that are, well, let's say not up to standard, this is a pretty naff soccer game.

Graphics 6 Sound 3 Gameplay 4 Game Size 3 Addiction 3

MEGA SAYS: Two-player mode is mildly good fun, otherwise there is nothing special here.

MEGA RATING: **40%**

WRESTLE WAR



If you're wrestling with your conscience over this, let us solve your dilemma. Don't buy it, it's naff

With a limited amount of moves that aren't particularly spectacular and very little in the way of real action, this doesn't appeal. The graphics may look big and bold, but they are a sad and disappointing reflection of the real life wrestlers (blubbery, failed-footballers in leotards and make-up).

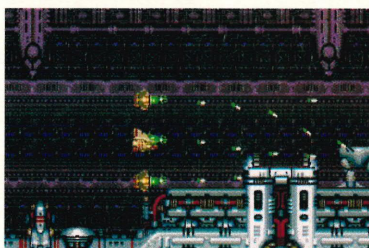
Actually, *there's* a point for consideration. The Ultimate Warrior – for Warrior read "ponce" – is a hero to children all over the Sky TV-receiving world. And yet what is he? He's a violent, fully-grown man who cavorts semi-naked with other men while wearing lipstick and tights. Exactly the sort of person we teach our kids to make friends with if they meet him on the street – we don't think. But anyway, back to the game in question. *Wrestle War* has very little to offer – a big disappointment.

Graphics 6 Sound 4 Gameplay 3 Game Size 4 Addiction 3

MEGA SAYS: An old forgotten game, and it should stay that way.

MEGA RATING: **38%**

ZERO WING



It couldn't be? Yes it is. Another horizontally scrolling shoot-'em-up. What a rarity! It's not bad though

This is yet another one of those shooty thingies. It is a very polished shoot-'em-up from the blaster specialists, Toaplan. The graphics are nice and tight and the game is put together well. As you would expect, there's a lot going on and a frantic blasting session is guaranteed. It's nice, but it isn't as good as the likes of *Hellfire* and *Fire Shark*. It does, however, come pretty damn close, and seeing as *Hellfire* will still sting you for forty-odd quid, this is excellent value for money.

Graphics 7 Sound 7 Gameplay 7 Game Size 7 Addiction 6

MEGA SAYS: *Fire Shark* is a better game, but this certainly gives it a run for its money.

MEGA RATING: **70%**

£19.99 GAMES

THE MEGA SHOPPING LIST

OK, so you've read the reviews of all the games. Now what you'll be needing is a prioritised shopping list. OK, OK, so after reading 40 reviews in one sitting, what you *really* need is a cold beer and perhaps a gentle massage. But for future reference, the following shopping list is in order of bargainability.

The top five are pretty much essential purchases, and the rest? Well, then it all comes down to personal taste. One thing's for sure, there are some definite bargains to be had – so thanks Sega. But if they can still make a profit on these games at just £19.99, it does make the standard £39.99 seem a bit steep doesn't it? Ah well, let's not look a gift horse too closely in the mouth. On with the list...

GAME TITLE	MEGA RATING
Golden Axe 2	92%
Revenge of Shinobi	91%
ToeJam & Earl	91%
Super Hang On	90%
Spider-Man	89%
Strider	89%
Alisia Dragon	81%
Moonwalker	78%
Fire Shark	78%
Gain Ground	77%
Herzog Zwei	74%
Rambo III	74%
Joe Montana Football	73%
Mercs	72%
Bonanza Bros	71%
Zero Wing	70%
Toki	69%
Blockout	67%
Ghostbusters	62%
Mystic Defender	61%
California Games	60%
Fatal Labyrinth	59%
Out Run	57%
Turbo Out Run	53%
Gynoug	52%
Space Harrier 2	51%
Alien Storm	50%
Shadow of the Beast	48%
Dick Tracy	47%
Super Thunderblade	41%
World Cup Italia '90	40%
Alex Kidd in the Enchanted Castle	39%
Super Hydride	39%
Wrestle War	38%
Monster Lair	37%
Cyberball	31%
Galaxy Force 2	31%
Last Battle	29%
Arrow Flash	24%
Art Alive	19%

So there they are, in descending order of bargainability, the top 40 £19.99 games as recently released by Sega. For the full-price all-time top 100 games, check out page 84 onwards. In the meanwhile, happy bargain hunting!

FROM THE MAKERS OF MEGA COMES SOMETHING SPECIAL...

There are over 350 different Mega Drive games in existence around the world. All of them, at some stage or another, appear for sale in the UK.

What you need is a MEGA review of each and every one of these 350 games.

What you need is a complete guide to Mega Drive and Mega CD gaming.

What you need is the absolute, definitive, authoritative guide to the best and the worst Mega Drive games in the world.

And for just £2.95, that's *exactly* what we're going to give you. Sorted.



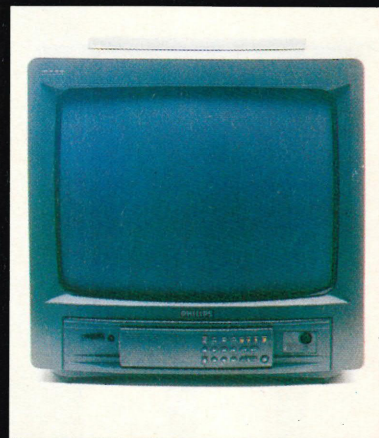
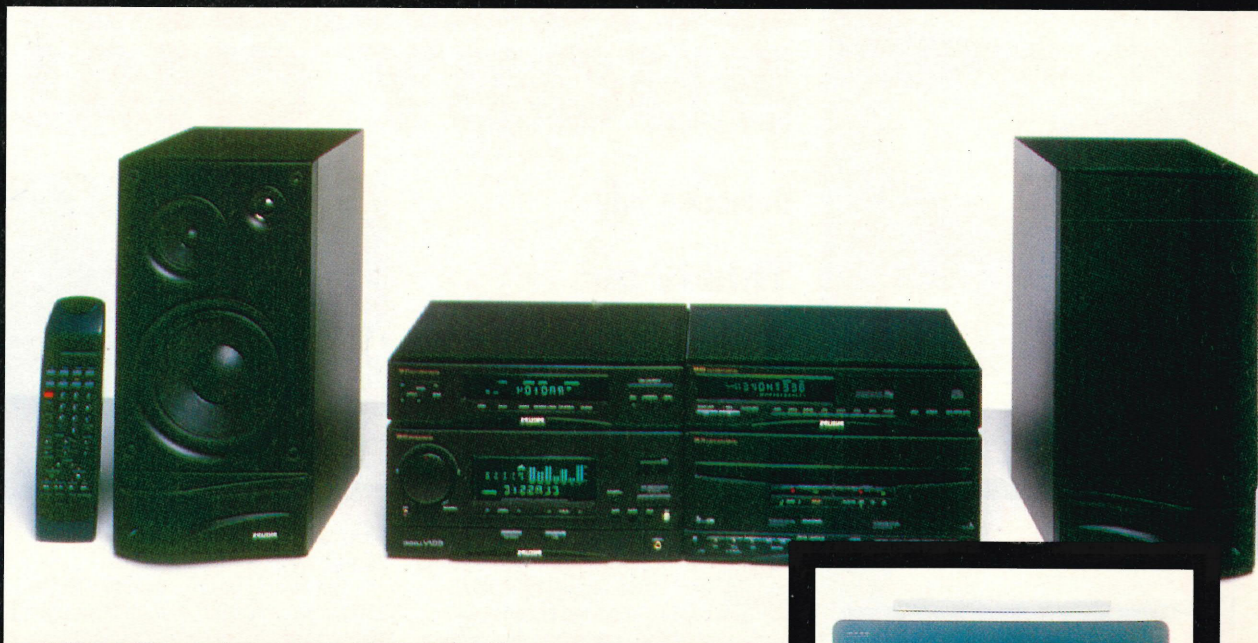
...CAN YOU AFFORD TO MISS IT?

MEGA

100% PURE SEGA MEGA DRIVE...

WIN! A MINI HI-FI AND A COLOUR TV

The ultimate sound-pumping add-on for your Mega Drive and a remote control colour TV could be yours, courtesy of EA. "It's incredible" you may bellow at your partially deaf grandmother. And you'd be right



A state of the art Philips Mini System worth £650 and yet measuring just 26 cm across (a fact that goes some way towards reinforcing Andy Dyer's persistent insistence that size is unimportant and that impressive things can indeed be found in small packages) and a 14" remote-control colour TV must be won by one of YOU, courtesy of Electronic Arts.

Capital Radio are also offering a spectacular prize for one lucky runner-up. They will fly you over London in the Eye In The Sky.

What fabbo prizes and what a generous bunch of people.

All you have to do to win is enter MEGA's tribute to *Where's Waldo?* (the crappiest Mega Drive game we've ever

seen), which we've decided to call *Where's Paul Mellerick?* It's the game that's sweeping the nation, and now you get to play it too! All you have to do is tell us where in this issue of MEGA you can see Paul Mellerick playing air guitar. Simple eh? So get to it. Flick through the magazine and write the page number on a postcard together with your name, address and age and send it to: "Where's Mellers Compo", MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW, to arrive no later than 30 June, 1993.

The winners will be the two readers whose correct answers are the first to be pulled out of the post bag. So now you know what you've got to do, let's, without further delay, get on with the competition rules...



Win a Philips mini sound system and a 14" colour television or a birds-eye view flight over London. All you have to do is "find" Paul Mellerick - piece of cake

RULES AND ALL THAT

1. All entries must reach the MEGA office before June 30, 1993, or else they get chucked straight into the recycling bin and the trees won't thank you for it
2. No employees of Future Publishing or Electronic Arts are allowed to enter (and yes, that means you too Simon Jeffrey)
3. The editor's decision is final
4. In the event of the editor being at the pub Andy Dyer's decision is final

RUNNER-UP PRIZE!

A DAY FLYING OVER LONDON!

Capital Radio's Eye In The Sky transmits traffic reports back to Capital HQ in Euston. But, as reported exclusively in MEGA four months ago, the crew of the Eye In The Sky are big *Desert Strike* fans and they spend most of their time bombarding Capital HQ with reports of "LOW FUEL!" and "BEEP! BEEP! BEEP! WARNING, LOW ARMOUR!" as they blast imaginary missile salvos and pick up imaginary hostages.

Mad as mongooses, obviously. But they're so pleased that *Jungle Strike* (reviewed on pages 34-37) is on its way that they've invited a MEGA reader to spend the day with them flying over London. This one MEGA reader will be the runner-up to the compo. Sorted.

Andy Dyer scores a try, plays God for a bit, bunks off school, has a quick game of footy, embarks on a one-man struggle against alien fighter pilots, then has a rumble with a vampire and still gets home for tea

INTERNATIONAL RUGBY CHALLENGE

Domark • July

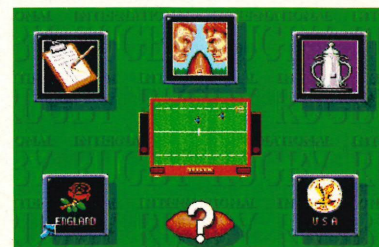
This is an apology for the appalling "odd-shaped balls" joke on the cover

American football is for girlyies. All that padding and protective gear, bah! However, real men play rugby. Crunching of bones, clashing of heads, rude songs, and bizarre games with bars of soap in the showe... er, well OK rugger is a bit odd too, but the Mega Drive scene has so far been starved of games based on the sport, so "hurrah" for Domark, who are soon to give us *International Rugby Challenge*.

The finished game will be coming out in the summer, so that gives you plenty of time to watch the televised matches and swot up on the rules. And what are those rules? Well, you have to sort of carry the ball over the line at the opponents' end of the pitch. You can run as far as you like with the ball, but if someone is about to tackle you, you can only throw the ball backwards to your own players. Then there are all sorts of other considerations, like



If the ball goes "off the side" (technical term), you have a line-out not entirely unlike this one



Options aho! Here you can choose teams, look at the fixtures and stats, and choose a tournament to play in

kicks, scrums, lineouts, conversions... Blimey, it makes my head spin.

But before I go on, a question. Rugby players are ugly right? They're bloody great bruisers with deformed noses and yet, without fail, whenever rugby comes on the box, a large group of girlyies, who incidentally don't have a clue about the game anyway, start shouting things like "Wahay, come on, you can do it (Phwoar, he's got a cute bum hasn't he Brenda?)". Most annoying really.

The game looks very similar to *Kick Off* and as such is very easy to get to grips with. At the start, you have a wide range of options to choose from. You can play alone or against another human opponent.

The game looks very similar to Kick Off

And regardless of whether the opponent is human or computer-controlled, you get to choose teams from a long list of the world's best, such as the All Blacks, Australia, England, France, the Swindon Under 12s and so on. Then you can

decide whether to play in the league or, if you're feeling really lucky, go straight for the World Cup. All the controls are sensibly placed, making it play very well indeed. When you're in possession of the ball you press A to pass left and C to pass right.

Press and hold button B and a little moveable arrow appears in front of your player enabling you to direct a kick. Dead simple. And beyond that, conversions and placed kicks are carried out using a power meter in much the same way as those used in most golf games. When a game ends, even the tech-heads are catered for, because you're shown a stats screen which shows your overall performance and percentages, such as time spent in possession of the ball.

I'm no big rugger fan and yet I had a whale of a time with it. Watch out for the review, this could be a real winner.



The guy with the arrow above his head is the one you control. Press A and he'll attempt to tackle the opponent who has the ball. Simple, but effective



A scrum, in which the players group together and fondle each other

SOFTWARE HOUSE PROFILE

Each month we take a look at a software house's work, past, present and future. This month, it's those strange people at Virgin

PAST

SPEEDBALL 2

The only sports games you ever get on the Mega Drive are baseball and American footy sims right? Well, that may have been the case once, but then some bright spark at Virgin decided that perhaps it would be a good idea to take one of the most innovative future sports games from the Amiga, and do it on the Mega Drive. And thank goodness they did. *Speedball 2* is a violent treat that's guaranteed to make you hate your opponents.

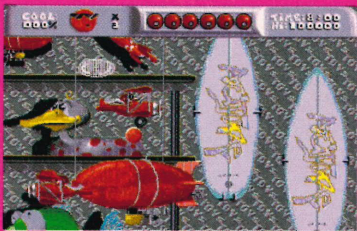


This is a real man's sport. (Think I'll stick to tiddlywinks - Neil)

PRESENT

COOL SPOT

This time, not content to rest on their already gleaming laurels, Virgin went on to create some of the fabbiest animation ever, bunged in a hip soundtrack, stuffed in a load of gameplay and came up with *Cool Spot*. We reviewed it last issue and it scored a wobblesome 93%. This is one of the better platformers on the Mega Drive and could give even Sonic a run for his money. Check it out if you know what's good for you. Wowzer!



Cool Spot. Possibly the coolest video game character ever

FUTURE

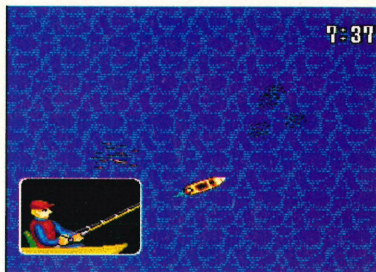
So then, having found the secret to success, Virgin are now working on the classic *Populous 2* for the Mega Drive. It's the follow-up to the all-original *Populous*, which was in itself the very first God sim game ever. Things are looking good for the sequel, with several new features, options, and disasters to choose from. What's more, there are hundreds and hundreds of new worlds to play through. However, if the versions on other systems are anything to go by, it may not be sufficiently different to the original for many people's taste.



Populous 2. Very like *Populous* except they've given us more of everything. Fans of the original will faint with the excitement

KING SALMON

Sega • May



Could be crap, but then, who rightly knows? (Er, the Japanese - Neil)

Those of you who were lucky enough to read issue three of MEGA will remember a Japanese imported game being given 00%. This wasn't because the fishing simulator *King Salmon* was crap, it was because we found the idea of a complex game being entirely in Japanese a bit pointless (unless of course you can get the manual translated, but that's highly unlikely).

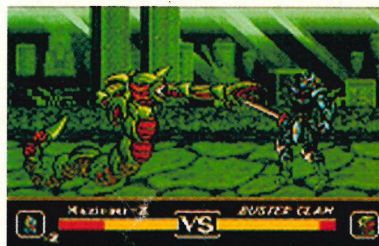
So it will come as good news to all you would-be computer anglers that the US version of *King Salmon* will very shortly hit importers over here in Britain. So if you still fancy taking to the seas, finding shoals of salmon and casting your lines to see what comes up, then stick around a bit longer. This time, we won't give it 00%, honest!

MAZIN SAGA

Sega • TBA

Cacky plot alert. Sometime in the future, the earth's been overrun by alien monsters, so some strangely-named old boffin creates the ultimate combat robot to fight off the attackers. *Mazin Saga* is a beat-'em-up. This one's a little different though because it features, for the most part, scrolling sections, as in *Streets Of Rage 2*. Then, at the end of each section, when you meet a guardian, you're treated to a one-on-one combat experience with huge sprites not unlike the *SF 2* style of gameplay.

Indeed it looks like it might be well-whoopsome, so keep reading.



Mazin Saga. An interesting looking beat-'em-up with both scrolling sections and head-to-head bits

UP 'N' COMING...

The Mega Drive scene's as busy as ever, and the month of June also sees Sega's Mega CD release schedule kick into gear in a big way. Take a look at the columns over the next few pages to get a rough idea of exactly what is coming and when. It's all right here.

ANY MINUTE NOW!

Thanks to Sega's fab new policy of providing us with a release schedule, this previews diary is about as accurate as you're ever going to get. But first, let's take a look at the games that should be in the shops around the same time as this issue of MEGA!

Cyborg Justice - Sega

More head-to-head beating-'em-up in this robot vs robot combat game.

Global Gladiators - Virgin

Gorgeous looking platform, but, to be honest, it's all a bit too repetitive to be long-term fun.

Flashback - US Gold

Superb platform adventure action from US Gold. The animation in *Flashback* is stunning.

Strider 2 - US Gold

US Gold gives us the long-awaited follow-up to a classic. Not a patch on the original though.

Another World - Virgin

Incredible animation and puzzle-solving action make a pleasant change from the norm.

JUNE

Cool Spot - Virgin

Could Spot be one of the platform heroes of 1993? Read the review on page 42.

Final Fight (CD) - Sega

One of the best beat-'em-up coin-ops ever gets the Mega CD treatment. All the levels and more.

Fatal Fury - Sega

This is a beat-'em-up which may well give *Street Fighter 2* something to worry about.

Captain America - Sega

Yet another comic book-based game. This is a beat-'em-up rather than a platformer though.

Dracula - Psygnosis

Another British Mega CD title. It's based on the film that is in turn based on the classic novel.

Muhammad Ali Boxing - Virgin

Boxing games are notoriously crap. It's refreshing then that this is actually quite good.

King Of The Monsters

Bizarre B-movie style beat-'em-up action. Play a giant beast and battle other monsters.

Battletoads - Trade West

Sadly the same game as the 8-bit Nintendo version, but less playable. Oh dear!

Afterburner III (CD) - Sega

As a showpiece for the Mega CD it's useless. This game is really rather poor.

Chuck Rock (CD) - Sega

A supercharged version of the original with extra levels and better sound. Hurrah!

Sewer Shark (CD) - Sega

This shoot-'em-up features Full Motion Video of the sewers you fly through. Plays badly though.

Hook (CD) - Sega

Platform game based on the rather disappointing Spielberg film. Slightly dull.

JULY

Jungle Strike - EA

The follow-up to *Desert Strike* is coming. Still striking, but more jungly than deserted.

Mutant League Football - EA

EA's *Madden* with mutants is great fun, but not a patch on *Madden* itself, unfortunately.

PREVIEWS

THE ADVENTURES OF WILLY BEAMISH

Sierra • TBA



This is Willy's bedroom, where he can play games, sleep, eat and even "entertain" his school chums (Nyuk!)

Willy Beamish is a schoolkid who's desperate to win the national Nintari Video Game Championship. But first, of course, he's going to have to get the hell out of school (no mean feat when you're already in big trouble for letting your pet frog run around in assembly).

So begins this "interactive" adventure. Now, interactive it may be, but there are different degrees of interaction. What we have here is pretty much a cartoon series of puzzles. For the most part, the player sits back and does nothing apart from wait for the CD to access the next part of the game and watch the cartoon unfold. Occasionally, one of the characters will ask you a question. Three possible answers are listed on screen and you then have to choose the one you think will get you into least trouble. Then it's onto more entirely un-interactive cartoon watching.

As the game progresses, a few more puzzley aspects are introduced and there's even a small video game section, in which you click on Willy's game system in his bedroom, but for the most part the gameplay remains a "watch and select" sort of affair.

Certainly, in places the animation is fairly good, but from what we've seen, the frequent CD accessing does seem to break up the fun somewhat. Still, we'll reserve our judgement until we review the game properly. We'll bring you the full review in precisely one month, but don't hold your breath. Four weeks is a long time and you could turn very blue indeed, and it may all be for naught.



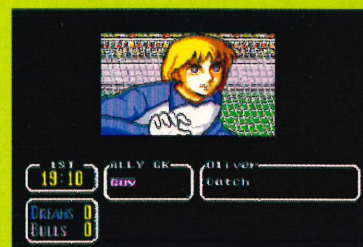
This old bag keeps you in detention. This is one teacher no-one has a crush on. Wrinkled old sow!



In the changing room before the match you can ask this helpful geezer all about tactics and who you need to keep an eye on



"I only went in for a slight nose job and I came out looking like this," says Chris, trying to explain his unusual facial features



The goalie tries to put the opposing attacker off by suggesting that a certain part of his anatomy is only "this big"

TECMO WORLD CUP SOCCER

For those fed up with blaming the joypad for defensive errors...

Sega • July



Right, Keith's got the ball and, quite frankly, hasn't got a clue what to do with it. It's at this point you look at the scanner and make your decision



It's just a jump to the left. The boys get a bit bored and launch into a stunning rendition of "The Timewarp" from The Rocky Horror Show

How do you describe the indescribable? How do you explain the inexplicable? How do you solve the insolvable? How do you sum up Tecmo World Cup Soccer? Well...

... it's a piece of, erm, cake actually, it's a strategy soccer game. And don't listen to wibbling berks who say it's a role-playing game (including our resident dimwit Paul Mellerick) 'cos that really gets my goat.

Right, let's get on with things. This game looks so odd you'll probably all switch off and never bother reading anything else about it ever again, and that would be a shame because it's actually pretty good. It's difficult to really pass comment on the strength of a preview, so make sure you stick around for the review next month.

But back to the main thrust of this piece. Yes, as I said, it's a strategy game, but rather than planning management strategies, the player has to make decisions about passing and shooting strategies in real time, as the game actually plays. Gone are whizzing sprites and the individual play control of games like *Super Kick Off*. Instead, you have a, um, sort of scanner screen, which shows the game in progress (look at the screenshots for a clearer view of what I'm wibbling on about). It all happens rather quickly, so as soon as you've ascertained who has got possession and who the surrounding players are, you hit one of the joypad buttons. Remember, you have to be quick or the other team will get in there first. Once you, or the other player, have decided to go for it, the screen switches to a cartoon run-through of the outcome, complete with spectacular run, intercepting, tackling and scoring scenes.

It sounds very odd indeed, but in fact it seems to work quite well in that it's like being able to watch friends play a particularly exciting game, while still being able to influence the outcome of any one encounter.

As I said, make sure you read the full review next month because this one looks like it might be a surprise hit among footy fans, who are about to be swamped by a million and one arcade soccer games.

WARPSPEED

Accolade • May

Accolade enter the space race with a game that takes its inspiration from a classic old game called *Star Raiders*. Time for a bit of a cosmic rumble lads...

Ever fancied cruising around the galaxy fighting off hordes of alien attackers? Yeah, me too, but it ain't gonna happen for centuries yet so you'll have to settle for space combat games on your console.

Accolade's *Warspeed* puts you in the cockpit of an advanced space fighter. Well, I say advanced, but in fact compared to the hardware the aliens are packing, your "boat" handles like a Reliant Robin. But still, if it was any other way, there wouldn't be any challenge would there? There are a number of missions involving clearing up minefields, destroying enemy fleets and tracking down space criminals with a view to "persuading" them to change their ways (That'll mean blasting the crap out of them then – Neil).

In any one mission, you start in the docking bay of a spaceport. Having blasted off, you need to access the map screen, which displays a grid of the surrounding universe. Move the cursor to the area you want to travel to, go back to the main combat screen and access the warp. It's as simple as that. And, of course, you can use the various black holes to gain access to other universes.

Combat is fairly straight-forward

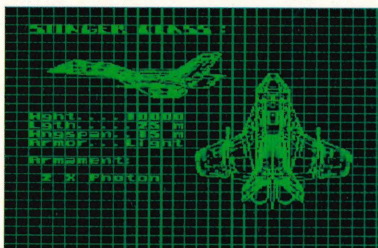
Occasionally, some cocky alien scumbag will radio in and challenge you to go and have a pop at him. When he does, you have to take a note of the grid reference he gives you and warp there quickly before he gets bored and buggers off.

Combat in the game is fairly straightforward. You have a cockpit view, a crosshair and, er, that's it. Then all you have to do is get an enemy ship in your sight and blast away like a madman. When you complete missions, you get promoted and are occasionally awarded new ships with enhanced weapons and missiles to fly about in.

It must be said, this doesn't look like it's going to be the shoot-'em-up to end all shoot-'em-ups, but let's face it, there aren't many 3D combat games out there at the moment. We'll be reviewing the sucker next issue so you can make your own minds up then. Until then...



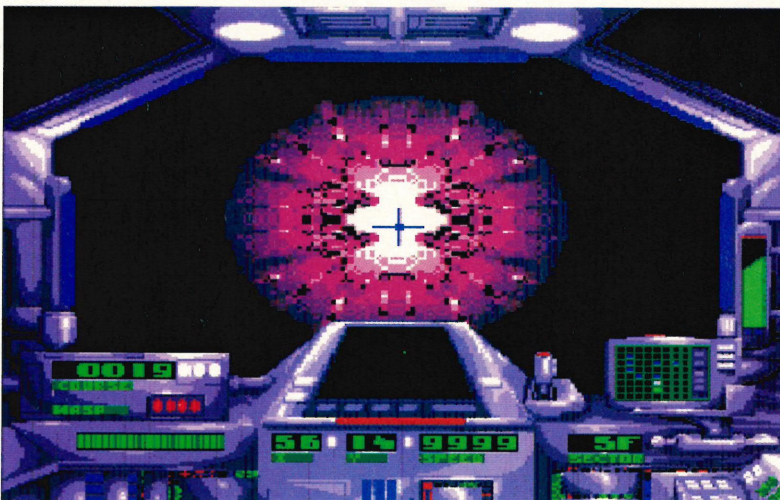
This here's the docking bay. It doesn't serve any function whatsoever. That little bloke in the distance does some mean semaphore though



Well what can I say about this? It's a rather fuzzy blueprint of a spaceship that doesn't actually exist. Still, some sad git will like it I suppose



Hurrah, that's better. This is the star map, thoughtfully supplied for all your navigational needs. Choose a sector and then you can warp to it



Select a grid reference to travel to, then go back to the cockpit view and go really, really fast. Once up to warpspeed this'll happen. Pretty isn't it?

UP 'N' COMING

Shining Force – Sega

The stunning follow-up to the really rather good *Shining In The Darkness*. Bally good fun.

Mazin Wars – Sega

Another beat-'em-up mixing aspects of *Streets Of Rage* and *Street Fighter*. Looks promising.

Double Clutch – Sega

A fairly average overhead-view driving game. Better to wait for *Micro Machines*.

Flintstones – Sega

Cacky platform game. It's an insult to the classic cartoon and a waste of a licence.

Tecmo Cup Soccer – Tecmo

Bizarre strategy soccer game featuring Japanese-style cartoon sequences of the game.

Ranger X – Sega

Oh, um, a game, erm, about a ranger, ah, with a very short name indeed (probably).

BOB – EA

A new platformer from EA in which you play a versatile little robot who has lost his girlfriend.

Time Gal (CD) – Sega

Graphically stunning, but very uninteractive cartoon game in the style of *Dragon's Lair*.

Kriss Kross Make Your Own Video (CD)

Fun for a few hours, but this one's strictly for Kris Kross fans only. Short-term fun.

AUGUST

Street Fighter 2 – Sega

Oh dear. It's been put back again. Never mind. It's looking like a right old corker.

Ultimate Soccer – Sega

Arcade soccer game. Not finished yet, but it's looking good. Footy fans keep an eye on it

COMING SOON(ISH)...

J League Pro Striker – Sega of Japan

This Jap footy game looks good from the screenshots we've seen, but you can never tell.

Ultraman – Sega of Japan

This game is a terrible SNES beat-'em-up and it'll probably be crap on the Mega Drive too.

Gauntlet – Tengen

With the four-player adaptor being worked on, this maze/arcade game should be a real cracker.

Cal Ripkin Baseball – Mindscape

Baseball is popular on the Mega Drive at the mo. Let's hope this has something new to offer.

Chessmaster – Mindscape

It's chess, it's on the Mega Drive and now wake up at the back.

Chester Cheetah – Kaneko

This game is looking very weird. Guide Chester in search of his fave brand of crisps.

Romance Of The Three Kingdoms 2 – Koei

Take control of China in this RPG adventure.

Breach – Treco

Another strategy game, this time set in the future of ultra-modern warships.

Microcosm – Psygnosis

We previewed this in the January issue, so we'll hopefully be able to review it soon.

Sorcerer's Kingdom – Treco

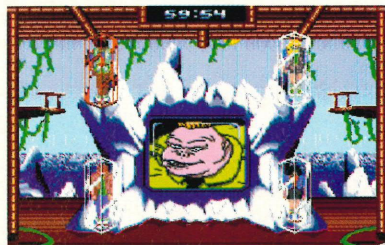
More strategy action from these guys, this time it's all cute and fluffy – just what we need.

Puggsy – Psygnosis

Fabulous platform puzzling from the masters of puzzley-type games... Hurrah! And the control of the main character is, erm, different.

CAPTAIN PLANET

Sega • April



Choose a Planeteer to take on a mission. This one pits you against Hoggish Greedy (fat bloke)

Welcome to the offices of Captain Planet. "Morning Captain." "Morning chaps, what's in the diary today then?"

"Well Sir, let's see... Ah yes, three oil slicks, a couple of nuclear leaks and a widening of the gap in the ozone layer."

"Oh God, same old crap. Leave it to Greenpeace, I'm taking an early lunch."

And with that, that old fraud Captain Planet left his offices in a strop, which is where we, and the new game from Sega, come in. I mean, if that miserable old geek can't be bothered to sort the planet out, then we might as well do it for him.

It's a five level challenge with five guardians. Pretty standard stuff. The only thing that makes it even marginally different is that in each of the first four levels you use different characters. They're all kids (or Planeteers) who own fabby ring weapons. Once these levels are complete, all the kids melt into one great big Captain Planet and it's time to take on the final level and guardian.

So is this eco-platformer any cop or what? Well, to find out for sure you'll need to wait for the review, but in the meantime here's a little clue... the word crap comes from the surname Crapper, belonging to the man who designed the first flushing toilet!



That little thing at the top is a sort of nuclear pixie. Blast the git!



This is a chuffed Planeteer, having just destroyed a deadly machine

DRACULA

Psygnosis • June

Johnathon Harker, solicitor and part-time vampire hunter, toddles off to sell a house and ends up a victim of soaring interest rates, gazumpers and neck punctures



What do you mean what is it? It's obvious. It's a, um, well... thingy. And he's, er, sort of, conjuring



Beware the zombies, for they will chide you with their incredible removable limbs. How disgusting



Er, these guys are a bit of a pain too. God only knows what they are, but give 'em a kicking anyway

What's this? I hear you cry. Well yes, all right, it's been quite a while since the film came out and all that, but who cares. Finally, Psygnosis have decided to show us the practically finished version of Dracula – the Mega CD game which incidentally is now being published by Sony Imagesoft.

Those snazzy backdrops that we showed you back in issue, erm, whatever-it-was, have now been popped into a game. Dracula has been embellished with a liberal helping of sprites and gameplay and is currently looking pretty damn near completion.

The gameplay is pretty straightforward, but

as you'd expect with a CD game, the whole thing's been enhanced with a number of Full Motion Video snippets from the movie and a commentary from some old gaffer in a rocking chair.

The plot is explained via the bits of video footage but, to be honest, they only serve as a backdrop to the game and don't really have any relevance to the gameplay. Once actually into a level it's up to the hero, Johnathon Harker, to wander along kicking rats, punching bats and generally beating up all manner of foul creatures that would make any normal

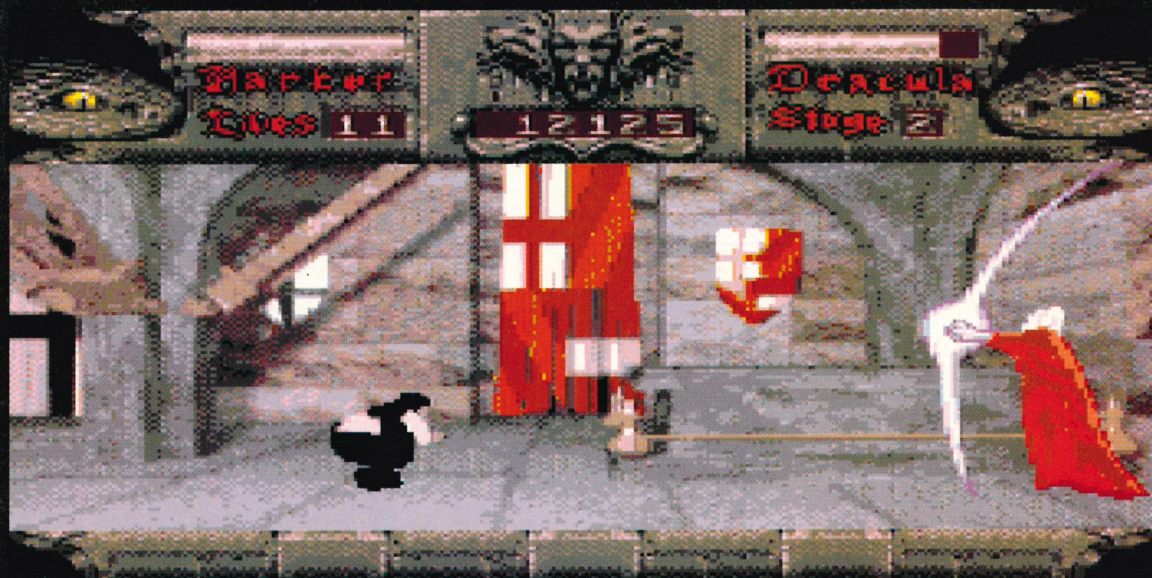
man's wedding tackle shrivel up with fright. Then, as would be expected, you'll eventually come across a guardian. Great fun is to be had in the

odd bout of fisticuffs with the count himself.

So where does the CD enhancement come in? As I've already mentioned, the inbetweeny bits are only possible through CD, but also the backdrops to the levels are pretty special. The game (or rather gameplay) is overlaid onto a very realistic 3D background which moves in true perspective. Don't be fooled by the quality of the screenshots, it may look a bit fuzzy, but when everything is moving just as it would in real life, all can be forgiven.

Graphically, Dracula really shows the quality of computer animation that can be achieved with the Mega CD. The gameplay is a little less impressive but, who knows, it may be that Psygnosis have got the balance of simple playability and impressive graphics just right. On the other hand, it may not. Stick with us.

Beat up the foul creatures



A stake, and not a quick impersonation of a coffee table, is the only way to escape a slightly irate vampire

Could this eight-player soccer sim turn out to be the ultimate Mega Drive footy game? Neil West went to meet Rage, the programming team attempting to make the most ambitious multi-player sports game ever to hit the Mega Drive...

Sega • August

O riginally an Amiga game, *Ultimate Soccer* started life known as *Striker*. To be perfectly honest, most Amiga owners will tell you that *Sensible Soccer* is the best football game available, but *Striker* is also regarded as a damn fine blast, and the good news is that Mega Drive owners can look forward to both games.

Which will be better on the Mega Drive? We'll have to wait and see, but the larger, more arcade-style graphics of *Ultimate Soccer* could make it the winner. And it's doubtful that many games are going to offer more options than *Ultimate Soccer*. Check this lot out.

Get to the options screen and then tweak the following to your heart's content: the wind (three strengths), weather (three varying degrees of rain), game length (3-, 5-, 10- or 20-minute games), number of players (one against the computer, two against each other or two against the computer – but this will change, read on...), draw deciders (extra time, penalty shoot-out or first to score), game speed (fast, slow or normal), type of match (league, cup or friendly), game difficulty (easy, normal or



Shots and saves can be aimed in eight directions with only a split second to react. Wrong way! Doh!

ULTIMATE SOCCER



Hot goalmouth action in *Ultimate Soccer*. The goalkeepers are computer-controlled, except in the penalty shoot-outs, where you take over

hard), pitch view (there are three different viewing perspectives at different heights behind the goal), your choice of team and (finally) your desired playing formation.

Then it's time to get stuck into the action. *Ultimate Soccer* isn't difficult to pick up and get stuck into – you'll find yourself pulling off glorious one-tuos and developing your own style of play within the first five minutes. The Mega Drive's only other current footy game worth speaking of, *Super Kick Off*, has been criticised for a lack of accessibility – some people simply never manage to get the hang of it. This is one criticism that won't be levelled at *Ultimate Soccer* – your gran could play it.

The action is viewed from behind the goal (*NHLPA Hockey* and *John Madden Football* style) and the graphics (while not as slick as either of the two EA games) look as if they'll do the job just fine.

But possibly the best news of all is that *Ultimate Soccer* will make use of both

Sega's new six-button pad and their new eight-player adaptor. Yes, eight players can play at the same time – as four players against four, eight all on the same side or any combination in between. This is possibly due to a smart new piece of kit from Sega, and Rage incorporating an options menu into the game in which each

player decides which footballer he or she will control. So, for example, eight players could each take just one game character each and let the Mega Drive control the other three or two players could divide defence and attack

between them, and so on. In this way, late night, post-pub footy skirmishes could develop a whole new dimension.

Rage's Jim Bagley and George Christopherou are the game's authors. And Andy Rixon is responsible for the Mega Drive version's graphics. All are confident that *Ultimate Soccer* will be a great success. MEGA will be able to tell you if we agree or not in the next couple of months.

It makes use of the eight-way adaptor



Free kicks couldn't be simpler. Just target the shot and let rip. The defensive wall forms automatically



Brazil take on Argentina in a friendly game. Now work out how many players (up to eight) will join in

COMING SOON(ISH)...

Wizzy And Lizzy – Psygnosis

Simultaneous two-player platform action, all at a blistering pace.

Metal Fang – JVC

A decent overhead racing game that gives you wicked power-ups. Er, that's it!

Keeper Of the Gates – Razorsoft

Gory platform action and it is, in fact, the sequel to *Stormlord*. Exciting stuff huh?

Uncharted Waters – Koei

It's marine simulation time. Keep your business above water (ha) and honour your family name.

Ninja Gaiden – Sega

This ninja game has been on loads of formats and now makes its way over to the Mega Drive.

Land Stalker – Sega

You can buy this now on Jap import, but we advise you to wait for the official or US release.

Dark Wizard (CD)

Another CD RPG, with some astounding music and a very long intro sequence with real actors.

American Gladiators – GameTek

More joypad-bashing and finger-swelling action tied into the cult American TV show.

King's Quest 5 (CD) – Sierra

Help King Graham fight the forces of evil. Nice looking and very atmospheric.

The Third World War (CD) – Bignet

Fancy trying to stop WWII? Well check out this very intense strategy game then.

Boogy Woogy Bowling – Viscon

Ten-pin bowling on your Mega Drive. What sport are they going to convert next – curling?

Dungeon Master: Skull Keep (CD) – JVC

The classic interactive, atmospheric RPG, that should be a stunner on the CD.

Police Quest 3 (CD) – Sierra

Truth, justice and the American way. Save them all in your quest for evidence.

Space Quest 4 (CD) – Sierra

Search through the realms of time and space to rid the universe of evil beings.

Stellar 7 (CD) – Sierra

More space-romping role-playing interaction with astounding graphics and sound.

Amazing Tennis – Absolute

This game has got a strange viewpoint – standing behind your character – but it could be quite good fun.

Roger Clemens – Flying Edge

More baseball action. This is getting really silly. Try a different sport for God's sake.

Jeopardy – GameTek

More TV Quiz show questions from the same guys who brought you *Wheel of Fortune*. Say no more...

Snow Bros – Sega of Japan

This classic little coin-op has taken a while to get to the Mega Drive, but it is good fun.

Golden Axe 3 – Sega of Japan

This third *Golden Axe* game is actually a conversion of the coin-op sequel and damn fine slash-'em-up action it is too.

Rocket Knight Adventures – Konami

More furry cute platform action, but if it's up to Konami's usual high standards, it should be fabulous.

Transa Banker – Sega of Japan

This lovely looking shoot-'em-up, has the novel approach of two different view points. Sounds smart eh?

Amazing Saga – Sega of Japan

I hate to tell you this, but this is another one-on-one beat-'em-up and it isn't going to be very exciting.

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Summer's here and the time is right for dancing in the street. Shame we've got to finish the mag first though

Summer's usually considered a quiet time for video games. It's something to do with all the gamers bogging off to the park for a game of footy instead of playing Mega Drive all day. But that, if the large amount of recent releases is anything to go by, is a load of crap. Just take a look at this lovely lot.

JUNGLE STRIKE

Fab though it was, there were a few complaints that the original *Desert Strike* was a tad easy. How fortunate then that the follow-up has heaps more missions. See exactly how big the challenge is in the review over the page. (That was a little bland Dyer, more comedy if you will – Neil)



COOL SPOT

I'm not saying my wife's fat... but she is. Heh! The area I live in is so rough even the mice carry flick knives. Ho, ho! What do you call a man with a very small thingy? Justin! How many feminists does it take to change a light bulb? ONE OF COURSE! (Look Andy, when I said more comedy I was kind of hoping it would be relevant – Neil)



X-MEN

I saw this old friend of mine a little while ago. He said to me, "Who was that X-Man I saw you with the other day?" So I said to him, "That was no X-Man, that was my wife!" (Yes, I think I prefer bland actually – Neil)

FLASHBACK

Two nuns are sitting on a park bench. A flasher runs past and one has a stroke but the other can't reach. (Cut it out Dyer – Neil) What? It had the word flash in the bloody joke didn't it?



RATINGS

It's the easy-to-read rating system. Take a look.



How many players can play the game at any one time?



Skill levels? Yes please. Here we tell you how many there are



How many lives are you given? And how many continues?



A game with this icon has a password system!



Even better, a game with this icon comes with battery back-up!



Sonic 2's got 20, but *NHLPA Hockey* hasn't got any. Stages that is



Import carts are shown with one of these logos, from America or Japan

GRAPHICS

9

Five game components are rated individually out of ten. Here's what we look for in each:

GRAPHICS: Clear presentation, animation, scrolling, collision-detection, design, speed

SOUND: Music, FX, samples and speech

GAMEPLAY: Movement, control mechanism, difficulty, challenge design and fun element

GAME SIZE: How much does the game offer? Are the levels big? Is there a league option?

ADDICTION: Er, is it addictive?

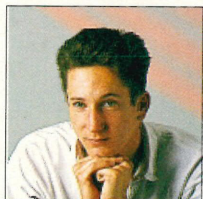
"What we think of the game, be it praise or a slagging"

JUNE

Jungle Strike	34
Flintstones	38
X-Men	40
Cool Spot	42
Pro Quarterback	44
Jaguar XJ220	46
MIG-29	48
Summer Challenge	50
Flashback	52
Shining Force	54
Cyborg Justice	57
Paperboy 2	58
Wolfchild	61

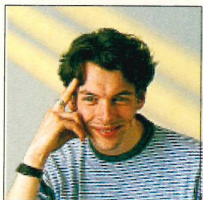
WHO'S WHO?

NEIL WEST



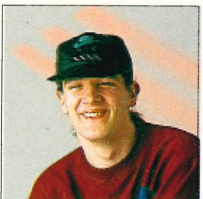
Neil's favourite summer pastime is, er, in his words I hasten to add, "taking my woman to a secluded riverside spot, getting wazzed on several bottles of wine then having a good...". So at this point we asked him instead what summer sports he enjoyed. "Ah, a good session of really hot and sweaty..." Right, well, I think it's probably time for us to move onto young Mr Dyer.

ANDY DYER



"Mmm, well, because of the intense heat, train-spotting does tend to become a little impractical. It is at this point that I'll swap to my other obsession, ornithology. The forests are rich with great crested nuthatches at this time of year. And also you can take your girlfriend with you and have a damn good..." Oh dear, same old story. Onto Tall Paul Mellerick.

PAUL MELLERICK



"I do enjoy clubbing, and the music I tend to listen to is heavy, thrashy, grungy-type stuff – you know Faith No More and all that. And then, when you've got yourself all sweaty and you come out of the club at 2 am on a hot summer night, you can easily tap off with some fit girlie and take her off to the park for a really good..." Amanda, please, you're our last hope.

AMANDA DYSON



"What? What are you on about? It's not summer. It's only the end of April, and it's bloody freezing." Yes, yes all right, so we're pretending we actually write the June issue in June, but if it was summer, what would you be doing? "Oh, I'd probably go home, wait until dusk, then take my husband out onto the patio for a damn good..." Er, next month... favourite music.

JUNGLE STRIKE

EA's stormin' sequel to *Desert Strike* is bigger, better and badder than the original. Paul Mellerick leaps into the cockpit of his Apache AH-64, slaps a Faith No More tape in the stereo and discovers his own, personal heaven. How sweet



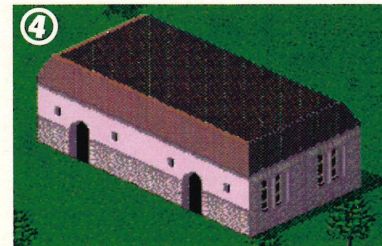
Although this may sound very dodgy, you have to blow up these trucks – a few rounds from your chain gun should do it – in order to collect some much-needed ammo. Most of the fuel is, funnily enough, waiting to be picked up from the gas stations



This nice example of modern architecture doesn't actually hold any dangers or terrorists, but, if you decide to do a bit of target practice, you'll get a good telling off for destroying civilian property. There, that told you didn't it?



Although the city is overrun with those nasty little terrorists, you can still spot the odd police car "doing the rounds" as they say. But, being on old anarchist, I still get a real kick out of launching a Hellfire up his bonnet. Heh, heh!



Right, I need to fill this caption box to make up the rest of this page, so I'll talk about some buildings. Although protecting the Library of Congress might not be very high up on your list of priorities, it is important

Way-hey! Zip-de-do-da! Whouff! Yippee, three cheers for EA. Well done lads. Let's hear it for the boys. Who's buying? Everyone down the pub, come on let's go. (Er, excuse me for a moment while I deal with Paul, who is a bit excited at the prospect of playing *Jungle Strike*. If you would be so kind as to take a look at some of the boxouts on the four pages of this review and come back in a minute, thank you – Neil.... SMACK! OOF!)

Right, I'm sorry about that, but *Desert Strike* is one of my fave games ever, and when you find out that this little beauty of a game improves on every aspect of the original, you may well have the same reaction. (I doubt it, but I take your point – Neil.) But wait, maybe there are people out there who don't know anything about *Desert Strike*. (Surely not – Neil.) Well, just for all those people who've been living in Basingstoke for the last two years, here's a brief history of *Desert Strike*, which actually leads quite nicely into what *Jungle Strike* is all about.

KNOW YOUR ENEMY

Two years ago, Madman Kilbaba, using his army and, ahem, other resources, tried to invade a small Middle-

Eastern country and take control of its oil supply. This would have made him a very powerful man and the US decided this wasn't a good idea, so you were sent in on a top secret covert operation to bring him down. You succeeded, by killing the madman as he tried to escape in his nuclear bomber, and you saved the world from, well, a lot of trouble really.

But (and yes, here comes the sequel bit) Kilbaba had a kid called, strangely enough, Kilbaba. After you defeated his father, the populace of Kilbaba's country overturned the dictatorship and ran the family out of the country. But, by using his father's amazing wealth and knowledge of nuclear weapons manufacture (and not to mention cutting a long story short),

Kilbaba has joined forces with a South American drug lord and together they plan to launch

a nuclear strike on the United States of America. It's about revenge and all that you see.


This is obviously a bit of a problem, and so the good ol' US of A need to put both these guys out of business. This is where you come in. You must start the whole process again, and save the world from not

one but two power-crazed madmen. Some people have all the fun.

As with *Desert Strike*, *Jungle Strike* is all about military precision and timing. You've got to take things in order (mission by mission) and keep your cool

under very stressful circumstances. To win the game, you've got to slowly, but surely, defeat their combined forces and stay one step ahead of the enemy.

In gaming terms this revolves around completing campaigns, which will have a big effect on the success of the madmen's goal. Each campaign is split into missions and you must make sure at all times that you stick to these missions in the right order. Don't try to get ahead of yourself, or you might find yourself in more trouble than you can handle. But

there is  Turn over

This game improves on every aspect of the original

We thought it would be nice to tag together a small (yes, small) bit of the very first campaign, Washington DC. This tiny part of the city shows the Library of Congress, and it is one of the first parts of mission one. You have to take out all the artillery around the three buildings and then move onto the next monument

FIFTY INTO NINE DOES GO

Yep, it really does you know, because there are nine completely different campaigns, totalling 50 missions. So here, just for fun really, we thought we'd show you all the nine campaigns and their different territories. Each campaign has its own particular significance and will affect the madmen's plans severely, so don't mess up. Always remember to take care when completing missions, because even the game manual doesn't describe how to successfully complete all of them.

You'll also need to be aware of the different vehicles and the way they're controlled. The hovercraft, although it controls like the Comanche, hasn't got the same range on its weapons. The reverse can be said of the F-117 Stealth Fighter, which weapon-wise is as good as the helicopter but controls very differently. Things also get very different from level to level, and the Night Strike campaign (number four), in which the action all takes place in the dark, is very difficult. The amount of information given to you (ammo, fuel and the like) also varies from campaign to campaign. So you've definitely got your work cut out for you with this game, but let's have a look at all the campaigns shall we?



Protect the president from terrorists in the capital – you can even do a spot of sightseeing while you're there. And that's the CIA building



The poor old Comanche can't get past the bridge on the second campaign, so find the hovercraft and go under it. Simple really



Take out the terrorists' headquarters on the second mission of the first campaign by blowing a big hole in it. Subtle or what eh?

more to each campaign than just completing missions, and basically this involves you staying alive. You've got to pick up fuel and ammunition, and you've got to rescue MIA's and drop them off to safety. The list of duties is endless.

MORE MISSIONS

There are nine campaigns in all (ranging in places from the lawn of the White House to the mountains of South America), totalling 50 individual missions. Yep, that's right, 50 of the mothers.

Now I know what you're thinking. You're thinking, "50 missions, there were 25 in the original game and I got through those easy enough, so I shouldn't have any problems getting through this game". Well, if you were playing 50 missions in *Desert Strike*, you might be right. But this game is different. For a start, your helicopter is different; you've upgraded from the Apache AH-64 to a more powerful and stronger Comanche. You have the same basic weapons (guns, hydra missiles and, of course, Hellfires) and the machine controls in the same way, but you've got more co-pilots to choose from (and they vary differently too), different enemies to take out and, here comes the really difficult bit, you've got different vehicles to master.

There are four very different vehicles to master

I WANT ALL THIS AND MORE

Yep, the original may have been all about one man and his chopper, but this game requires a little bit more skill. Most of the game still involves flying low over dangerous territory, but on some campaigns you're going to have to use other vehicles. These vary from an amphibious hovercraft to an obviously *Road Rash*-inspired motorbike. They don't affect the game greatly, but they do mean you have to change your tactics slightly. For instance, although you start the second campaign with the helicopter, you quickly obtain the hovercraft and have to do battle with the numerous other craft (including gun boats). The same control method makes piloting the hovercraft easy enough, but the

weapons work differently, so you'll need to keep your wits about you.

And, in a nutshell, this is what makes *Jungle Strike* more than just a sequel. OK, so there are more missions, and the game difficulty is a lot tougher, but the added strategy element of controlling and then using the other available vehicles is fabulous.

But the good news doesn't end there. In fact, there is loads more to come. The

GET A GRIP!



- ↑ ↓ ← →** Controls the flight of the Comanche
- A** The deadly and very powerful Hellfire button. Gets you out of trouble quickly
- B** Hydra missiles are quick and cause some damage. Use them lots
- C** Your gun may be wimpy, but it's good for taking out ground-based soldiers

HELPING OUT

GRANT FOSTER: FACEMAN

This guy was recruited from the arcade and therefore is hot with the weapons, but he's, er, well, slow when it comes to the winch. He's also missing in action.

MIKE SIERRA: MR 3-D

Fresh out of the academy, he's a fine winchman. You'll have no problem picking things up, but Stevie Wonder could hit targets better than Mike

J W FENNEL: WILD BILL

He's the top guy, and the best of the bunch. He's brill with weapons and winch. It's just a pity that he's not around - yep you guessed it, he's another MIA

SCOTT ANTONIO: EGO

Thankfully there's always a Mr Average in a group, and this is the guy. He's your best bet to start off with, until you can find someone who's MIA

ROSALIND D: ANNIHILATOR

And here's the token girlie, to make all those guys go weak at the knees. She's very good, but... wait for it... she's missing in action (or MIA)

NINE MAJOR DIFFERENCES

Just to show you how good this lovely little sequel is, we thought we'd show you the real gameplaying differences between this and *Desert Strike*. When you put all these differences together we're sure you'll agree that *Jungle Strike* is an absolutely fab game. If you don't agree, you can bog off.



The artillery - There's a whole new army of tanks, helicopters, soldiers and other things just waiting for you



The other vehicles - Get to grips on the road with the assault cycle, or try to control the hovercraft



Different terrains - They're not just there to look nice, the varying landscapes hide all sorts of things



More co-pilots - These may not have made much difference before, but these five are very varied



The third campaign is vital. You have to take out the mobile radar station and pick up some valuable nuclear material



The only way you're going to see on campaign four is by lighting up the sky with the odd Hellfire, aimed at a passing enemy helicopter



The good old United Nations have got themselves into trouble again, and you've got to get them out in campaign five



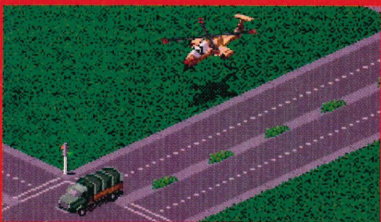
The snowy tops of a South American mountain range in campaign six may look serene, but there are troops hiding about all over the place



The Comanche - The best chopper you can get and it's all yours



Improved sound - Finish each mission and hear a nice little congratulatory "mission completed"



The scenery - There's now loads of detail. Shame you can't exactly stop to admire the view



Different maps - No more starting from the frigate and playing over the same game-map



People mean points - Drop someone at a landing zone and you get between 100 and 200 points



These subs are very big and powerful, so I'd lay a few mines in front of them if I were you, and then watch them explode. Hee, hee

original *Desert Strike* was often criticised for being a little lacking in the graphics department. The 3D effects and eight-way scrolling bits were fab, but the whole thing lacked some detail. Yes, I know it was set in the desert, but you did get the feeling that something could have been done to liven things up a bit.

Anyway, with *Jungle Strike* any criticisms like that can be thrown out of the window straight away. With the campaigns taking you from Washington DC to the top of South American mountains, you can expect to see some pretty fabbo graphics, even a scaled-down White House (oh, and blowing up the FBI building is definitely always good for a laugh).

SOUNDS GREAT

What next? Well, the sound has also been improved upon. There's better sound for all the new artillery that gets fired at you, and there's even a nice little "mission completed" sample when you, er, would you believe, complete a mission.

But there's no point just picking out bits and highlighting them. The game as a whole is just so good. The difficulty curve is spot on, and a lot tougher than the original. However, it's not so tough that you get fed up with it. I've managed to get through to

the fourth campaign (Night Strike), but now I've got to get used to night flying before I can progress. And yes, they've still left the password system in, so you don't have to worry about going back to a level once you've managed to complete it.

I don't think this is going to be impossible to beat (in fact I'm waiting for all the codes to come through to MEGA PLAY), but that's more down to the fact that you'll play it until you finish it, rather than any severe lack of challenge. The best thing about the game though (and it's a shame this doesn't apply to more sequels) is that it *does*

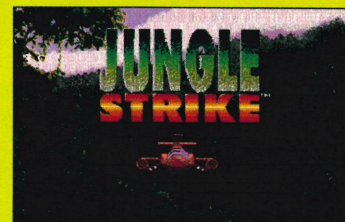
warrant buying even if you've got the original. The only advantage you'll have from owning the first game is that you'll already know how to manoeuvre the helicopter out of trouble, but that'd come with practice anyway.

HAPPY DAYS

These days, it's very rare for me to enjoy a game this much, but the summer is here and so is *Jungle Strike*. I'm delighted, and I recommend that you seek out this game as soon as it appears and then lock yourself in a room until you finish it, and then play it all over again, because it's the most fun you could ever have. Probably.

© Paul Mellerick

You can expect to see some really fabbo graphics



PUBLISHER: Electronic Arts

PRICE: £39.99

RELEASE: June

CARTRIDGE: 8Mbit

CONTACT: EA 0753 549442



Unfortunately, there's only room for one player



One skill level, and that's tough



Three basic lives, but you can pick up more as you go along



Yep, there's a lovely end-of-campaign password



Nine campaigns, totalling 50 individual missions

GRAPHICS 9

SOUND 8

GAMEPLAY 9

GAME SIZE 8

ADDICTION 9

"A classic shoot-'em-up. Challenging, enthralling and all manner of other big words that mean fab"



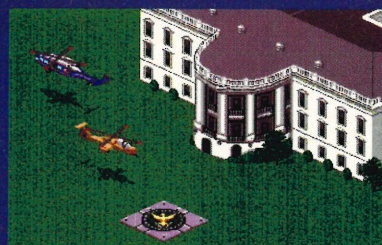
93 PERCENT



And in the seventh mission you get the chance to pilot the very top-secret Stealth Fighter, but it's very hard to get used to



You're in the mountains again and the madman and the drug lord are on the run. There are plenty of surprises in store for you too



Just when you thought it was all over you're back in Washington. You're given very little info on number nine, so just go with your instincts

GET A GRIP!



- Moves Fred about the place
- Makes Fred Jump about
- Makes Fred club baddies
- Same as A. (These are configurable, by the way)

TRAINING FOR LEVEL FOUR



Amanda Dyson makes no bones about not liking the cartoon series. She is, however, impressed with the cart...

THE FLI

It's hard to think of a worse television programme on which to base a Mega Drive game than *The Flintstones*. Here's why:

- The dinosaurs died out approximately 60 million years before the first humans appeared on the Earth. So how could the Flintstones possibly share Bedrock with a load of dinosaurs?

- Any programme which starts introducing "extra characters" is clearly running out of ideas, and ought to be axed immediately if it's to avoid becoming objectionably unfunny. It happened

to Last of the Summer Wine. It happened to Rentaghost. It happened to 'Allo 'Allo (though whether that's ever been funny is debatable). And, with the addition of Pebbles to the Flintstone family, it happened to The

It's hard to get bored when you are being spoon-fed with variety

Flintstones as well.

- Fred Flintstone's car, if it existed in real life, would be impossible to steer round corners.

Not much of a starting point, is it? But, against all the odds, Taito have managed to take the rather tedious cartoon series and turn it into, well, quite a good game.

CHUCK ROCK ALIKE

A comparison would probably be in order at this point. So, er, here goes: *The Flintstones* is a bit like *Chuck Rock*. And not only because they're both platform games with a caveman bashing dinosaurs over the head with a club in, either. Like *Chuck Rock*, *The Flintstones* has you "making use" of some of the dinosaurs you'll encounter to help you get through parts of the game. Some of

them hold up platforms for you to hop onto, some bash through bits of wall if you lead them in the right direction, some you can ride on, some you can climb across, and all that sort of thing. But that still leaves plenty to bash with your club – don't worry about that.

And it is here that *The Flintstones* starts drifting away from *Chuck Rock*. The latter got a bit bogged down with its "using the dinosaurs to move around" approach, making the game feel rather claustrophobic at times. *The Flintstones* is much more free 'n' easy, leaving plenty of room for straightforward rushing about and jumping across platforms. It's a bit more like *Sonic* in that respect.

GRAB 'EM



But (and here, barely having touched upon that particular comparison, we shrug it off again) it's nothing like as fast or slick as *Sonic*. It's much more of a slow, thoughtful game. It looks a bit empty, too – there's rarely more than four or five things other than Fred on-screen at any time.

But that really doesn't matter once you've settled into the game's easy-going style.

Where the game comes into its own is by providing lots of variety between levels. Fred has lots of tasks to perform. And, in a roundabout sort of way, this means that each level is completely different from the last. So although it starts off looking like you'll be leaping from platform to platform until the bitter end, pretty soon you find yourself in a swimming bit, where a whole new strategy needs to be adopted. And after that there's a driving bit. And then there's the bit on the train that all these types of game have to feature (which, rather cunningly, incorporates the slippery ice-world section that's also universal to

FRIENDLY BRONTY OR FEARSOME REX?

For every dinosaur in *The Flintstones* who'll bite your legs off given half the chance, there's another who will help you on your way with a cheery wave and a smile.

1. This fellow is a particularly nasty piece of work, but he's more than compensated for by...

2. ...this little fellow, who obligingly supports the platform you'll need to reach the next bit.

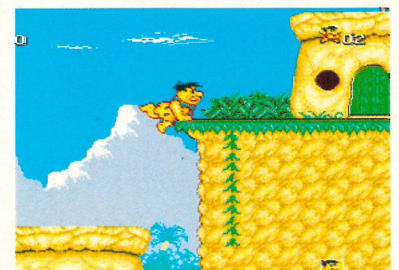
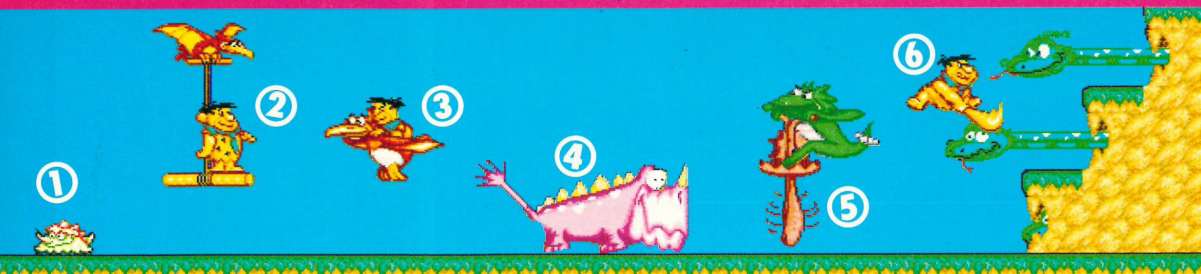
3. Birds can be OK, if they're prepared to give you a ride.

4. This one will nick your energy, but he also performs the useful service of knocking down

the wall for you.

5. You'll need to stun this chap with the help of that bird fellow again. On failing this, just club him one.

6. These chaps make a handy staircase, if you stun them with your club first.



Prehistoric winds could be very severe at times. Joking aside, to reach high places press Up while jumping



NTSTONES

CUTESY CHARACTERS NOT TO BE TRUSTED...

You'll come across lots of cute-looking characters in *The Flintstones*. Don't trust any of them though, 'cos they'll have your guts for garters.

1. When the sea goes dark, club these fellas on the head and they will light the way.

2. Nobody likes crabs.

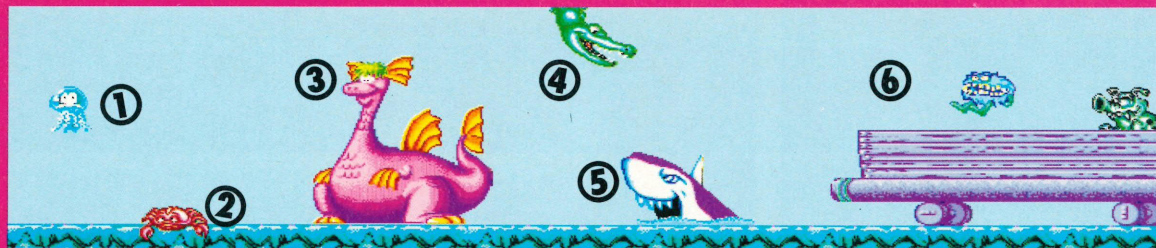
3. Don't let his colour fool you – this chap'll stop at nothing when it comes to nicking your energy.

4. These underwater snakes are a bit frightening, popping out, as they do, from the ceiling and

snapping at you viciously.

5. This shark's a complete git – he keeps knocking away chunks of turf from underneath you.

6. The train's crawling with funny-looking squidgy things.



this sort of thing). It's difficult to get bored when you're having variety spoon-fed to you like this.

The graphics aren't too bad, either. The sprites are mainly a bit titchy, and the colours have rather a Master System air about them, but the animation's really nice. The music's quite Flintstoney, too.

But *The Flintstones* isn't perfect, and MEGA isn't about to suggest that you dash unquestioningly to the shops and buy a copy. For one thing, its laid-back, easy-going approach means that it never really

gets the adrenaline pumping. The game achieves what it sets out to do perfectly adequately, but doesn't excel in any department.

ROCK HARD?

The other problem is that it's a bit on the easy side. Set it on Easy level and you'll romp through it on your first go. True, the other difficulty settings add new levels, as well as extra baddies, but even then, once you've worked out what does what, it'll only take a day or two to finish. Probably.

There are certainly better platform games on the Mega Drive. And many would argue that there's at least one better game with dinosaurs in. (Although I'm secretly a sworn-in member of the What On Earth Do People See In *Chuck Rock?* Society.) But, given that *The Flintstones* isn't the most inspiring choice of subject matter, Taito have made a pretty good job of this, and it's certainly one to at least think about buying with a reasonable degree of seriousness.

© Amanda Dyson



Some scientists believe that cavemen could hold their breath for an incredibly long time

THINGS THAT ARE FUNNIER THAN THE FLINTSTONES CARTOON

- 1) Wholemeal flour
- 2) The Severn Bridge
- 3) A filing cabinet
- 4) That advert for sausages which has Frank Muir in it
- 5) World War One



Go on – look at that front wheel arrangement and tell us how that thing could possibly go round corners



PUBLISHER: Sega

PRICE: £39.99

RELEASE: June '93

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 727 8070



Only one person can play



There are three skill levels – Easy, Normal and, er, Hard



Between three and five lives – the choice is yours – and three continues



Nothing in the way of passwords or batteries



There are four levels on Easy and more on Hard

GRAPHICS 7

SOUND 7

GAMEPLAY 7

GAME SIZE 5

ADDICTION 7

"A little insubstantial, but otherwise as good a *Flintstones* game as one could hope for"



78 PERCENT

THINGS AREN'T ALWAYS WHAT THEY SEEM...

GET A GRIP!

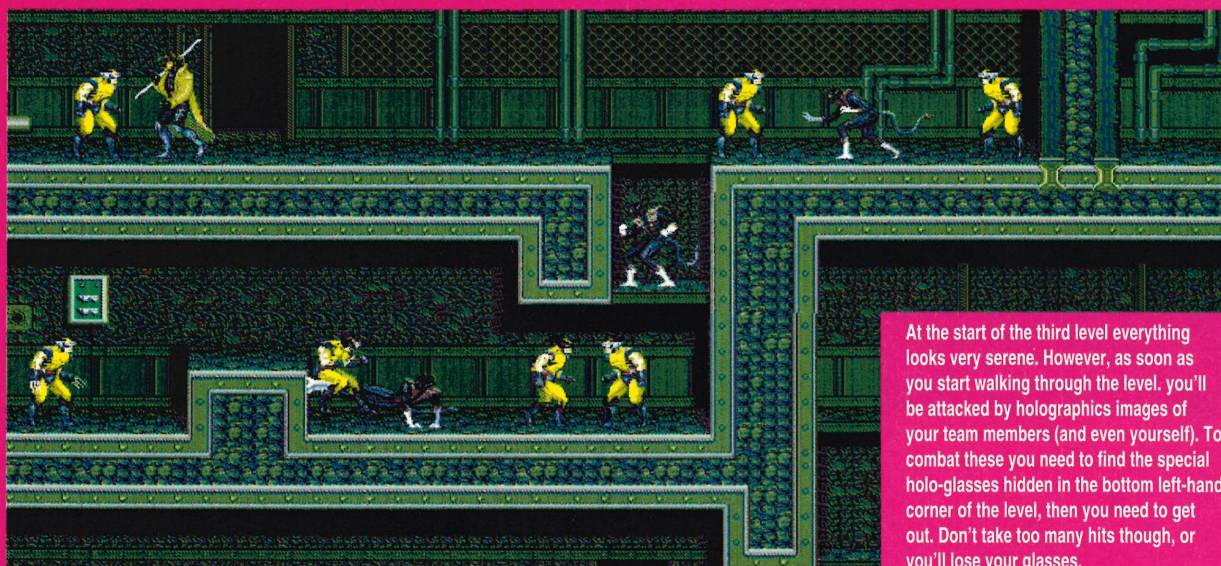


Move your chosen character all around the screen.

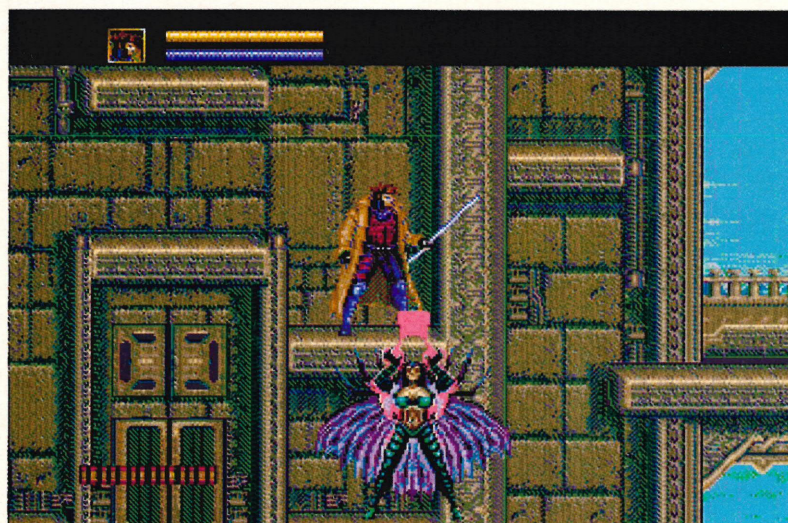
Your mutant ability button can come in very useful at times, but its use is limited. Watch that power bar.

Your basic attack (punch) button. Use this one a lot.

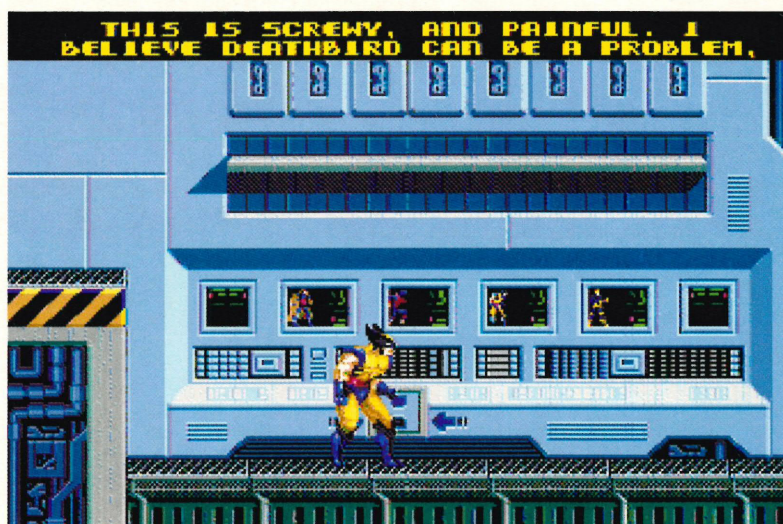
The jump button. Press twice for a double jump or special attack.



At the start of the third level everything looks very serene. However, as soon as you start walking through the level, you'll be attacked by holographic images of your team members (and even yourself). To combat these you need to find the special holo-glasses hidden in the bottom left-hand corner of the level, then you need to get out. Don't take too many hits though, or you'll lose your glasses.



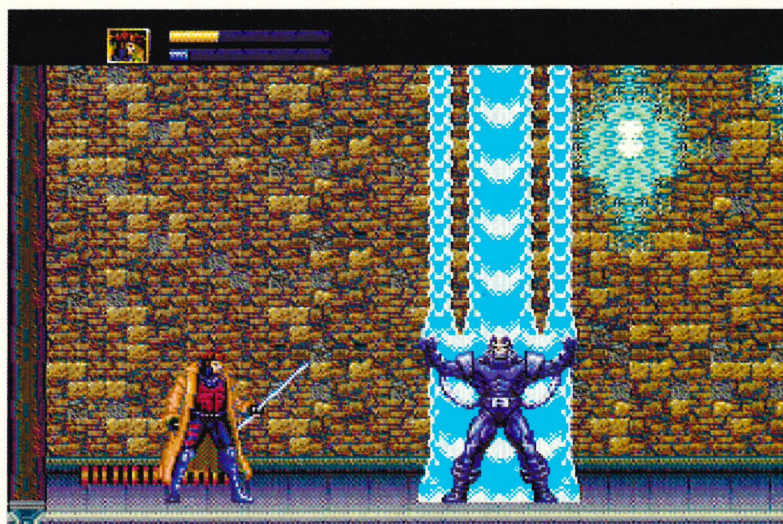
This is the end of the first level, and this tough little lady takes some beating unless you figure out her mode of attack first. Here we have Gambit taking in the view before jumping down and swinging his staff to her midriff.



In the Danger Room (from where you start each level) you can change your character by crouching down in front of the arrow and pressing button B. You can also look around for some much needed power-ups.



Cyclops has one of those lovely don't-mess-with-me-type stances, but with nobody around he just ends up looking very silly indeed. If I were you, I'd just hit the switch and get on with the rest of the level.



You're almost at the end of level four, and this guy is a real tough cookie. Don't touch him when he's powering up or you'll get a shock (literally). And don't get caught in a corner like our Gambit. Dolt!

X-MEN

Comics ahoy! Spider-Man, Superman and Batman have all appeared in their own console games. Now it's the turn of those mutants... Paul Mellerick and the X-Men

At last! Having waited for... well, a very long time, I finally get to play a game involving my favourite comic characters. And, for once, I'm not disappointed with what the Mega Drive throws at me. It's an absolutely fab game. Oh, I'm so happy I could burst. (Er, who exactly are the X-Men then? – Neil)

OK, OK, so maybe I'm getting a little carried away a little too early here. In case you don't know who or what the X-Men are then, this bit's for you.

MUTANTS WITH A MISSION

Basically, the X-Men are mutants, advanced human beings who, thanks to a genetic hiccup, have unique abilities that separate them from normal human beings. Their mentor, Professor X, has spent all his life searching for other mutants in an attempt to save them from the hatred of the human race (jealous people, us humans) as well as other "evil" mutants (such as

Magneto, but we'll get to him later). Professor X called his team of mighty mutants the X-Men and they have fought against evil and saved the world countless numbers of times. This time, however, things are very different.

The evil mutant Magneto (who, surprisingly, has the power to control magnetism) has hatched his most fiendish ever plot to destroy the world of humans and make it a much safer place for mutants to live in. But first he must rid the world of the X-Men, and this is where *you* come in. You're in control of the X-Men, but you don't exactly know what you're doing. You see, Professor X is nowhere to be found and all of a sudden the Danger Room (a holographic practising ground) has been put into action. You must find out what's going on, and try to stay alive while you're doing it.

NINE HEADS ARE BETTER THAN ONE

So you've got control of the best team ever to grace comic-book land. But how are you going to make sure that all the people who play get to control their own favourite character? Well, actually, this is the really clever bit.

There are nine members (at this point in time) of the team, and they all serve their own purpose. There are four "main" characters, Wolverine, Cyclops, Gambit and Night Crawler, over whom you have complete control. You control the actions of each character (changing between them whenever you like) but you can call on the special abilities of four other X-Men whenever you get into trouble. These four are Storm (who can summon gale-force winds), Rogue (who gives enemies a good old punch), Iceman (who can build a very useful ice-bridge) and Archangel (who makes three sweeping passes firing blades). The line up is completed by Jean Grey, who, if you fall off the screen, will, using her telekinetic abilities, bring you back on-screen. You can only use each back-up character once, but you can pick up icons which will allow you to use their powers again at other times during the game.

AROUND THE WORLDS IN SIX LEVELS

The game is set over six very different levels and each level also features an arch enemy of the X-Men, who will try to stop you getting any further through the game.

Each level will suit a certain X-Man better than the others, but it's not impossible for any character to get through any level. You would, however, be making things harder for yourself if you didn't change character. And that's where the real beauty of the game lies.

Although you can pigeon-hole the game as a basic platformer, the added strategy element to changing characters and figuring out which one is suited to which level lifts it above the norm. Add to that the fabulous animation of the characters, the very cartoony scenery, and some apt (if not terribly brilliant) sound, and you've got a game that comic fans will fall over themselves to get at. Don't get me wrong though, it's not only comic fans

who'll get a big kick out of this game. I let one of my friends, who wouldn't know Wolverine from one of the Bash Street Kids, have a go, and he loved it too.

The game is also on the tough side. You start X-

Men knowing very little about what you've got to do, but by playing, dying and trying again you slowly learn more about each character and how to do each particular level. The levels are by no means straightforward either. The first level, for instance, has a hidden switch, which must be flipped in order to lift a wall blocking your way. The second level is a maze of rooms, corridors and doors that cannot be accessed until you've hit all the keys – and actually finding the keys is definitely no mean feat.

This is a really good use of a comic licence, and although the basic game lacks anything new or exciting, the interaction with the cartoon characters, the strategy elements, a simultaneous two-player game, and the difficulty curve are all features which go to show that when Sega really put their minds to it they can produce some really good platformers.

© Paul Mellerick



PUBLISHER: Sega

PRICE: £39.99

RELEASE: June '93

CARTRIDGE: 12 Mbit

CONTACT: Sega 071 727 8070



A one-player challenge or you can play with a friend



Amateur, Hero or Superhero levels of skill



Each of the four characters has only one life, so you've got four in total really



No battery back-up or password



There are six very puzzling levels to get through

GRAPHICS 8



SOUND 7



GAMEPLAY 8



GAME SIZE 5



ADDITION 8



MAIN MEN

Here they are in all their glory, the X-Men. Fancy being one of them? Well, now's your chance.



WOLVERINE

Definitely his own man, Wolvie (to his mates) is a loyal and very tough member of the team, but his volatile temper does get him into trouble



CYCLOPS

A very level-headed and determined member of the team, very often thought of as the leader. Can be rather stubborn though



GAMBIT

Your typical Frenchman, suave, smooth and born with the gift of the gab, which sometimes gets him into a lot of trouble



NIGHT CRAWLER

Thanks to his demonic appearance, he doesn't have many friends. Shame, 'cos he's really quite funny

Comic fans will be falling over themselves to get at this

"A fantastic platformer and a good example of how to use a licence properly"



85 PERCENT



COOL SPOT

So is he a cool dude or is he just a scarlet pimple? Neil West reckons that Spot is simply the smoothest sprite since Sonic the Hedgehog

Now this has got to be the weirdest licence game we've seen in a long time. The thing is, y'see, it's not actually a licence at all. *Cool Spot* is an American game, originally written as a vehicle for Spot, the brand character in the US of top fizzy beverage 7-up. Here in the United States of Europe, however, 7-up is sold to us by a frizzy-haired stick dude called Fido Dido. To avoid any confusion in the UK therefore, all references to 7-up have been painstakingly removed from the game, except for the character (so any American holidaymakers popping over to the UK and trying out the local Mega Drive games are

going to get really messed up), leaving the poor old game in a bit of a schizophrenic state. But hey, enough trivia. Its licence roots might lead you to worry about the quality of *Cool Spot* - the game (after all, licence games are notoriously nearly all crap). If so, stop worrying now.

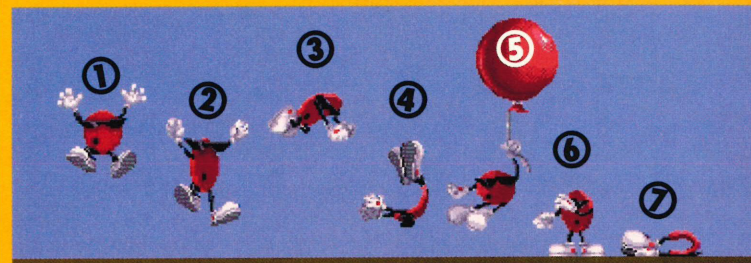
Let's get it out of the way right at the start - this is one of the best platform games I've ever played. In fact, it's one of my favourite Mega Drive games ever, full stop. We've already seen practically every feature you could ever imagine a platform game could have, so it takes a lot for a platformer to surprise us these days, but *Cool Spot* manages

A game which genuinely makes you feel happy



It's one of the two "toy room" levels. But hang on - where's Spot gone?

SPOT MOVING ON UP



Spot, eh? What an athlete. Here we see just a tiny selection of the countless dynamic poses our eyeless hero strikes as he slides his way icily through the game. They range from, er, jumping in the air (1) to plunging to serious injury from a great height (3 and 4), and brushing himself off afterwards (6).

it with a game that's had the kind of time and effort put into it that you don't really expect anymore.

THE SECRET OF SPOT'S SUCCESS

From the opening seconds, when the wire-limbed shades-wearing tiddlywink that is the star character leaps out of the choppy sea onto a floating bottle (green, fizzy pop container, no logo - hmm) and starts to surf along to a rollicking accompaniment of the Surfaris' (or the Fat Boys', if you're a bit younger) Wipe Out, my face was permanently contorted in the sort of grin that led the rest of the MEGA team to book me in for a three-month stint in the Betty Ford Clinic. And that's the real secret of *Cool Spot's* success - lots of other games are technically outstanding in some way or another and make you think, "Oh, yes, well, that's really very good, I suppose", but ones that actually genuinely make you feel happy are far and few between. I haven't been so captivated by a game since, ooh, the dazzling revelation that was the original *Sonic*. But hey, enough gushing. By now I guess you'd all quite like to know exactly what it is that makes this game so bloody fabulous, yes?

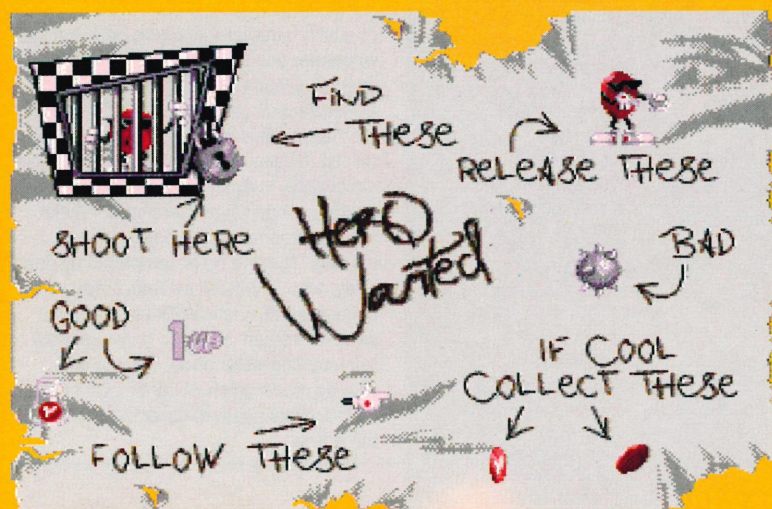
THE BEST CHARACTER ANIMATION ON THE MEGA DRIVE

Goodness, where to start? Well, first off, I suppose I could have a go at justifying the absurd ten out of ten I've given it for graphics. Cool Spot himself is, without a shadow of a doubt, the best-animated character I've seen on any computer or video game, making even the heroes of *Prince Of Persia* or *Flashback* look like Thunderbirds puppets by comparison. He's got charisma by the bucketload, this little guy - from the way he yawns, polishes his shades or plays with his yo-yo when you bore him by leaving the controls alone for a while, to the wondrous theatrical swoon he



Um, look, this level looks nicer than this really. It's our grabber, honest

HOW TO STAY COOL...

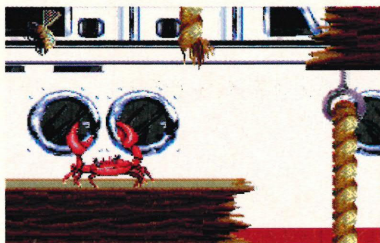




GET A GRIP!



- Spot looks up and down, left and right
- A nice little exercise for your index finger to partake in
- Spot can jump up



If anyone would like to make an extremely tasteless "crabs" joke at this point, could they go outside?

backgrounds yet, or the smoothness of the scrolling, but I can't because now I've got to tell you about the sound.

BONANZA

The sound's brilliant. Spot himself squeaks and yelps in a deeply endearing fashion, but there's stunning music too. And not just *Thunderforce IV*-style "Mmm, listen to that, isn't it multi-channel-near-CD-quality-tastic, mates? But hey, shame about the actual tunes, though" stunning – actual boppy, hummable, tuneful kind of stunning (especially on the Loco Motive level, which plays something distinctly reminiscent of the theme tune from Bonanza. Or maybe The High Chapparral).

Space is getting tight now, so let's hurry through the rest of the categories. The gameplay is, in all honesty, the least amazing aspect of *Cool Spot* – brilliant though it is, you really have seen all this



Ooh, aren't they just adorable? You feel so sorry for waking these mice up, you can hardly shoot them

jumping-around-platforms-and-collecting-stuff stuff before. You've almost never seen it done so well, though, from the design of the levels themselves to the original touches (like on the first stage where you leap around in the sky, hanging from a succession of balloons) to the groovy bonus stage, where you can earn yourself continues (which itself you have to earn the right to enter). *Cool Spot* isn't original, but it's a joy to play from start to finish, and that's the only thing that matters at the end of the day.

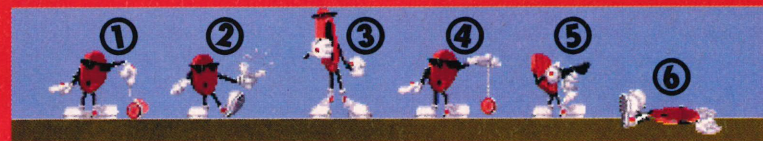
WANT A WHOPPER? YOU GOT IT

Game size? It's a whopper – the levels are all massive, and it'll take you upwards of three hours to play through all of them even when you're good enough to zip straight through, and having to earn your continues (and they're pretty tough to get after the first couple) means that this is never going to be a *Sonic 2*-esque first-day romphrough. And as for addiction, this game kept me in for an entire weekend, when I had half-a-dozen far more "important" things that I really ought to have been getting on with. Nuff said?

I haven't really even begun to tell you adequately why this is such a lovely game, but I'd have needed half the magazine to do it properly. Go out and get yourself a copy. Yesterday.

© Neil West

A BIG YAWN!



Being so very cool, Spot gets bored easily. Leave him alone for a bit and he'll start to amuse himself in a whole variety of deeply charming ways, including a couple of groovy yo-yo tricks. Good old Spot, eh?

PUBLISHER: Virgin

PRICE: £39.99

RELEASE: June '93

CARTRIDGE: 8 Mbit

CONTACT: Virgin 081 960 2255



If there was more than one Spot, then that'd be Acne, wouldn't it?



Two levels, both of which are reasonably tricky



Three lives, with plenty of extras up for grabs



No passwords or saves, but you can earn continues



Eleven stages, although some background graphics are repeated

GRAPHICS 10

SOUND 9

GAMEPLAY 7

GAME SIZE 9

ADDICTION 9

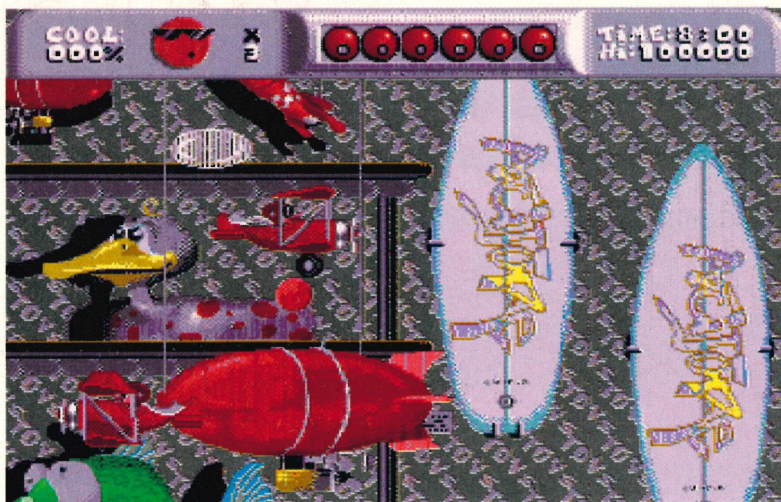
"Bar *Sonic 2*, this is the Mega Drive's best ever platformer, and the best animated game we've ever seen. *Cool Spot* is real top-drawer stuff and no mistake"

93 PERCENT

- A nasty spiky thing, found on later bonus levels
- This appears intermittently to tell you where to go
- Only 1-up? Somebody's not doing their maths right...
- Mmm, yummy – it's an energy-restoring fizzy drink
- You have to collect at least 60 tiddlywinks per level
- But at least you get seven when you find one of these



When you've got enough spots, you can shoot your buddies out of this cage



Near the top of the "wading around" stage. It's very, very precarious up here

GAME REVIEW



Right, now I want a slant left on the wide receiver, then I'll hand off to the running back and we'll get a first down. OK... GO!

It's got to be said (and it looks like I'm gonna have to be the one to say it) that if you're going to make an American football game for the Mega Drive, you really should make it the best thing since sliced bread or you're quite simply not going to sell any copies at all. I mean, if you're after an American footie game, then the only choice has to be one of the *John Madden* series of games.

Still, this one starts off promisingly, with the words "It just doesn't get any more realistic" splattered on the back of the box. And who am I to doubt the verity of what Tradewest say?



Prepare to laugh your socks off as the ball goes hurtling down the field

So, setting all my doubts to one side, I loaded up and prepared to have my socks blown off. It soon became apparent, however, that the only thing that was going to get blown off while playing this game was my head, as a result of the giggling-inducing scrolling (some sort of Mega Drive attempt at Mode 7). Still, I thought, things can't get much worse can they? How wrong I was.

It's only when you start playing the game properly that you realise how poor it really is. Firstly, the sprites move in a ridiculous fashion (let's just say you can count the number of frames of animation on one finger), and secondly, the scrolling of the pitch is jerky, making it difficult to focus on the action.

THE PROS

There is, however, some good news. There's a nice play book (although there aren't as many options as in *Maddens*) and

GET A GRIP!



- Move your players around the field
- Jump to catch the ball, turn QB into a runner, or break a tackle
- Snap the ball, hand off, dive, pass (guess you'll be using this a lot)
- Cycle through your players (whether you're defending or passing)

the control system is extensive (hand-offs, jumping catches etc) and it's easy to use as well. Enough compliments, let's get back to the criticisms (there are so many of them).

MORE CONS

Now, you may have enough teams in *Pro Quarterback*, but what are you going to do with them? Oh I know, there's a two-player mode so that you can play against a mate and have some fun. Great, but where's the tournament facility? What, you mean that you can play loads of one-off games against the computer or a mate but you don't get the chance to enter a league or any play-offs? Yep, that seems to be the essence of it.

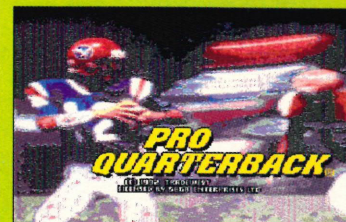
Let's sum up (and finish this review before I get even more bored than I already am), you've got an American football game that on the one hand has loads of teams and a good play book, but on the other hand has appalling graphics and dodgy gameplay. Not to be recommended.

© Paul Mellerick

The main moves in a rather ridiculous fashion

PRO QUARTERBACK

The list of American football games increases once more. Paul Mellerick just wishes the programmers had gone to the *John Madden* school of programming



PUBLISHER: Tradewest (IMPORT)

PRICE: £39.99 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Gamesville 0293 541953



Thank goodness they remembered to put in a two-player mode



Each team has a different level of skill



No lives, it's a sports game not a shoot-'em-up



No battery back-up or password system



Just the one stage

GRAPHICS 5

SOUND 4

GAMEPLAY 3

GAME SIZE 5

ADDICTION 2

"Terrible graphics, no life-span, no playability... I think you get the picture"



25 PERCENT

WHAT'S WHAT?

This is the defensive-play selection screen. Select a play with the cursor and then look at the diagram to see if it's the one you want or not

This bit shows you who's winning, by displaying the score so far

This is the offensive-play selection screen. Choose a play and then check it out on the diagram



Ooh, a lovely crunching tackle from Dallas. He's going to feel that one tomorrow morning

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JAGUAR

What's this? Andy Dyer cruising in a Jag. Well, it may sound impressive, but he'd frankly prefer to be driving around in his knackered old Chevette

IT'S JUST ANOTHER COUNTRY

You can choose to race in any of 16 countries in *Jaguar XJ220*. Trouble is that it's never altogether clear exactly which country you're in. However, you might as well visit all of them, if not for the culture change, for the opportunity of completing the World Tour. Here are four of the countries you can visit.



Or don't bother. There's precious little to tell you which bit of the world you're in, so just have a stab



I think this is probably Australia. Well known for wrecked motorboats by the side of the road, Australia is

At first glance, you might be forgiven for thinking that we've accidentally printed a load of screenshots from classic Mega Drive racer *Lotus Turbo Challenge* (83% in issue four), but hold hard, good readers. 'Tis not so. For a start, this isn't a Mega Drive game, it's a Mega CD one. Secondly, it's licensed by a completely different major car manufacturer. And thirdly, it's a bit crap.

"Ooh, bit of a contentious one there, MEGA," I hear you say. "Everybody else thinks *Jaguar XJ220* is great, you're just trying to be different for dramatic shock value." Not true. How is this game duff? Let me list the ways...

MAKING MONEY

For a start, where *Lotus* used time limits as your main enemy, in *Jaguar* it's money. "Money?" you cry. Yep, money. You start (in the World Tour game) with a set amount

of cash, which you have to use to buy air tickets to the round-the-world venues where you race. Do well in the race and you'll win more money with which to repair the damage caused to your car during the race and you'll also be able to pay your fares to the next venue. You can race the 16 tracks in any order you like, but if you try to go Britain, Australia, France, China, USA (for example), you're going to chuck a frighteningly large amount of dosh straight into Richard Branson's pocket. It's better, therefore, to plan your route carefully (what is this, a racing game or *Around The World In Eighty Days* with Michael Palin?)

What all this means is that you never encounter a "Game Over" screen just because of bad driving – however crap you are you'll finish every race, you just won't win much money, and eventually (after about three weeks) you'll run out and lose the game through bankruptcy. Pop! What was that? That was



There's fab sprite scaling in full effect when you get to this bit. But there's not much else in the game

the sound of the game's feeling of challenge evaporating.

"But hey, that's not necessarily a bad thing, surely? This isn't an arcade game, it doesn't matter about having to keep starting all over again, does it? As long as you're having lots of racing fun, that's OK isn't it?" Well, yes, it would be, but the time you'll spend actually racing in *Jaguar XJ220* is some of the least eventful time you'll ever pass sitting in front of your Mega Drive.

You hardly ever see any opposition cars, and when you do, they just kind of sit

there getting imperceptibly larger for about an hour until eventually you slip past them. They don't jiggle around in front of you, they don't try to get in your way, they just drive along in blissful isolation. I can't even begin to tell you how dull it all is.

WINNING POINTS

"But what about all the options? It's not just the World Tour, there's a Grand Prix game too, yes?" Indeed there is, but it's just the same except you win championship points instead of money and you don't choose which tracks you race on.

"But there're loads of different tracks, with scenery and, er, weather, and stuff!" Yeah. Did you know that Australia looks exactly the same as Peru? Holland is identical to Italy, but with windmills? Now maybe they are in real life, but that's no excuse for not giving the game a bit of characterisation, is it? There's no sense of excitement when you reach a new track in *XJ220*, partly because you didn't have to qualify for it in any meaningful way (just manage your budget carefully), but mostly because every track looks as near as damn it the same as the one before it but in

The other cars just drive along in blissful isolation



Here we see not one but two of the game's exciting features. The two-player mode (shame about the slowdown) and the rain. Looks fab, eh?

JUST GET A LOAD OF ALL THIS DEPTH AND GAMEPLAY VARIATION...

... or don't as the case may be. It's not all just race, race, race in *Jaguar XJ220* you know – there are all these fabulous extra bits to worry about too.

You can edit the track to your own personal requirements (and get some patronizing words of approval from the Prof), you have to repair any damage which has been caused to your car and you even have to make sure your windscreen gets a wipe from time to time. Frankly, it's all a bit of a pain in the bum – when I fork out 40 quid on a racing game, I bloody well expect to spend my whole time racing, and not faffing about with details. Tsch.



Edit that track, Mrs McGinty!

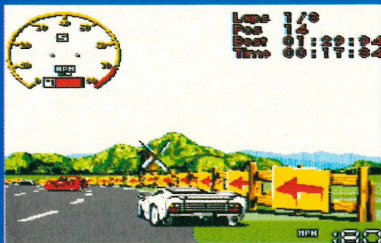


Rather sadly, the Prof here nearly always says "An excellent choice!"

XJ220



Um, Greece? Or possibly Italy. It's so hard to tell. You never know, it could even be China. Er, next



Ah, now this is almost certainly Holland. Windmills, y'see. Dead giveaway, windmills. Go on, test me

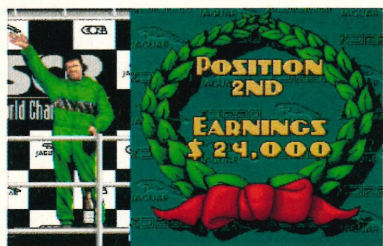


Damn. Well, this is almost definitely a country well-known for its cemeteries. France? Yugoslavia?

different colours. And the weather? Seen it before, guv. Big deal.

CHEVETTE SIMULATION

"But the two-player game? You're not going to tell me that that's not great fun!" Sorry, but I am. The game slows down noticeably in two-player simultaneous mode, to the extent that it feels more like you're driving a Chevette with the handbrake on than £400,000's worth of state-of-the-art supercar. And while jockeying with each other for position is



Oh good, some more money. Now I can buy an airline ticket to somewhere nice and have a holiday

significantly more fun than racing the soulless Mega CD drivers, it's still not nearly as much fun as doing it in *Lotus Turbo Challenge*.

"But, but..." And another thing – the amount of time you have to spend waiting for the game to access the CD is a right royal pain in the butt. If I'd wanted an Amiga, I'd have bloody well gone out and bought one.

HIDDEN QUALITIES?

"But aren't there ANY good points?" Oh, sure. The CD-quality (of course) music is, well, CD quality. It's a CD of some crap elevator muzak, but a CD all the same. And Sega do deserve credit for making use of the Mega CD's save-game facility. When you play the Grand Prix mode, you can save your game to the Mega CD's RAM chips and then reload the game when you next come back to it. You can also save any tracks you might create with the built-in Track Editor (if you've got the patience). But the thing is, the game's so dull that you're extremely unlikely either to play the Grand Prix mode more than twice or bother to spend half a day designing a track to

GET A GRIP!



- ◀ ▶ These, not altogether surprisingly, steer left and right
- B B stands for brake
- C And C, in this case, stands for accelerate

race along when the game's already got 16 perfectly serviceable ones of its own.

What *Jaguar XJ220* needs, I'm afraid, is a complete Gameplay Editor. Other mags may have raved about this, but they'll be eating their words when they see what the Mega CD can *really* do over the next 12 months.

© Andy Dyer



If my memory serves me correctly (which it almost never does), this is the Switzerland track. Snow and icicles aplenty, but not very many thrills



Stop to give the windscreen a wipe



You're not going anywhere until you fix some of that damage. Ho hum



PUBLISHER: Sega

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070



Two people can play via simultaneous split-screen option



Just one level of skill, but it's a reasonably interesting one



You've got limited money to spend on car repairs and world travel



You can save Grand Prix situations and edited tracks



16 World Tour tracks, plus any you design yourself of course

GRAPHICS 6

SOUND 6

GAMEPLAY 5

GAME SIZE 8

ADDICTION 3

"It's got nothing on *Lotus Turbo Challenge*, really, and it's horribly dull and annoying most of the time. The disc accessing pauses are really irritating too"

52 PERCENT

PLANE SAILING

Your MiG-29 comes equipped with some suitably destructive weaponry. Here the AA-7 air-to-air missiles have locked on to a bogey. If you look at the radar (that V-shaped thing at the bottom of the screen), you can see hordes of bogeys (in green) and some ground targets (in yellow).



These MiG-29 thingies use one helluva lot of fuel



You've locked on to one of the enemy's oil rigs. Or is it a Transformer™?

In which Andy Dyer wears a silly leather hat, eats some ropey airline food and shouts "Cabin doors to manual" much to the chagrin of the captain...

MI G-29

MISSION IMPROBABLE

On all of the five missions, the main problem you'll encounter is the squadron of jets intent on downing you. You have a limited amount of chaff to ward off missiles, but the best way of avoiding death is by dropping the engine revs right down and pulling a very tight turn back onto the plane that's shooting at you. You might also try a backslide by aiming straight up and pulling the revs off until you drop backwards.



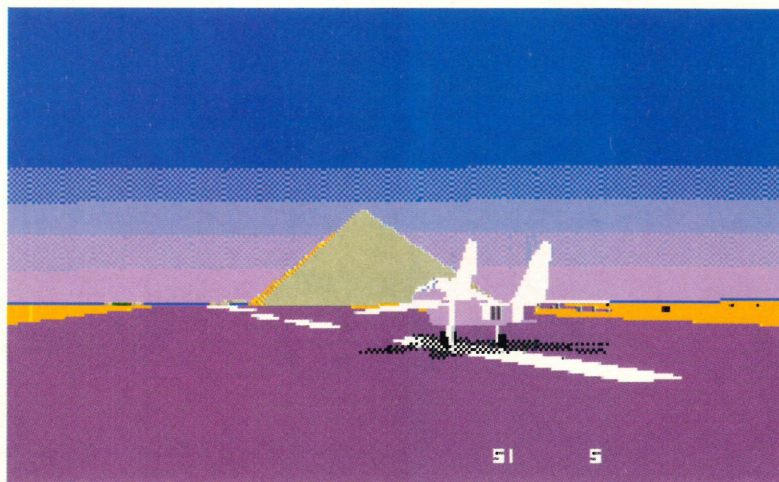
The start of the mission. Put the revs to full and the wheel brakes off



Up in the air, and you're already under extremely heavy fire



The enemy missiles are those red lines on the radar



Here we see a MiG taking off from one of the eight external views available to the pilot. Use them to confuse your little brother when he takes control

Does the old Soviet Union still have armed forces? If so, which of all the splinter nations gets the really good bits? Did all the warlords sit in a dusty old room with a large table and arm wrestle each other for submarines, tanks, satellites and aeroplanes? Who got custody of the potatoes? Who got that set of really phallic-looking mobile missiles on lorries, which they always wheel out during the May Day ceremony? And who, dear reader, gets custody of the best fighter jet in the world – the MiG-29M SuperFulcrum?

Now, let's establish this much from the start. Technologically the Americans produce better planes than the Russians. However, in terms of manoeuvrability, ruggedness and downright sexy Action Man™ testosterone go-faster stripes, the Ruskies win it every time. The MiG-29M is the hottest fighter in the skies; it's the sort of plane which can shoot down ten enemy

jets, bomb five bunkers and get stains out of your rugby kit at really low temperatures all at once – all of which begs the question: is it still sexy now that Domark have got their hands on it and Mega Drived it?

NO NO NO... CHEW FIRST THEN SWALLOW

First things first – this is a combat flight simulator, not a shoot-'em-up. Whereas most programming teams decide that the only way to get you lot to part with some blue folding is to convert aeroplanes into little more than up-down-crash simulators, Domark's boys have more faith in general IQ levels. All of this means that you won't be able to complete the game in one sitting between the end of the ITV Chart Show and the start of Baywatch. Dear me no, you're going to have to practise this one. And that, my old muckers, is great news, because it makes this cartridge good value for money.

The game kicks off with a lovely little animated intro showing a MiG-29 pulling its famous tail slide. Hit the start button and you end up on the mission screen. This shows five missions and one training flight. The safe option here is to plump for the training mission, especially if you're like every other Mega Drive owner on earth and can't be bothered to read the manual.

The training flight is an interactive affair, with a lovely little joypad diagram indicating which button you should press at the appropriate moment. Before you know it, you've shot down four fighters, bombed a runway and landed too. Now that's what I call trial by fire.

Safely cheered by your incredible



Your weapon collection, from top to bottom: cannon, unguided missiles, sidewinders, small sidewinders and two sets of air-to-surface bombs

completion of the training mission, you can have a bash at the first sortie, the delightfully named Red Witch mission. At this point your commander will whizz you through a mission briefing. It's a good idea to pay attention while this is happening or you'll end up bombing the M62 and not a wodge of Scud sights. From there it's onto the weapons choice screen (handy hint: leave the weapons as they are) and then into the plane.

VIEW TO A KILL

Here you get your first glimpse of the rather impressive bank of dials, knobs and LCDs, which comprise your cockpit. What's more, they all work, and you'll need to use most of them at some point during your missions. The most important dial is the radar, a handy device which shows all the enemy jets, helicopters, missiles and Scud sights. It is rarely empty.

Whack up the engine revs, take the wheel brakes off, putter down the runway, pull up the nose a bit, whack the wheels up, level off, choose your waypoint and you're on your way to gasoline alley. It shouldn't be too long (try about ten seconds) before the enemy cotton on to you and try (usually pretty successfully) to knock you out of the sky.

At this point you can fight back or

perish. This is also when you find out that aeroplanes are buggers to fly. You see, they don't just zip round, you have to coax them... at the right speed... and with the right pitch... and with the appropriate amount of height. Get it wrong and you'll hit the ground at a chassis denting speed.

Every now and then your intelligent missiles will lock on to an enemy. This is either a ground target (if you've got your air-to-surface missiles switched on) or an air target (if you've got your air-to-air missiles switched on). If the target square

turns to red, then you've got lock and should dispatch a missile up their bottoms. If the enemy fire back (this happens quite a bit), you should let loose some chaff to divert their missiles or put your foot to the floor and get the hell out of there.

DROP YOUR FLAPS

This is a jolly fun game. For all you techno fans,

it's stuffed full of assorted views (inside, outside, from the tower, from a chase plane etc.), assorted gizmos (five different kinds of missile and your cannon) and lots of impressive dials (the fuel gauge being the most important one). However, if you're a bit new to this flight simulator lark, then you'll also find lots of novice friendly touches such as auto-landing and air-stab (which levels your flight if you're in spin). The plane is very easy to get used to and

you'll soon find yourself unleashing banks of missiles while simultaneously releasing some chaff and picking your next waypoint.

Graphically, the game's great, with a surprising amount of ground detail and some great animation sequences at the start and end of the game. The update of the aircraft, even when there's lots happening, is quick and smooth and I certainly didn't notice any slow down. Big bang fans won't be disappointed either as there are some funky samples included in the game.

So is it *all* good then? Well, no. Not exactly. You see, the missions get a bit hard a bit quickly. Succeed in some of the earlier sorties and try your hand at, say, the Sea-Sprite mission, and you'll die... quickly... a lot. No sooner have you taxied up the runway and taken off than six million sodding F-15s line up behind your exhaust pipe and take it in turns to ping missiles up it. It's just not on. I'd also say that there aren't enough missions. With just five of them you'll be yearning for a bit of variety after a while.

But then you lot like challenges, don't you? If you're a bit tired of the same old waves of ships in *Thunderforce 3* or if your dad fancies his chances at the Mega Drive lark, then check it out. *MiG-29* is one hell of an experience and is good value for money. You may, however, find life getting a bit repetitive after a week or two. Right that's your lot for now. Off you toddle and could you ask the stewardess to bring me some more of those bland peanuts and another four of those little bottles of vodka. There's a love.

© Andy Dyer



Oh dear. Some sod's gone and shot holes in my windscreen



I've got lock, but unfortunately I'm going to hit that large pyramid too



Oh dear yes. Back to training school for you Comrade Minsky



PUBLISHER: Domark

PRICE: £39.99

RELEASE: July '93

CARTRIDGE: 8 Mbit

CONTACT: Domark 081 780 2222

- Only room for the pilot
- The five missions get progressively harder
- Only the one life, just like in real life
- No battery back-up and no password system
- Well, there are the five missions!

GRAPHICS	9
SOUND	7
GAMEPLAY	8
GAME SIZE	7
ADDICTION	8

"Tougher than a wildebeest's jockstrap, but not quite as smelly. Gets a bit dull after a while"



84 PERCENT



"Eric, step up to the ockey please. You require 85 points for the speed boat"

Donning his Nike Airs and slipping a Lycra bodysuit over his adjusted-for-speed body, Andy Dyer looks nervously at the camera, says "Just do it...", does it, then wishes he hadn't

Amazing though it seems (when you consider ghastly sports days, sub-zero cross-country vomiting and sadistic Welsh sports masters) some people get "into" sport. They carry on, work really hard at it, become successful in this country (despite our crappy facilities), win the odd medal in the Olympics and then (realising that they're burnt out) have no job skills, are capable only of commentating on other sports people on Radio 5 and wish that maybe they'd paid more attention in physics classes instead of jumping in sand.

This game, then, is a tribute to those plucky athletes who "do" sports.

THEY THINK IT'S ALL CLOVER

Summer Challenge is a multi-event sports simulator. Eight events are on offer, those being archery, canoeing, equestrian, hurdles, pole vaulting, high jump, javelin and cycling. Quite what the connection between these sports is we don't know, but

it's a bit of a tenuous link to call them all summer events. I mean people canoe, ride horses and cycle in all weathers and I'm pretty certain that hurdlers don't wait until the clocks go forward before pulling out the spikes and heading for the track.

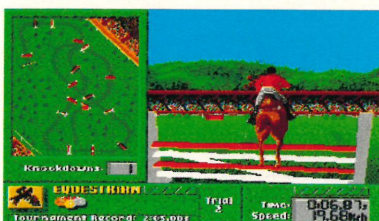
Each of the events can be trained for and they can be played against the computer or in a tournament with some friends. If you choose to play the tournament game, you have to create eight other competitors. This involves deciding whether they're human or console opponents and which country they're from. With all the setting up out of the way, you can sit through the cack opening ceremony or skip it and join the first event.

CAUGHT BEFORE HIS BEHIND

So what are the individual events like? Well, to be brutally honest, they're largely cack. You'd have thought that more could be done with a sports game than merely regressing back to the early Eighties'



"I were right about that saddle though"



Here's Virginia Peng leaping her horse, Dudley Duoflow, over the first

GAME FOR A LAUGH

Those rather fetching tiles floating over the Tokyo landscape enable you to pick an event. Peculiarly enough, the programmers elected to include such dull events as pole vaulting and archery when they could have had indoor bowls, Hammerite fence-post glossing, rubber band wars and (our favourite) Bowyers pork pie tossing.



The origins of the archery event aren't clear, but it appears possible that Ralph Dodderidge, the first ancient druid, invented the sport to stop village elders stealing his rather excellent pot pourri recipe

These days, cycling has more to do with aerodynamic airflow around the riders than it does with strong legs. I mean, it's taken as written that everyone's got jolly strong legs and so the chap with the pointiest hat wins

Unfortunately, the horse riding event lacks the thrills, the excitement, the annoying middle class mothers in Puffa jackets and, above all, the smell of manure of the *Horse of the Year* show from Olympia

Imagine going down in history as the man who invented a move called the Flop. Makes you really feel for poor old Fosbury doesn't it? Why couldn't they have called it the Flash or the Follicle or something nice instead?

The hurdles is actually one of the trickier events. If you're a chap, it involves sticking several socks down into your gusset and getting a saveloy company to sponsor your Lycra shorts. Well, it worked for Mary Peters

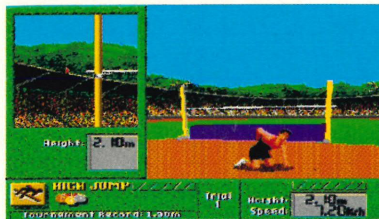
Sports teachers try to make their pupils really scared of the javelin by telling them all sorts of horror stories about unfortunate skewering incidents. What they don't tell you is that they were the ones who get pronged

How can they possibly have a sport with no vowels in it? For that matter how can they possibly have a canoeing event. It's about as interesting as getting a triple word score in Scrabble™

Now I do have a lot of respect for the brave people who take part in the pole vault event. Quite how they manage to sprong their way over that high bar and not rip their knickers is completely beyond me



SUMMER CH



"Bugger me, that hurt. Maureen bring me that Ralghex™ would you"

Hypersports style of gameplay, but no, these are more cartoon-like events than anything approaching realism.

The archery event epitomises the game's cackness. You get to shoot three arrows at four different targets within a set time limit. To fire the arrow you hold down the B button, move the shaky target over the bull's-eye and then let it fly. There's little skill involved in this event, as the target moves erratically all over the place and in the end you give up through boredom. The archery is one of the better events!

Canoeing is moderately fun, except that your brave paddler has all the navigating skills of a Phillipino oil tanker crew. The idea is to get successfully through a series of gates without touching them. You can do this by steering gently left and right or (by pressing the C button) by sticking your oar deep into the water and veering right over. Either way, it's virtually impossible to predict your angle of attack and whether or not you make it through a gate successfully depends entirely on how your Mega Drive's feeling.

The equestrian event suffers from similar timing problems. The event starts off



And it looks like that huge lozenge is going to overtake Barry

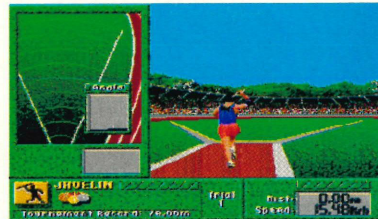
promisingly enough with some great graphics and some nice samples. However, you soon discover that it's virtually impossible to gauge the speed of your horse, and therefore impossible to judge when you should hit the jump button to tackle a fence. As a result, you spend too much time watching your rider fly to the ground either

before or just after a fence. This is exactly the problem with the hurdles – you can't judge when you should make your hurdler jump.

Similar hassles ruin the pole vault, high jump and javelin events. The pole vault's probably the

hardest event in the selection, because you've got to try and work out how long your pole is (ooer, missus) and when you should plant it in the ground. The high jump's a bit easier, but again, once you start picking up your speed you'll spend more time hitting the pre-jump tarmac than the post-jump mattress.

The cycling event is an impossibly dreary affair which is lifted very little by the one-on-one side to the sport. In this particular event all you've got to do is simply hit the A and B buttons as quickly as possible while avoiding the bottom and top of the circuit.



Arnold (in the red) is attempting to inflate his two-man dinghy

QUESTION OF DROSS

The only real challenge you'll face here is in overcoming your boredom long enough to try out all the events. Graphically and sonically it's great – there are plenty of large sprites and some funky animation, but little thought has gone into the long-term gameplay of the whole outing. If you remember all those Activision multi-eventers of days gone by, then you're probably thinking that this might be a laugh if you've got a few mates round after chucking-out time at the pub. If you are thinking this, then stop it, you're wrong. Think about something else instead, like the opposite sex.

Olympic Gold may well have provided many a post-beer hoot, but *Summer Challenge* is too frustrating to be even comically fun. This is a largely sad and lonely game which seems old beyond its years. Learn to whittle animal shapes out of toothpicks instead. You'll thank us for it.

© Andy Dyer



Here come two policeman dressed as drinking straws

GET A GRIP!



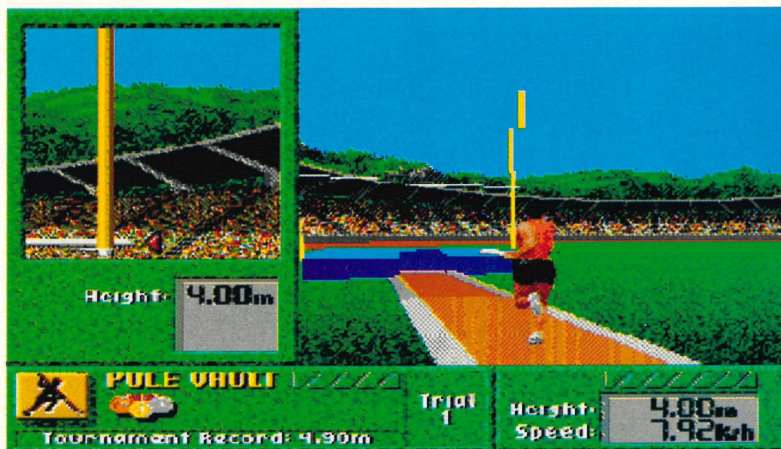
↑ ↓ ← →

A

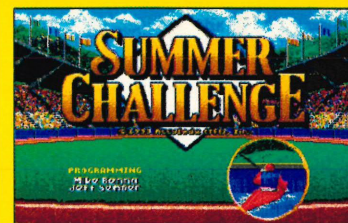
B

C

Moves your chap around the field
The first letter of the alphabet, unless you're Islamic of course
Releases projectiles out into the polluted atmosphere
Gains momentum in keeping with Newton's laws of motion



Then disaster struck. Bernard discovered too late that some fiend had swapped his large pole for an extra-strong spaghetti strand



PUBLISHER: Accolade

PRICE: £34.99

RELEASE: May '93

CARTRIDGE: 8 Mbit

CONTACT: Accolade 081 877 0880



You and between one and eight other players



No skill settings. You just have to get used to the joystick combinations



You get three bashes at each event



The tournament game has a password option



There are eight different events

GRAPHICS 8

SOUND 8

GAMEPLAY 3

GAME SIZE 5

ADDITION 3

"About as much fun as cleaning all that fat off the cooker's grill with a three-haired toothbrush and some spit. Only not as messy"

38
PERCENT

ALLENGE

FLASHBACK

Special Agent Dyer, code named "Git", loses his memory and ends up on, um, er... Oh bugger!



Killing an alien that keeps turning into a blob is tricky to say the least



These jet-packers can take loads of hits and, sadly, dish 'em out too



Another shape-changer, so rolling through the gap won't help at all

Through the years, many aliens' plans for the invasion of earth have come to light. Who could forget the classic attempt by the Daleks who, in a moment of stupidity, decided it would be rather neat to roll around on wheels and subsequently got screwed over by all manner of minor obstacles. What about those foolish blobby aliens in *The War Of The Worlds*? My, how foolish their superiors back on Mars must have felt when all their invasion troops died of a slight sniffle. But never has an alien plot been as cunning, or sinister, as that in *Flashback*. However, cunning and devious it may be, but no-one actually knows what the plan is, except for Conrad B Hart, special agent in the GBI (Galaxial Bureau of Investigation). Sadly, ol' Cozzer's gone and lost his memory, which is, in technical terms, a "major bummer".

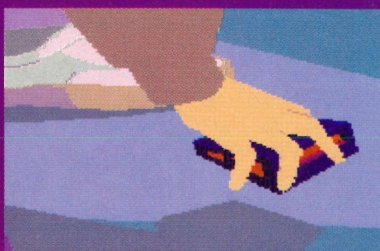
And this is what makes playing *Flashback* such an attractive prospect. The manual you get with the game only gives the merest hint of what lies ahead. For a change, you don't have a clue what's going on in the game, you don't know what you're

BURNING BRIDGES

Actually, it's not so much a burning bridge in this section as a green shimmering one. Here's a walkthrough of one of the more straightforward puzzles in the game, just to show you what poor old goldfish memory has to come up against. This is how to solve it, but you won't necessarily come across these sections in this order, so you'll have to use a bit of detective work to sort it all out.



Even a blind man can see that jumping this gap is impossible



So perhaps, after a short search, the discovery of this "thing" might help

supposed to be doing, you don't know who the enemy is, and you haven't the foggiest how you're going to go about sorting the whole messy business out.

ALL BECOMES CLEAR

And so as you progress through the seven levels of alien worlds and curious unfamiliar buildings, the plot unfolds and your mission becomes more clear.

At the start of the game, Conrad wakes up on an alien planet with nothing more

than the clothes he just slept in, a gun, and a bloody awful headache. His first task is to find his lost holocube, which contains a message from himself which he recorded before he lost his memory (yes I know this is alarmingly similar to the plot of *Total Recall*, but that was such a brilliant concept that this blatant plagiarism can only be regarded as a bonus). It's vital that Conrad finds the holocube because it will provide valuable information throughout the game. So, having located his box of trick, Conrad's next task is, er, well whatever he wants it to be really. Or rather, whatever you want it to be since it's you who is actually controlling the little guy. Basically, all you need to do is explore, leap around a bit, dangle off things, jog, crouch, fire at nothing, roll around, plummet... whatever. There are lots of intricate moves that Conrad can perform, so it's best to spend a

bit of time getting to grips with the control mechanism. It won't take long, and once you're familiar with it, your little agent is a real joy to use.

PERFECT ANIMATION

While moving around can be a little slow, the animation on Conrad himself is perfect, and you soon get used to the fact that you're basically controlling a real person and not some cruddy make-believe sprite which obeys none of the laws of physics that a normal human would. The novelty of watching Conrad's perfect

movements doesn't wear off.

But we'll be needing some gameplay as well won't we? *Flashback* takes the basic framework of *Prince of Persia* (realistic movement but no gameplay), throws in a bit of *Another World*-style action, then crams in a lot more besides.

The novelty of watching Conrad move never wears off



Conrad hotwires a hoverbike, and subsequently crashes it. What a git!

HART TO HART

Use two doors are operated by their opposite switches. So the green wraps around. Travel all the way right, throw the left-hand switch below to open the right-hand door then come all the way back here to climb aboard the lift.



① Watch out for the mines. Hit one and Cozzer does a strange horizontal dance

② "Ouch, oof, I think I just lost me crown jewels"

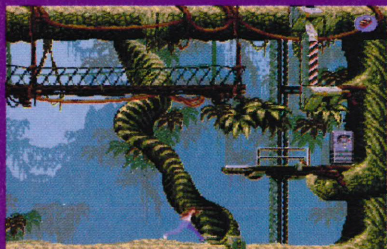
GET A GRIP!



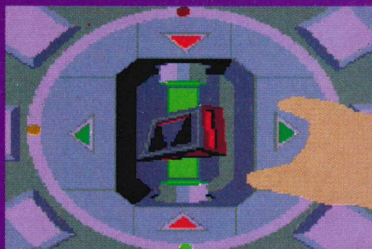
- Controls all your movements
- Action button. Makes Conrad run, jump, pick up, talk and dangle a bit
- Use button. Uses a selected object and "places" objects on the floor
- Draws and puts away your gun while crouching or standing



"Behold, it is I, Conrad The Dim. Look on in awe as I fearlessly leap halfway across this gap, succumb to the laws of gravity, and break my neck"



Ah ha, a strange device. I'll just leap over, climb up, and fiddle with it



Great, my strange object fits the machine and gets charged up



My charged cartridge activates the bridge and I'm able to stroll over



Activate a "save" device and it acts as a restart point



"Hello injured man. My name's... er, um, oh damn!"

PUZZLING IT OUT

First there are the puzzles. When you come across a locked door, what do you do? Well, you don't know. Then elsewhere you activate a strange pod-like thing which seems to do nothing. Later when you return to the door it's open. Ah ha, so these "switches" activate the doors. But what of that huge un-leapable gap with a strange device next to it? Or the series of platforms and lifts that you can't negotiate? Well, it's

all a bit confusing at first, but slowly and surely you'll discover objects, people and accidentally activate things that make it all fall into place. The puzzles range from the simple to the bloody-frustrating-in-a-big-way but all of them are entirely logical.

The levels are also chocka with quality traps, tricks and enemies. On easy level many of the enemies are removed, but on normal level it's a nightmare (in the most entertaining kind of way). In the early

stages, shooting bad guys is fairly easy, but later in the game, they have annoying little abilities such as suddenly becoming, er, transparent and teleporting behind you.

I could wibble on about *Flashback* for pages. Instead, drool over the screenshots and take my word for it that this is one of the most entertaining, expertly designed and beautifully animated platformers ever to appear on the Mega Drive.

© Andy Dyer



PUBLISHER: US Gold

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 12 Mbit

CONTACT: US Gold 021 356 3388



The universe isn't big enough for more than one Conrad B Hart



Three levels of skill: Easy, Normal and "Oh my giddy Aunt!!"



Just one life, but you can take several hits before you die



Passwords for each level and several restart points



Seven big levels, and none of 'em are particularly easy

GRAPHICS 9

SOUND 8

GAMEPLAY 9

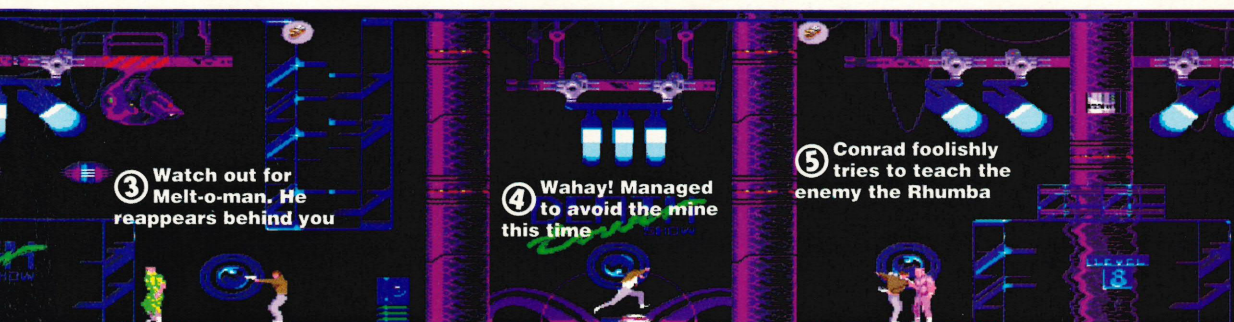
GAME SIZE 9

ADDICTION 8

"Faultless animation, beautifully designed puzzles and a challenge as big as Paul Mellerick"



94 PERCENT



③ Watch out for Melt-o-man. He reappears behind you

④ Wahay! Managed to avoid the mine this time

⑤ Conrad foolishly tries to teach the enemy the Rhumba

GOING TO TOWN

Wandering around the Land of Rune, you'll come across lots of little villages, each one full of houses, shops, people... er... trees, roads, flowers, and all the other things you'd normally expect to find in villages. Feel free to wander around and mingle with the population...



SHINING FO

CROSSING SWORDS

If anything's going to make the casual observer shrink away from *Shining Force* in horror, it's actually going into battle. But, far from being things to scare people off, the battles themselves are actually one of the most impressive features of the game, and they're also incredibly easy to understand.



Here's the Shining Force (who aren't, in fact, a dodgy South American communist guerrilla movement) assembled at Shining Force HQ, ready for battle



Eek! Barely have they stepped through the door than they're surrounded by zombies and giant bats. Everything now happens via this overhead view of the battlefield

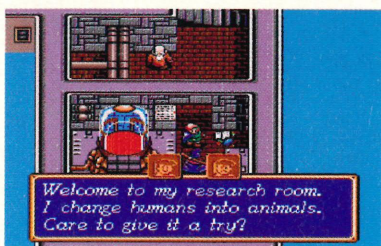


You've got to take each member of your team in turn, moving them and then, if there's a baddy near, attacking. (It looks fiddly, but it's so simple and quick)

GET A GRIP!



- Moves your character around the place, and works the little menus
- Calls up menus, launches attacks and, erm, just "does things"
- Cancels things



Don't do it! He's completely mad! (Well, p'raps just once then, just to see what happens)



Go into a shop and you can buy things. Shops are like that, even in role-playing games



You might as well. It'll open a door that leads into chapter two, which is even better than chapter one



RCE

Arnold Schwarzenegger's latest blockbuster! Virtual Reality! Apache attack helicopters! Marvel's latest time-travelling android comic strip! Neil West has a confession to make...

None of the above appear in this game, but I've got a good excuse. Let's face it, the chances are you'll already have your thumb poised over the corner of the page, ready to flip to the next, and banish *Shining Force* from your mind forever. "A role-playing game?" you're probably thinking. "Do you take me for some kind of weirdo?" At least the mention of Arnold *et al* got you this far.

But listen for a minute.

Where did your Mega Drive come from? No, not Dixons – Japan, right? And so does just about every other console and arcade machine you'll ever play. So who are the people you'd expect to know most about video games? Right – the Japanese. And guess which sort of game, in Japan, consistently outsells every other sort put together? Role-playing games. They're absolutely crazy about these things over there. In fact, on the day that one particularly long-awaited RPG finally hit the streets of Tokyo (er, on another system, as it happens) there were queues of up to 12,000 otherwise perfectly normal citizens outside some computer stores. So, you see, there's got to be something in it.

And, at about half-past four this morning, with the remains of the previous day's breakfast slowly solidifying beside my Mega Drive, I was remembering that fact.

NO MESSING ABOUT

The first thing to point out is that RPGs really aren't at all scary – not when they're this well put together, at least. If the only RPGs you've played before have been things like *Dungeon Master* on the Amiga (a fine game though *Dungeon Master* is), you'd be forgiven for being more or less put off spells and magic potions for life. But with *Shining Force*, the buggering-around-with-complicated-instructions to actual-gameplaying ratio has been cut down to a minimum, and you'll have the whole thing sussed out in about five minutes.

I was soon up and running even without the help of the instructions (Andy claims he "lost them"), partly because of the way it eases you in gently, stage by stage, and partly because of the intuitive way the controls have been designed. Even the battle sequences – normally, along with spells, the most frightening part of any RPG – are really, really easy to do, and let you put cunning strategies into action without

swamping you with tedious statistics.

The next thing I found out was that, rather than simply wandering around beating up monsters and collecting vials and herbs, playing a top-notch RPG (which is what *Shining Force* unquestionably is) is actually more like reading a really good book. And like all good books, *Shining Force* has a plot.

THE STORY SO FAR

The land has been overtaken by evil, and (for some inadequately explained reason – "lost" instructions, you remember) you've been chosen to liberate the Land of Rune from all the baddies that are swarming all over it. As you wander around, you'll be able to talk to the inhabitants of the towns you pass through, glean helpful information and possibly finding that some want to join your gang. Although you're following a strictly predetermined course the whole time, you always feel you're in

control. And there are plenty of hilarious (OK, quite funny) diversions along the way – the theatre, for example, or the bit where, if you volunteer to take part in an experiment, you get turned into a chicken.

Shining Force scores for accessibility, for clever design and for being great fun to play. It also comes up trumps for graphics and sound. The graphics are simple and clear where they need to be – when you're wandering around villages, for example – and stylish and Japanese when there's room to be a bit more adventurous. Battles look particularly attractive. And, although the music can get annoying at times, it's generally very well done, with some good tunes. The whole thing's got flair and polish.

I love *Shining Force*. It's undoubtedly the best game I've played in ages, and I urge you to buy it immediately. And what I'm not going to do is qualify that with an "if you like this sort of thing". Everyone can enjoy a game like this – it's just so fab. It also surely provides just about the ultimate in value for money – there must be weeks of playing time in here. (After a whole weekend on it I've only just got to chapter three.)

Right, now I think I might go and look up a *Phantasy Star* game again, or perhaps even venture back to *Shining in the Darkness* – this game's predecessor. Onwards to Rune! Let the Power of Light prevail! (Oh dear – the rest of the MEGA team)

© Neil West

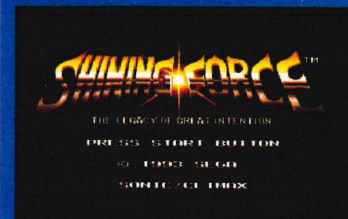
You can put strategies into action without being swamped by statistics



When two characters clash in battle you get this terrific view of the action. It really is impressive, and it certainly makes risking life and limb worthwhile



An audience with the king provides the flimsy reasoning behind your selection as Saviour of the World



PUBLISHER: Sega

PRICE: £49.99

RELEASE: July '93

CARTRIDGE: 12 Mbit

CONTACT: Sega 071 373 3000



One player only, but you'll want it all to yourself anyway



One skill level, though it starts off easy and gets harder



Lives and continues don't really come into it



Battery back-up stores up to three positions



There are oodles of chapters – it's massive

GRAPHICS 8

SOUND 8

GAMEPLAY 9

GAME SIZE 9

ADDITION 9

"Huge, gorgeous-looking and absorbing. I'll never scoff at an RPG again"



92
PERCENT

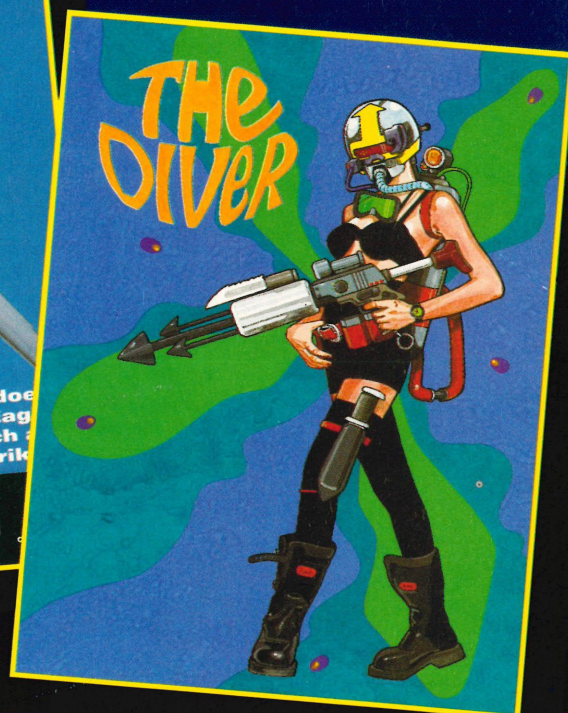
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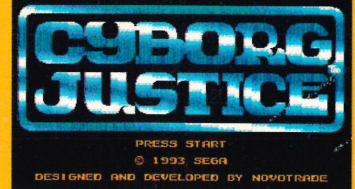
Massive double-sided poster. On one side, **ACTION** - *Super Strike Eagle*. On the other, **SEX** - the GamesMaster diver. You won't need any other magazines. Ever again.





Cruise off to the next stage in your very own customised hover buggy

CYBORG JUSTICE



PUBLISHER: Sega

PRICE: £34.99

RELEASE: Out now

CARTRIDGE: 4 MBit

CONTACT: 071 373 3000

If you fancy ripping the system outta some Cyborg and then sticking the best bits onto your own body, you'll love this strange beat-'em-up. Paul Mellerick does...

When you've been doing this job for as long as I have (who said "old hack"?), you don't get shocked very often.

Occasionally, however, a game comes along that while being rather obscure is also rather fab. A few months ago we had *Ecco*, and now (from the same people, strangely enough) we've got *Cyborg Justice*. So what's so good about it? And why's it obscure?

SEVERING CYBORGS

Well, we've all played beat-'em-ups like *Final Fight* and *Streets of Rage 2*, in which you can pick up various objects to help you on your quest, but how about taking that one stage further?

Imagine being able to beat up someone, rip their arm off and use it in place of your own. Weird? Yes. But transfer that ability to non-feeling, powerful Cyborgs (cue *Cyborg Justice*)

and you take out the gross factor and add an amazing power-up strategy element.

But what about the actual game? Well as always, there's a storyline, but it's not about to change the world. All you really need to know is that you are a Cyborg (and for those who don't know what a Cyborg is, it's a half-man and half-machine type thing) who has been shot down on a very unfriendly planet. You don't fancy life on this



Pick up a special weapon and your opponents don't have a hope

god-forsaken planet so decide to get off.

Easier said than done though. This planet (under the control of whoever is in charge) is populated by equally tough

Cyborgs and they're not going to let you go easily. Each level is split into three sections, and each section is just one big left-to-right scrolling landscape. In typical beat-'em-up fashion, you walk

along until an opponent comes into view. The screen then stops scrolling and you can't move on until you fight him. Then, if you can get there, you've got to fight the obligatory end-of-level boss.



At the end of each level you score points for your performance

You may be thinking that this all sounds very formulaic, and you'd be right, but this is a very well-programmed game and it's hard to find fault with it. It is, however, a very difficult game to judge. On the one hand it's very good fun to play and has a novel twist to the genre, but on the other it's very repetitive and average in the graphic and sound departments.

TRY BEFORE YOU BUY

For these reasons I'm now going to sit on the fence and suggest that you should definitely try *Cyborg Justice* before you run out and buy it. If you're a beat-'em-up fan, you may find the novel strategy element the best thing since sliced bread. However, if you're more of an all-rounder when it comes to games, you may prefer to get your kicks elsewhere.

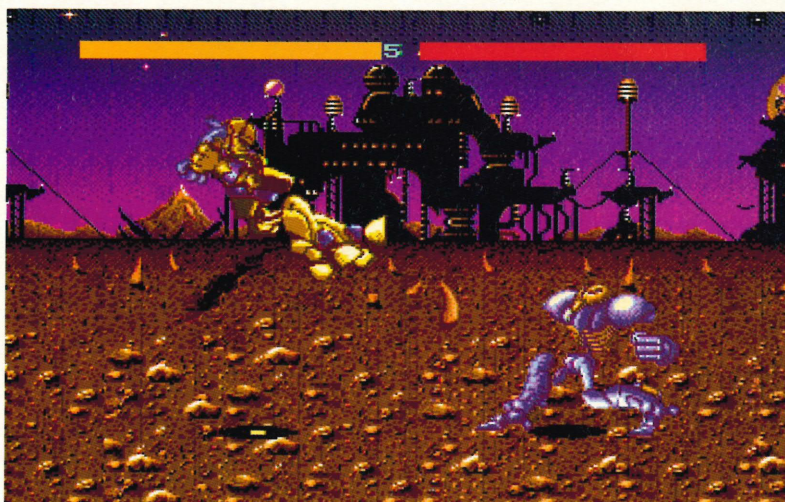
© Paul Mellerick

Beat up a Cyborg, rip its arms off and stick them onto your own body

GET A GRIP!



- Moves your Cyborg around the screen
- Your special weapon or extra attack button. Hold it down and see
- Your main punch and kick button. You'll use this a lot
- Your jump button. A double press will send you high in the sky



You (the yellow one) are launching yourself for a flying drop-kick, but the other guy looks ready for you. This could have a nasty outcome



You can go it alone or with or against your mate



Five skill levels, each one with a varying amount of levels, endings and baddies



You can choose the number of lives from the options screen



Nothing, no battery or password



Er, well, I don't really know, but there are lots and more for the harder stages

GRAPHICS 7

SOUND 6

GAMEPLAY 8

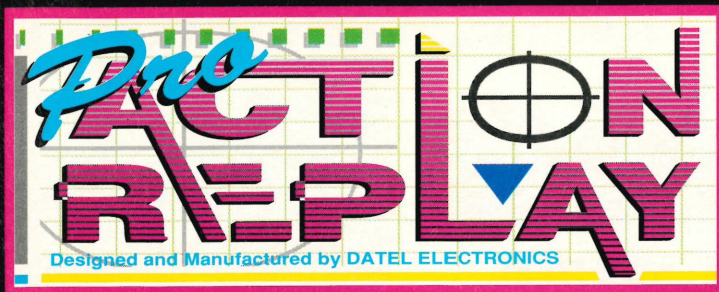
GAME SIZE 7

ADDICTION 7

"A game you'll either love or loathe, but do take a look at it"



79 PERCENT



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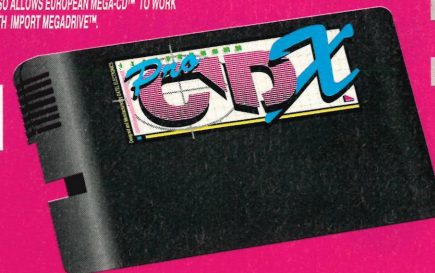
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GET A GRIP!



- Moves you around the screen
- Fires a paper to the left
- Delivers a paper to the right
- Pulls a wheelie



"Oh look Vera, there's that mad papergirl again. Pass me the shot gun"

Fun? Playable? Innovative? Neil West can think of a few other words to describe this sequel...

sequels have you heard of and where and what is arcadeland?

NON-SEXIST GAMEPLAY

The principle differences between *Paperboy 2* and the original are that you can control either a paperboy or a papergirl, you can have two players at once, the bike can now jump, and there's a large number two on the front of the box. Apart from that, nothing much has changed here since *Paperboy* first avoided a lawnmower.

Similarly, there are no differences between the paperboy and the papergirl, except that one is starting to experience peculiar feelings towards girls and enjoys watching Baywatch a lot and the other has a pony tail and is in love with Take That and Luke Perry. Both sexes have the same paper-throwing range, style of bike and ability to appear distorted when riding up the street.

The idea of the game is simply to deliver newspapers. You have a number of subscribers who you have to deliver to and you can also lob newspapers onto non-

subscribers to get them to sign on. There are also lots of different obstacles intent on ruining your centre of gravity and some of these can be stopped with a well-aimed Sunday Times. And that's about it.

LUMPS OF LARD

I suppose that back in the early 1980s, when *Paperboy* first came out, this game might have seemed like fun, but it's certainly showing its age now. What's most surprising about this sequel is that aside from the odd graphical change and new hazard, naff all is different. The way you move, the difficulty of dealing with that odd side-on perspective and the basic premise of the game are exactly as they were the first time round; it's almost as if the only thing that's changed is the sprite data for the houses.

We at MEGA are very cynical about the release of this game. It is decidedly average and, worse still, it's far too similar to the original *Paperboy* to be considered anything more than an average two-wheeled shoot-'em-up.

© Neil West



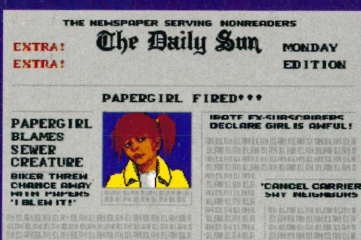
"There there missy. Just let me finish roasting this pig on my front lawn and I'll come and help you"

PAPERBOY 2

READ ALL ABOUT IT...



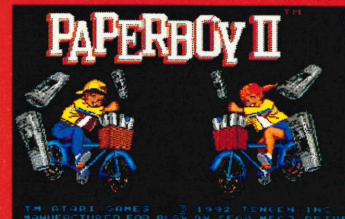
That's right girls, you can actually control a papergirl if you want to. Makes you feel all warm inside



Make sure that you don't wear a vile yellow jacket though, or you'll get the sack



Out in the park, paperboy gets ambushed by four huge onion rings. He is (to say the least) surprised



PUBLISHER: Domark

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 4 Mbit

CONTACT: Domark 081 780 2222



One- or two-player simultaneous action



Three skill levels



Just three lives, and not even a puncture kit



No password system or battery back-up



Three courses to ride, each with seven days, making 21 levels

GRAPHICS 4

SOUND 5

GAMEPLAY 4

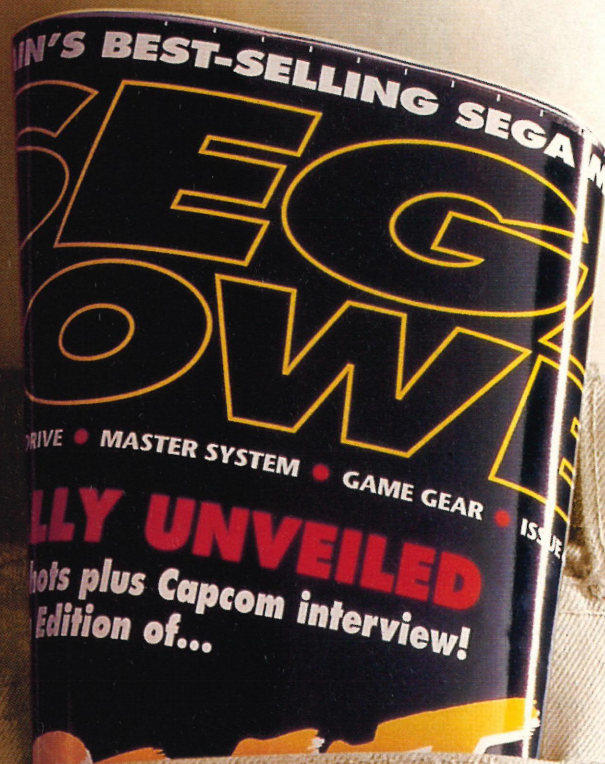
GAME SIZE 5

ADDITION 3

"Rather bland, very unoriginal and not terribly fun push-bike game"



32 PERCENT



**SHE'S
GOTTA
HAVE
IT....**

**SEGA
POWER**

**ON SALE THE FIRST
THURSDAY EVERY MONTH**



It's another average Mega CD title, so average in fact that Neil West wonders why Sega didn't just bung it on a cart and be done with it

WOLFCHILD

Hmm. Let's do some maths, shall we? (No, trust me, it'll be fun. Well, sort of.) Mega Drive cartridges cost, apparently, around £10 to manufacture, helping to explain the high price of games. CDs, however, are something closer to a quid (helping to explain why the latest Michael Jackson album doesn't cost £40).

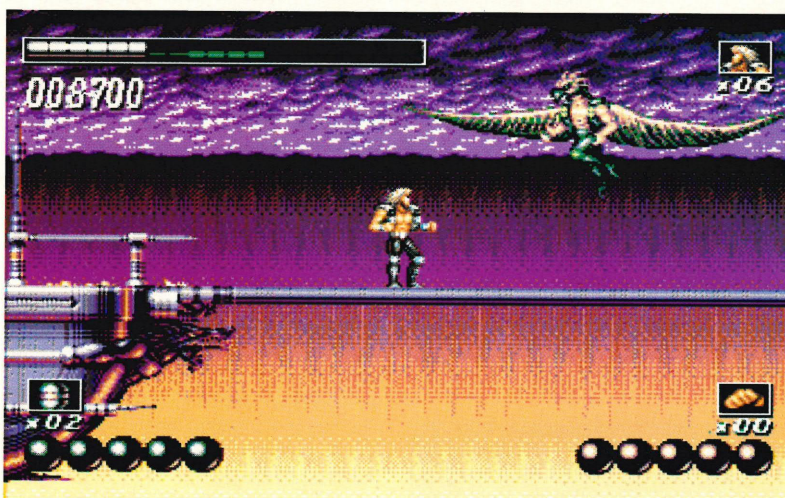
CASHING IN

When people first heard about the Mega CD and suggested that these lower costs might reduce the price of software a bit, Sega and the software firms were quick to pooh-pooh the idea. They claimed that with so many hundreds of megabytes of storage space to fill with game (odd how they suddenly stopped referring to the megabit at that time, wasn't it?) increased development costs would keep prices (coincidentally) around the same level.

Where, then, does something like *Wolfchild* figure in the equation? To all intents and purposes, this is a game ported directly over from the Amiga (yeah, yeah, enhanced sound, a few more levels, blah blah blah), so development time must have amounted to, ooh, a good three or four weeks at least. On the Amiga, where nearly all of the involved and costly development work was done in the first place, *Wolfchild* cost £25. Now it's £40. Punters, someone, somewhere, is driving a Lamborghini Diablo at high speed down a private track, and you're paying for the petrol!

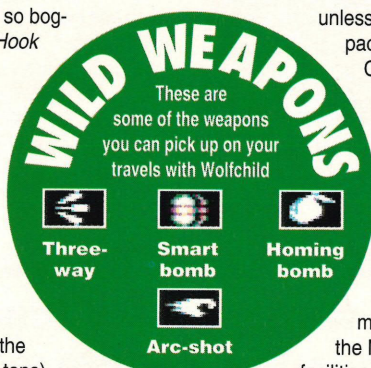
FORTY QUID'S WORTH?

Anyway, let's get on with the game review. Or, on second thoughts, let's not bother.



Well, yes, it's the end-of-level one boss. He's a kind of birdman thing. Next!

This is a platform game so bog-standard that it makes *Hook* look like a picture of inspiration. *Wolfchild* got mixed reviews when it appeared on the Amiga in the first place, and that was a year and a half ago. It's got nine levels (Wow! Nine! Gobble up that storage space!) of which the first few are titchy (you'll go through the first one in two minutes, tops), graphics which look, well, like a year-and-a-half-old Amiga game, (and not a particularly good-looking one at that), the usual sound (save for a nice howl when your character changes into a wolf – the game is essentially *Hook* meets *Altered Beast*) and gameplay so hackneyed you could probably flag it down and get it to drive you around London for money. Still, can't really see where the £40's going,

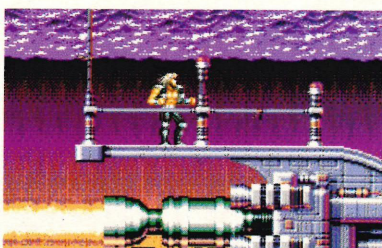


unless it's on the ludicrous packaging – a huge triple-CD case with one CD and an instruction manual in it. Rainforests? Ozone layer? Who needs 'em, eh?

DON'T BE FOOLED

We've complained before about games not making the fullest use of the Mega CD's advanced facilities, but this is really getting beyond a joke. Were *Wolfchild* to come out on cart (and I can't for the life of me see a single reason why it couldn't), it'd get a lukewarm reception and a swift trip to the back of the software cupboard. On £40's worth (yeah, right) of CD, and £270's worth of hardware, it's little short of two fingers flicked up at the game-buying public (that's you and me, folks). Come off it, Sega.

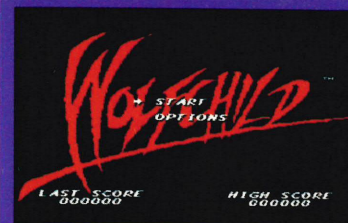
© Neil West



The very start. If you see this in action and think it's all a bit like *Strider*, well, you're absolutely right



The second part of level two ventures deep underground. Well, not deep, but underground anyway



PUBLISHER: Sega

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070



Just one player, otherwise it'd be called *Wolfchildren*, wouldn't it?



Easy, Medium or Hard. Bad guys take more hits, basically



Three to six lives, selectable from the options screen



Nope. Not a bean on the back-up front



Nine stages. They get bigger further on, but not THAT big

GRAPHICS 4

SOUND 6

GAMEPLAY 4

GAME SIZE 5

ADDITION 4

"Really dull platformer - I can't imagine what the Mega CD's doing with most of its time when it's running this. Don't bother"



32 PERCENT

GET A GRIP!



- Moves your character left and, not surprisingly, right
- Makes your character duck
- Pressing the A button allows you to throw smart bombs
- Pressing B lets you fire or punch
- And by pressing C you can jump

THE PERFECT GAME?

So what is a successful video game then? Bob Jacob, formerly of Cinemaware, reckons that the aim of the game, so to speak, is to create an illusion and a total suspension of reality for the player. He also feels that there needs to be some form of time pressure, be it an obvious countdown to destruction or something to make the playability tougher if you hang around too long. There needs to be dramatic conflict in the storyline, and personalised adversaries. There needs to be some form of emotional commitment from the player, ie, a believable hero. And, last but not least, a user-friendly interface is essential. In other words, once you've decided what you want your game character to do, it should be dead easy and instinctive making him actually do it, offering scope for players to develop and show off their skills. It's a bit like learning to drive a car: once you get the hang of it, you can try all sorts of new tricks.

There are some elements to consider which cannot be accurately defined. For example, where does the player reappear after death? A specific restart point? The point of death or a nearby safe spot? The beginning of the level? (Boo.) Does the character have an energy bar? Or does one hit kill him? Also, it's worth bearing in mind that players seem to find it more comfortable to make physical progress to the right or upwards. Moving down or to the left just doesn't seem as appealing. It's also more fun for the player to dictate the speed of the scrolling, but you could have a stage or two where the scrolling forces the player.

There. That's cleared up the "oh, now –

hang on. I just know I forgot something last month" niggles. Let's start this month's feature proper...

SOUND AND MUSIC

Don't you find yourself getting a little bored with the standard formula of title tune, in-play soundtrack, Game Over music and some sound effects for good measure? Isn't it stupid that there should be an option to

turn off the tune during play and you use it because the music's so inept in every possible sense of the word?

A useful alternative is to use the Leitmotiv approach, as employed in ye oldski Russian playskis but, more importantly, as used in *Prince Of Persia*. Jingles or short tunes are associated with

characters and events, just like Play School or a decent cartoon for that matter. Here comes Big Ted – bom-de-bom-de-bom. And here comes Little Ted – diddy-dee dee-dee. Get the idea?

The music should reflect the pace of play. It needs a sense of style. If the action



Prince of Persia has the right idea – small plays of music themed to each character when they appear

is slow-paced, dark and sombre, we don't want to hear happy circus music to jolly along the gore. Every action – be it jumping, skidding, bumping, thumping, collecting bonus points – should have an associated noise or jingle. But go easy on the number of different noises. You won't have cartridge room for squillions of them.

PLAYABILITY

It's difficult to gauge a game's playability without the product running in front of you. Don't put all your eggs in one basket. Always introduce something new – some new way of using the character's skills. Start with the simple ideas and then build on them. Pace the product. Don't make it impossibly hard to play from the outset. The difficulty curve (the rate at which the game gets tougher) must be smooth – well, smoothish. It's not a bad idea to throw a spanner in the works and make the occasional level a little bit harder than it logically would be. You could have it so that, say, every fourth of fifth level is harder, and tie in rewards with this. Level 13 could be a pig, or level four (four's an unlucky number for the Japanese).

Traditionally, arcade coin-ops make level three impossibly tough. It's figured that by the time you reach level three you're sufficiently hooked on the game to keep those 20 pence pieces flowing in. Making level three impossibly tough means that the flow is a quick one.

On a home console game though, you don't want the difficulty to increase too soon. You need a peak then a rest, and the peaks get higher. With *Space Invaders* you start confident and that increases as the number of invaders on screen decreases. The invaders getting faster provides a blip of tension, then there's the relief of completing the wave. But before you know it, there's a new sheet to clear. And so on. Note that muscular and mental tension

builds up during periods of concentration, so we do need to incorporate a sense of relief at opportune moments otherwise the player will become unnecessarily uptight.

Don't place the player under immediate pressure. We want to warm the player to your work of art, not drop him in the deep end. Attempt to nudge the player into learning the tricks essential to survival, progression or earning bonuses. Use situations to highlight certain characteristics – "Oh look: when I jumped to avoid that creature or block I hit that other block and it gave me a bonus". Or force them to be utilised in preparation for later use.

Never provide impossible situations. Warnings and exits must always be given. And avoid using pick-ups which are instantly deadly or do things like reverse the control.

Some people have gone too far by making the enemy predictable, and either the player has to be in exactly the right place at the right time, with a big powerful weapon or they die. Bor-ing. Wave after wave of obvious attack patterns can prove dreary. Look at *Xenon Po: Megabore*.

In general, look for something which will give the player a good environment to interact with. The playability and complexity will come from what the player does with the environment rather than the way adversaries move as such. The situation is a combination of events that happen.

OPTIONS AND CHEAT MODES

They smell, basically. Look, if your concept is well-considered and fine-tuned, you don't need difficulty settings. The only difficulty is in resisting the temptation to play at any level other than Easy. Your concept should be simple enough so that anyone can play it, but so well-tuned that the player can develop the basic skills and make progress.

And why should the music and sound effects be turned off? They should be an

This final instalment concerns all those little odds and sods that didn't fit in anywhere else but are still worth considering. No, really. Gary Penn also discusses (briefly) how to assemble and present your design. Onwards...

Building the P

SELLING YOUR GAME IDEA TO A PUBLISHER

Chris Sorrell, author of the James Pond series, offers his advice for getting things sorted

"The key to impressing a publisher is originality, rather than using a standard idea with a few bells and whistles. It's got to be a straightforward idea which will create an image of a game that is original and playable. I've never actually been in the position of presenting an idea to a publisher, but I know that most people like to see as many graphic mock-ups as possible. It does come down to ideas though, so write a design document that can convey your ideas in an easy-to-read way...

"Structure the design so that maybe it starts

PRESENTING AND POLISHING

A lot of games get by on seemingly all polish and no gameplay. It's an unfortunate fact that most games are bought neither as a result of magazine reviews (when you look at the total number of magazines sold to the total number of console owners out there, it's a small percentage) or even after playing the game in a shop (congrats to Comet and all the other shops that promote "try before you buy"). No, most games are just bought because the game "sounds good" or (more importantly) the screenshots on the box look impressive.

So make the most of it (Oooh – you cynic. Just wait for the review, pal – MEGA). If you can tart the game up with decent special effects and a decent front-end intro sequence, then you're half-way to a sale. We've also included in this box a little bit about in-game information, mainly because it wouldn't really fit anywhere else and this box needed filling up. Ahem.



Buster Bunny trips over when dashing for the power-up

INFORMATION

What details does the player need to know during play? A radar or map permanently on screen may only be of use when the action is frozen. If the pace of play is anything other than catatonic, the player will be concentrating on the action and won't have time to look at status panels galore.

Lives and score are a must. Where will you position the information? Imagine yourself playing – is it easier to glance up than down while dobbering dozens of deranged dastards and picking up potent power-ups?

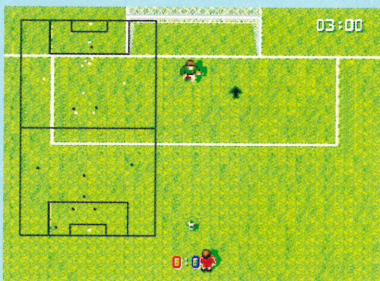


Sexy title sequences: are they a waste of your budget or a must?

SPECIAL EFFECTS

They aren't often used in entertainment software but they should be, for a few simple effects can add a touch of class. Cartoons are an invaluable source of ideas here. Puffs of smoke and twinkling stars have many uses: explosions, skids, hits etc. Create a special effect store full of simple, effective ideas which can be reused.

You could even include a separate effects window (such as in *Super Real Basketball*), which just shows graphical sequences when necessary.



Super Kick Off has a map of the pitch, which can be tailored to size

TITLE SEQUENCE

The Top Publisher Presents... YOUR CONCEPT! This will be one of the last things on your mind. But it would be nice to have a title and a logo and maybe some film-like credits fading in and out. You could have a scene-setting animation of some sort, but that can prove a waste of budget resources – unless, of course, you reuse some of the characters from the concept itself in an imaginative way.

Some of the best intro sequences are to be found on the worst games. Spooky coincidence or not?

THE PERFECT GAME?

integral part of the concept. Why are these options used? Because the publishers are under the impression that the players want them? (Unfortunately, Sega pretty much insist that such options are implemented.) Then again, perhaps it's not surprising if the music and sound effects are so rubbish that you'd sooner scrape your teeth down a blackboard than listen to them...

Cheat modes are poo, too. Well, certainly the ones that give you invincibility or infinite lives or a level-selection facility. Again, if your concept is well crafted, it shouldn't need those sort of cheat modes. It's sad if a concept's so bad that the only way you can possibly derive satisfaction from it is to cheat. To be fair to the software houses, they usually make sure that the cheat isn't obvious and only "leak" it after the game's been available for a few months. This way they figure that each player will have got as far as they're ever going to get and would appreciate a helping hand.

Ideally, we shouldn't need many options, because our design is so tight that experienced players can romp through using short cuts out of the reach of novices.

GIMMICKS?

Lately there's been a lot of talk about so-called artificial intelligence used to adjust the playability to suit the player's ability (Sega call it Dynamic Play Adjustment). This is cobblers – pretentious cobblers at that. Whatever the player does, however well or badly, the level of difficulty stays the same. Don't believe the hype.

Actually, a similar process has been in effect in arcade machines for donkey's years. Adjusting the playability, that is. The reasons are quite different though. The manufacturers of such machines make them to rake in the dosh, so it's understandable that while they want you to play, they can't have the playability such that it's easy to perform so well that no-one else can get on the machine and part with their cash. Take *Super Off-Road* – the arcade original has it so that the computer-controlled grey truck (originally Ivan "Ironman" Stewart) gets meaner a lot faster if any human players start winning by a massive margin.



Super Off-Road – no playability but loads of Dynamic Play Adjustment


And Blast Processing Mode? Bloody Playability's Missing more like. All it really means is that the Mega Drive's processor welly is concentrated to perform fewer tasks than usual. Like playability.

SELLING YOUR GAME TO THE PUBLIC

There's no point hiding your light under a bushel – make it active to be attractive. A demonstration of your concept in action could be displayed periodically – a demo mode. Many arcade products use this device to attract players to the machine. And you need this to help the software sell itself when it's shown in the shops and no-one can play it. We want to get the observers so hot that they will be gagging to get to grips with your gorgeous design. We need something to show off the character's abilities and some of the spacious special features found in our concept.

THE END

Your concept may run and run with no objective other than survival. Or it may come to a logical conclusion, in which case you need a decent reward. If there's not enough budget remaining for a spectacular end sequence, reuse scenery and characters but in a new, imaginative way.

And that's it. This short series of features has provided you with the bare bones of software design. If you fancy having a bash at designing a game and sending it to a software publisher, be warned that the chances of them accepting are minimal – but it is possible. Hope you've enjoyed this series. Ta-ra! 

PERFECT

game

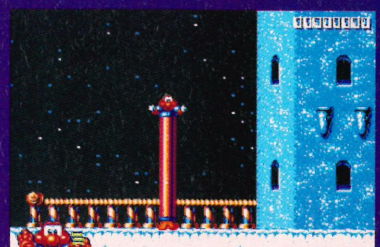
PART FOUR

with a bit of storyline as well as an idea of what the character you're controlling does and what it's got to do and what it will achieve, mentioning hazards along the way. Then break it down into exactly what the character can do, its abilities, and what the enemies will be and do, what's to stop the character from getting through, the types of level... breaking down everything into computer game design terms rather than a story. Explain what the screen format will be and how the screen will scroll. You could maybe do a



The original James – swimming

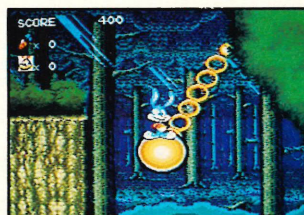
simple flowchart, but to do that with the logic of game wouldn't be feasible – so many things crop up when you're doing a game. A large proportion develops as you go along, you think, 'It'd be good if I changed that slightly and it did that instead'. The stretching business in *Robocod* wasn't planned, but it occurred to me halfway through development that it'd be a good idea. Good ideas are like that – you can't have them when you most want them, they just pop into your head unexpectedly."



Robocod – James's unique stretch

NEW

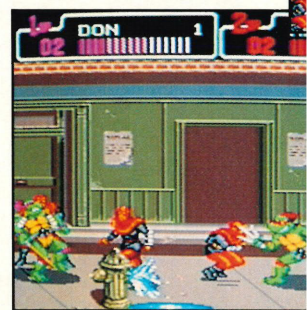
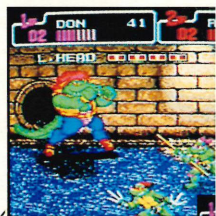
MEGA



Join Baster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold.



Baster's Hidden Treasure



TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again?

preserve the rights of citizens freedom, d
and on-time pizza delivery!

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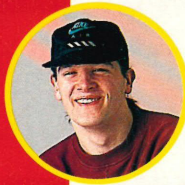
Available soon!

It's Spaghetti -Western action
all the way, in this wacky Wild
West shoot 'em up.



On foot or on horseback, you'll have to be
quick on the draw, as you challenge
angry Indians, cattle rustlers and the
meanest, smartest outlaws.





He's back, he's mad, and this time he's better than ever before. Yes, it's another amazing tips extravaganza with the Tipsmaster himself... Paul Mellerick. Nice guy don't you think?

TIPS DIRECTORY

Batman: Revenge of the Joker	79
Bio-Hazard Battle	67
Black Hole Assault	69
Chiki Chiki Boys	68
Chuck Rock CD	66
Crüe Ball	69
Ecco The Dolphin	69
European Club Soccer	68 and 69
F22-Interceptor	69
Gods	68
Humans	66
Indiana Jones	77
Joe Montana 2: Sports Talk Football	66
LHX Attack Chopper	67
Kriss Kross: Make Your Own Video	68
Mega-Lo-Mania	69
Muhammad Ali's Boxing	69
NHLPA Hockey	69
Outlander	67
PowerMonger	67 and 69
RBI Baseball 4	67
Road Blaster FX	66
Road Rash 2	67
Rolling Thunder 2	69
Rolo to the Rescue	67, 68 and 69
Sewer Shark	68
Steel Talons	67
Speedball 2	69
Starflight	74
Super Monaco GP 2	74
Teenage Mutant Ninja Turtles	68 and 69
Terminator 2	69
Thunderforce 4	74
Xenon 2	66

TIPS LIST STARTS ON PAGE 70

Joe Montana 2: Sports Talk Football

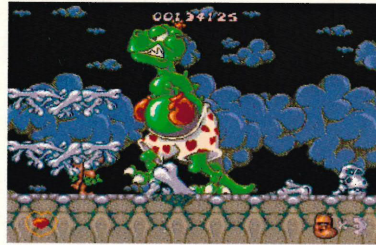


Oooh, naughty naughty Sega, sticking a secret password like that into a game. Funny huh?

Hey, it's comedy password time. If you go to the league password entry and enter your password as JOHN MADDEN, you'll be transported to week 13 of the season as Indianapolis. You need to beat all your opponents to even stand a chance of getting into the play-offs, so you'd better be good if you want to win.

Gareth Price, Exmouth

Chuck Rock CD



This ugly little monster is the last guardian in the game. Hoorah!

The CD version of the game features more levels and new creatures to fight, so each level now has a password. If you're having trouble getting past a certain level, you may find these codes very useful.

Level 2: GJFKFN

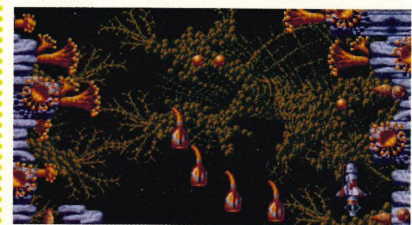
Level 3: PDPKKN

Level 4: JWNTXF

Level 5: TSFNVP

Xenon 2

This one is a bit complicated and you'll need to pay attention to make it work properly. When you enter a shop, go to the exit sign on the selling bit and hold button C. Now press button A until the buying bit comes up. It should say "more" in the bottom right box, and if you press A on it, you can buy extra lives and stuff.



Ooh, look at all those gooey, sickly nasty alien things. SHOOT!

HUMANS

Did you get anywhere with last month's codes? Well, just to satisfy your every desire, here are the codes for the other 40 levels. Don't ask me how to do the last level though, because I haven't quite figured it out yet myself.

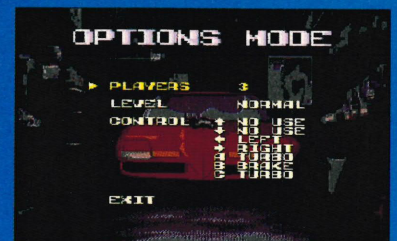
41 - HQVQNQVMVGPO	55 - QDDGVHPGFWLS	69 - ZWKQZQRGLPPN
42 - FCTRRYFMZMVK	56 - NGJFTCRVQXKZ	70 - VWPKNRSXXYTY
43 - BYNNYHYTGDTG	57 - KNCFFXXKRMHGV	71 - NCHMNXXGHZGLS
44 - BDMBGXDYLKHG	58 - TSDRLSHXZMJD	72 - TWJZBHKTMHCP
45 - TNLQVNQPBZQ	59 - WZWZWSHCJMH	73 - TQVCXVNFZZN
46 - PZCFTHKXBVM	60 - YNTBXYJYNWLK	74 - QLMVQJNJMZLQ
47 - DFGFGFWRRCXW	61 - FQXXPTYLQJZM	75 - VKPKLSLLYTFC
48 - VNWLGXTRQNC	62 - TZYNBQSRFZW	76 - DWJPHYKDGPHY
49 - ZWNSXGFFYNMHS	63 - BSHJMJTMFCFS	77 - RKLDFKFSJBSJV
50 - PDJTKPCTYXDK	64 - LTLJQVMRYZLM	78 - TYZNGBCBWPJV
51 - HHJYFSXNNPFG	65 - NCHQVFQXQFQZH	79 - BCDDSNZQZYPC
52 - BPHGLQXJHWJY	66 - MFGLYVGRQVZP	80 - XPMNWJKFNQZC
53 - BWLPPKNGVFQD	67 - QTSDFMBYTMJJ	
54 - WHYNDZMTYNQT	68 - CLYBHVQNGBYN	



Road Blaster FX

On the title screen press Start to move to the Game Start or Options Mode bit and then press Up on the pad to move to Options Mode. Press Start to enter the mode and then place the cursor on "Players". Now look at the screenshots and choose your cheat.

For a Stage Clear enter the pause trick (far right) and then re-enter the options mode and then press button A four times, button B once and button C once as well. In the middle of the game press Pause and press C to finish the stage.



Here's where you need to be to access all these lovely little cheats. Now follow those instructions...

JUMP AROUND

Q Thanks for the brilliant tips on *Rolo to the Rescue* and the cheat you printed in issue seven. However, even using all these tips I still can't get past a level in the Desert stage. Going by your complete guide (nice one, by the way) it's level seven. I can't work out how to get back after jumping across to hit the ringmaster to get the key. I'm really desperate to finish the game properly, so if you can help me out I'd be really grateful.

Kris Price, Harborne, Birmingham

A Yes, this is a bit of a pain in the rear, and the secret here is to jump blind and get the timing right between the jumps. As you already know from jumping to the ringmaster, don't stand on the slippery platforms, just use them to land on and then jump straight off again. Remember that the third swinging platform swings higher than the other two and you should be able to do it.



This is the easy bit. Collect the key and prepare yourself for the really difficult bits



Using amazing timing and a bit of natural talent, you should be able to finish the level

PowerMonger

After printing all those codes last month for various stages of the game, isn't it nice to see a small code that enables you to have conquered all the worlds? And here it is:

2MNOA2WSD

A D Painter, Hartlepool

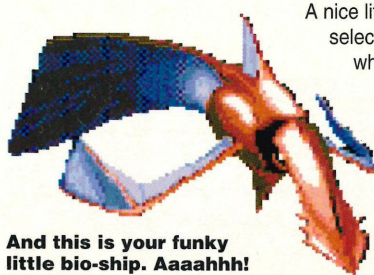
Outlander

Why anyone would want to play this god-awful game is beyond me, but if you happen to like it and are having trouble getting through it, try these passwords to happiness. The passwords in the game have some silly symbols in them (hearts and smiley faces), so where you see these symbols below you know what you have to enter on screen. They may not resemble the ones in the game but they're the best we could do.

SNAKE CREEK - QNN81QZBQ♥41QQ
FISH EYE - C45Y1Q◎VYJ8Q28
DENIAL - 2◎BY1QWP4◎C8ZY
TORTILLA FLATS - BV7811ZLY♥Y18Q
HELLBURN - 63.Q21NFQKK12Q

A D Painter, Hartlepool

BIO-HAZARD BATTLE



And this is your funky little bio-ship. Aaaahhh!

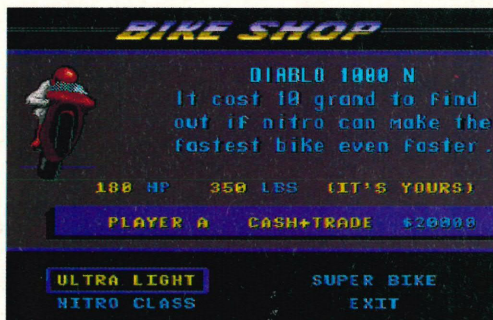
A nice little shooter like this one could do with a level select to make things a bit easier for those people who are having trouble getting anywhere, couldn't it? I agree, so I'll give you one. Wait until the Sega logo appears and then press and hold button C. Now, with C held down, press the following on the joy pad: Up, Up-Right, Right, Down-Right, Down, Down-Left, Left, Up-Left and Up. Press Start and the stage-select screen will appear. Select your level and off you go.

ROAD RASH 2

After saying last month that we'd get no more *Road Rash 2* tips, guess what? Yep, we've got some. They're rather good, so here goes. If you fancy starting the game on level one with \$1000 but with your choice of bike, enter the code next to the bike you want.

SHURIKEN 400 - 00D8 110N
PANDA 500 - 01D8 130Q
SHURIKEN TT 250 - 00C9 150R
PANDA 900 - 01C9 170U
BANZAI 7.11 - 00D9 1900
PANDA 600 - 00C9 1K0A
BANZAI 600 - 01C9 1M0D
BANZAI 750 - 00D9 100F
SHURIKEN 1000 - 01D9 1Q0I
DIABLO 1000 - 00C8 1T0I
BANZAI 600 N - 01D9 1B03
BANZAI 750 N - 00C8 1C01
SHURIKEN 1000 N - 01C8 1E04
BANZAI 7.11 N - 00D8 1G06
DIABLO 1000 N - 01D8 1I09

Daniel Broadbent, Lowdham, Nottingham



You may think choosing the Diablo 1000 N is a good idea, but this is a very difficult bike to control. You might be better off going for something a bit smaller first

LHX ATTACK CHOPPER

Well, we've had codes for the easy level and codes for the hard level, so what have we got for you this month? Well, because you can play the game as either the LHX or the Apache, we thought we'd print some codes for the Apache. So here they are...



So you think you're a pretty hot LHX pilot do you? Well, now try your hand at the demanding Apache AH-64. Are you tough enough for the challenge?

1 - AQAAABA	6 - AQAAIQC	11 - AQAERDG	16 - AQAEZSE	21 - ASIEI7E	26 - ASKEROC
2 - AQAAIAA	7 - AQAAQTC	12 - AQAEZCG	17 - ASIEIMG	22 - ASKEQ-E	27 - ASKEZPC
3 - AQAAQDA	8 - AQAAAYSC	13 - AQAEBRE	18 - ASIEQPG	23 - ASKEY?E	28 - ASKEZPC
4 - AQAAAYCA	9 - AQAAABBE	14 - AQAEJQE	19 - ASIEYOG	24 - ASKE8MC	29 - ASKEJ9A
5 - AQAAARC	10 - AQAAJAE	15 - AQAE RTE	20 - ASIEA9E	25 - ASKEJNC	30 - ASKER-A

Stage select

stage 1
stage 2
stage 3
stage 4
stage 5
stage 6
stage 7
stage 8

The highlighted one (in green) is your chosen level

MEGA MEDIC

DON'T AIM TOO HIGH

Q I know you guys don't think much of *Steel Talons*, but I'm pretty involved with it and I'm having some problems with the later levels. I can take out all the ground-based targets, but I'm having some problems taking out the jet fighters. Have you got any tips?

Stormin' Jason, Middlesbrough

A I can imagine why you're having problems with the jet fighters. Make one mistake and they'll usually make you pay for it. Don't try to out fly them, because they'll match you move for move. The only tactic that really works is the old head-on charge, and correctly timing the release of the missiles is the key to destroying them.

RBI Baseball 4

Hey, fancy getting through to the finals in this statisticians idea of a baseball game? Well, now you can. The only trouble is that you'll have to play as Toronto, but hey, they're a pretty good team on the whole.

We've got two final codes for you (We certainly know how to spoil you don't we?) one for the simultaneous two-player game and the other to play against the computer.

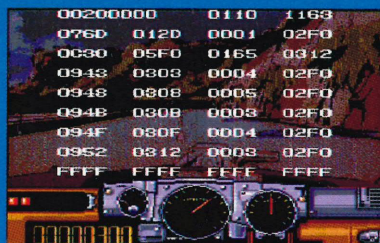
Vs Computer - Dbqqsmry4mo
Vs Milwaukee - Dbppneqrqbis

Turn Over

STAGE SELECT

9

Level Select: Press button A six times, Start and then Right on the joy pad to select your level



Demo Mode: Press button A five times and then button B once. Start the game and sit back and watch



Pause: Press A four times, B once and A again. Start the game and press the Start button to pause the game

TIPS

Teenage Mutant Ninja Turtles – The Hyperstone Heist

If you want a level select for this fun two-player beat-'em-up, wait until the Konami logo appears and press C, B, B, A, A, A, B and C. Now wait until the title screen appears and press A, B, B, C, C, C, B and A. A level-select screen will now appear. Phew!



Er, and here's Don, or is it Mike, or even Ray? Who knows? Who cares?

MEGA MEDIC

PROMOTION FOR RATBREATH?

Q OK, so these Mega CD's are fab – I should know I've got one – and hopefully I'm the first person to send you a Mega Medic. Anyway, I'm having problems getting far on *Sewer Shark*. I've made it through to "Ratbreath" status, but from here on in, I can't get any further. Can you help?
Lee Greenhill, Leicester

A Well, er, I don't know. You see, you haven't exactly told me what the problem is. Have you got to the end and been told that you're an underachiever by Stenchler? Or haven't you got that far, because it does get pretty hectic?



Take out as many of the little critters as possible

Shooting the right number of critters is the only way Stenchler is going to let you progress to the next level, so you'll need to be alert and watch out for the little critters hiding in the corners, especially when you are making turns through the tubes.



While you risk your life, Stenchler enjoys the good things in life

EURO CLUB SOCCER

I know this game is incredibly popular and as soon as I print some tips you lot will dig out the cart to try them. Well, this month we've had a really mammoth effort. We've got the final codes for every team in the game. Yep, EVERY team. Now, obviously, printing over 170 codes would get very tedious (and I've printed several of them already), so I'll tell you what I'm going to do. I'll print some of the better ones and if you want to know a code for a particular team, write in, ask me and I'll print them. There, I can't say fairer than that, can I?

Rapid Vienna – WTYEAACIAE
Club Liege – OMJUAALIGC
Omomia – N9OUAASIAE
Aarhus – HDCUAAZIAE
Marseille – JQ4UABOIAE
Hamburg – HMKUAB7IGA
Videoton – 98LEACQICA
Legia Warsaw – CXEUADPICA
Partizan – W9SEAFDICA

Stephen Brazell, Reading

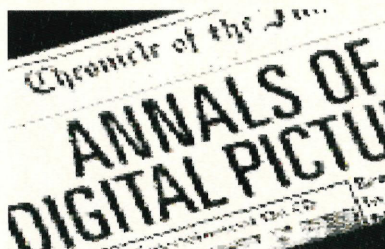


Kris Kross

If you're a bit bored with this video-mixing thingy, you might like to watch some other bits of footage. In fact, if you want to watch some secret behind-the-scenes filming, then you'll need to do the following...



Load the game up as normal, but on the Caller Screen (where you choose the song you want to edit) press A, B and C and then Right on the pad. The game will now access the footage



Watch the behind-the-scenes footage for a while and then, to see even more secret footage (a sort of profile on Digital Pictures, the people who made the game) press the Start button. You can get a special view of how the Make Your Own Video series came into life. It's a sort of documentary really, which, when you think about it, is infinitely more interesting than watching two teenagers jumping around with their trousers on backwards

Rolo to the Rescue

The cheats for this game just keep on coming, so here's another to add to the list.



Firstly, you'll need to enter the special options screen (see Tips List, page 72). When you have accessed it, do the following...



Start any level and then press Start to go to the animal-select screen. Now move the cursor to the compass and press A and B together

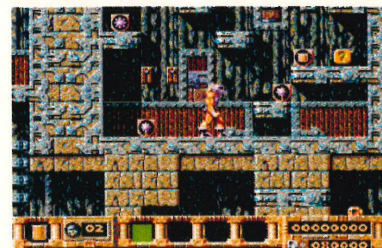
Gods

"Er, Neil, any idea what I can fill this little corner with?"

"Well, if you look through that pile of tips on your desk, you'll see some *Gods* codes. We haven't printed them have we?"

No, you're right. Cheers matey.
Level 2: NASHWAN, level 3: COYOTE, level 4: FOXX

Jared Butler, Colchester



Here's a glimpse of the last level for those of you who don't own the game

MEGA MEDIC

WE'RE GOING UNDERGROUND

Q Can you help out an older (47 years) gamer who is a bit stuck on a game called *Chiki Chiki Boys*? I've got to the second level (the underground bit) and I've also managed to get right through to the end, but that's where the problems start. I can't beat the boss at the arms – those stretchy things are pummeling me every time I get near him. Please help. Oh, and I don't want any cheats, just tell me how to beat him.
The Man With No Name, Arizona

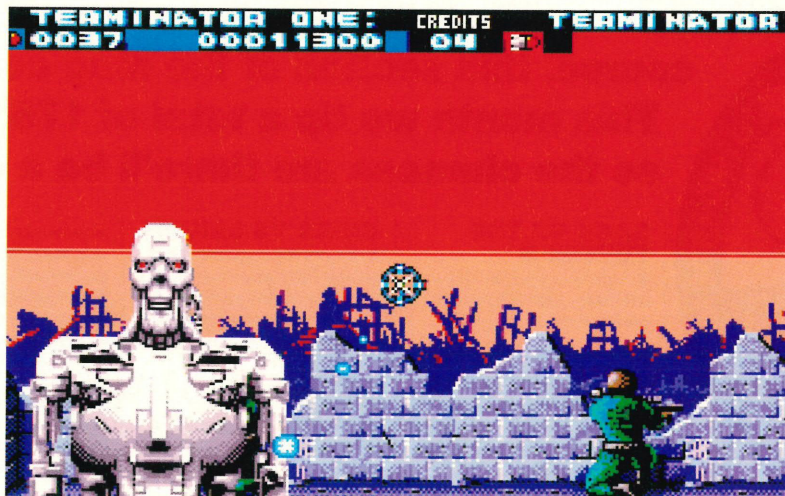
A Hey, glad to be of service to one of our (many) older readers. The arms you keep talking about are a real pain, but you need to hit them to finish him off. Give him a few hits while most of his body is still underground and then, as he raises his arms, hit him a few more times. Now, before he extends his arms. Jump onto the wall, cling and then jump off again. If you time this right, his arms will be back to their normal size and you can hit him again. Use the wall to jump over to his other side and do the same with his other arm. Then just give him a few more hits and you'll be onto level three.

THAT'S THE WAY TO DO IT

Q Excuse me, but I'm having some trouble getting anywhere on *PowerMonger*. I think I've sorted out my strategy and then I just keep getting beaten. I've managed to conquer four worlds, by sheer luck probably, but I would like to know if there are any general tips you could give me that would help me get that bit further through the game.

Andy Smithers, Glasgow

A Although *PowerMonger* is a fabulous game, I agree that getting anywhere is difficult, but there are some general tips that should get you that bit further. Start off small; attack villages with low populations and, ahem, persuade them to come around to your way of thinking. Once you've got a village under your command, collect all the food they have and recruit some more soldiers. Now move onto the next village. You may have to change your aggressiveness in order to win some villages (some people just don't know when they're beat), so be careful. There, that should give you a solid start and you can now move on from here.



Terminator 2: The Arcade Game. Did you know that if you have an auto-fire joypad and you turn it on and keep your finger down on the button, your gun won't overheat? Well you do now.

Black Hole Assault

If you've bought this game, there are two things you might like to know. One, you shouldn't have bothered, because it's absolute rubbish, and two, you'll probably need some cheats to help you get through it.

If you fancy wiping out your opponents, then an instant death trick could be very useful. To do this, enter your name as BIGNET and use that name for Operation BHA. If you're being beaten into a pulp, just press the Start button on pad two and watch your opponent fall over in a heap.

For invincibility, do the same as above, but enter your name as MUTEKI. Easy huh.



For the more sadistic among you (who like beating up robots for the sheer hell of it), enter the invincibility code

Mega-Lo-Mania



Epochs ahoy! Yep, this tough little strategy game may be giving a few of you some headaches. So here, just because we like you lot, are all the codes for all nine epochs. Now all you have to do is finish the worlds and you'll be the winner. Yipee!

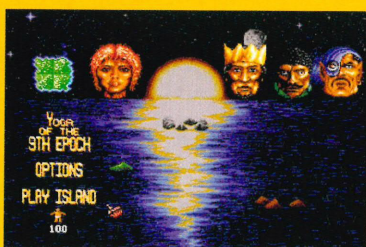
1st Epoch: No code needed
2nd Epoch: YABDQCYXXSL
3rd Epoch: WFBUCYXXSL

4th Epoch: UKBDIYFXXSH
5th Epoch: SPBDCUYXXSN
6th Epoch: QUBDQYFJTAV

7th Epoch: OZBDUYFJTAV
8th Epoch: MECDMAMYXSQ
9th Epoch: EKFDCEBSYS



I chose to be Scarlet here because I'm a sucker for anything with Red hair. Stupid, I know



There you go, it's you (as Scarlet) versus the ugly mob. What a bunch of misfits

MUHAMMAD ALI'S BOXING

Did you know that there was a hidden boxer in this fab boxing game? Well, there is, and if you want to fight against him, just enter the password which appears next to the guy you want to fight as.

Bruno Franko - L07D6KC7
Carlos Espinoza - V07D6KC7
Eddie Montague - 607D6KC7
Kim Lee - D07D6KC7
Marvin Cooper - 80MD6KC7
Jack Blake - M0MD6KC7
Tommer Hammer - 107D6KR2
Mac Robinson - POMD6KC7
Bart Rambler - 307D6KDZ
Muhammad Ali - H07D6KCZ
Oh, and the 0s in the codes are zeros not Os (as in the letter O).

Gareth Price, Exmouth

And the lucky winner is...

... **Gareth Price** from Exmouth. Thanks to his rather excellent tips on *Muhammad Ali's Boxing* and *Joe Montana 2: Sports Talk Football* he wins himself a cart (of his choice no less). Unfortunately Gareth, you forgot to tell us which cart you'd like, so let us know and we'll sort it out. If you'd like to be one cart richer this time next month, all you have to do is send in your very best tips, maps and all sorts of other cheats to us and the best wins the prize. Even if you don't win, you'll get your name mentioned in the best tips section around. So what have you got to lose? Send all your stuff (as long as it's good) to MEGA PLAY, MEGA, 30 Monmouth Street, Bath, BA1 2BW. Er, no more *Sonic 2* stuff please, we've had them all.



ACTION REPLAY CODES

(Purchase your Action Replay cart from MEGA. See page 76 of this very issue.)

Crüe Ball:

FF8432XXXX - Score X10,000 (0-9999)
FF84390009 - Volume level nine
FF843B000X - Score multiplier (0-5)
FF843D0001 - Infinite balls

Ecco:

FFB7C20000 - Ignore water "up" currents
LHX Attack Chopper:
FFF1BD00D0 - Infinite chain guns
FFF1BF0004 - Infinite sidewinders
FFF1C10008 - Infinite hellfires
FFF92A004A - Unlimited fuel

Rolling Thunder 2:

FFF2D00002 - Infinite lives
FFF2030040 - Infinite bullets
FFF2050029 - Infinite machine gun
FFF1350074 - Infinite time
FFCD330001 - Invulnerable

Speedball 2:

FF00FA7FFF - Unlimited cash for player one
FF0DEE0002 - Score multiplier is two in favour of player one
FF0DEE0001 - Score multiplier only one in favour of player one
FFD5AA0008 - Electro mode, permanently electrified ball

Teenage Mutant Ninja Turtles:

The Hyperstone Heist:

FFC0390004 - Infinite lives for player one
FFC03B0004 - Infinite lives for player two
FFC0590050 - Unlimited life for player one
FFC05B0050 - Unlimited life for player two

GAME GENIE CODES

Rolo to the Rescue:

DJ8A ADYE - Invincibility, Infinite lives and full open map. To get this to work is a bit tricky. Turn the Game Genie off and enter the code. Press Start on the intro screen, switch Game Genie on and press Start again. The screen will now go black, press A and you'll return to the title screen. Switch the Game Genie off, press Start and pick your options.

NHLPA Hockey:

ALPA AA5T - When the keeper has possession he'll pass backwards, and so most of the time he'll score an own goal.

Ecco The Dolphin:

AL2A JA7L - Protection from most enemies
AL2A JA5Y - Protection from most enemies
HCBT LAEW - School of fish restores health
TC2A JGFL - Enemies restore air instead
E42A JAFN - Enemies restore air instead

European Club Soccer:

SFBA MYVJ - Player one goals worth five
SFBA MYTR - Player two goals worth five
Terminator 2: The Arcade Game
AE6A BE3W - Start with one credit
RY6A BE3W - Start with 75 credits
AADT AAEL - Always have maximum gun power
XGGA BA30 - Start with lots of rockets

F22 Interceptor:

RH9T R60T - Master Code
BMAA AAEE - Start with 11 lives
7CPA GGA8 - Start with 1000 ammo
NW1A GAAG - Start with 100 chaff

- On the intro screen hold down A, B, C and Start. When the carrier appears, select your start level with Left and Right.
- When pressing the speed-up button, wait until you reach maximum speed then double tap the speed-up button quickly for an extra burst.
- For 100 missiles press Left and B on stage 3, Right and B on stage 5, B on stage 9 and Right and B on stage 11.
- For 100 missiles press Left and B on stage 13, Right and B on stage 16, B on stage 19 and Right and B on stage 21.

- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press Start for invincibility.
- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press A to meet the fighter ace.
- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press B to go to the super carrier.
- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press C to face the last alien ship.

- For a level select press Reset on the title screen and then hold Left until the title screen comes back up.
- Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and then Start for 20 extra continues.

- Paperrockians' solution: 1) Rock, rock; 2) Scissors, scissors; 3) Rock, scissors; 4) Paper, paper; 5) Rock, rock; 6) Rock, scissors.
- On the final screen, Lake Deep, walk in the following order: Sun, wiggly lines, moon, star, sun, moon, wiggly lines, fish, star, fish, crown.

● You'll need two joypads for this level-skip cheat. Using pad one, enter the options screen. Now on

● On the control configurations allocate A for option, B for select and C for hand. Exit and hit Reset. Demo to level five and join in!

- The jumping strike is the most powerful move in Kendo.
- Kicks are the most crippling blows in Karate.
- The triple strike is the way to go in Nunchaku.
- Use the overhead and spinning jump strikes in the art of Bo.

- At the start, buy one gun(2), two

- Land vertically on top of a bouncy pole. If the red segments turn white, your life is replenished.

- Press Start for the options screen but press C ten times and Start for a totally different options screen.

EA HOCKEY

- For a 4-2 lead in the finals as the USSR against the USA, enter the following code: HKT82Y93JDB7G435
- Don't forget that you can substitute goal keepers if one isn't behaving properly.

EARNST EVANS

- If you're having trouble with a particular level, then skip it. Pause the game and press Up, A, Down, Left, A, Right, B and then unpause the game.

ECCO

- Here are the codes for the levels: The Undercaves – WEFDINMP, The Vents – PUDPXJDK, The Lagoon – TCXSXJDT, Ridge Water – QZOMOOLE, Open Ocean – KEQKALGF, Ice Zone – FJTZCLGZ, Hard Water – TRAWCLGZ, Cold Water – IBRWXREO, Island Zone – WTCVAREH, Deep Water – UHPHVREN, Marble Sea – ELNLXREF, The Library – TSGPXREX, Deep City – TOVHXREB, City of Forever – GACTXRET, Jurassic Beach – QDZAVNLK, Pterandon Pond – BQVVAPEA, Origin Beach – GRPZAPEE, Trilobite Circle – UCJDBPEC, Dark Water – ZDCHBPEF, Deep Water – YBDIBPEG, City of Forever – YUPIGPLV, The Tube – MIBFKMLH, Welcome to the Machine – VUFBKMLC, The Last Fight – KTPMLMLM
- Here's the cheat code. Enter your password as SHARKFIN and you'll start on the Lagoon level. You'll notice that your breath meter has gone. You can now stay underwater for as long as you like.

ELEMENTAL MASTER

- Press A and Start simultaneously and you'll enter the hidden options screen.

ESWAT

- Finish the game and then, if you want a level select, press Right and Down and A, B and C while simultaneously pressing Start on the title screen.

EURO CLUB SOCCER

- Take your pick of the following English teams to play as in the final: Norwich City – 373UA4IGC (vs Rangers)
- Liverpool – SAHEAA6ICA (vs Celtic)
- Aston Villa – BEDUAA7ICA (vs Real Sociedad)
- Tottenham Hotspur – J6CUAA8IHA (vs Celtic)
- Arsenal – ZWNEAA9IAE (vs Bordeaux)
- Nottingham Forest – KQAEABAIAE (vs PSV Eindhoven)
- Leeds United – J9NUABBAIE (vs Gothenburg)
- Everton – 7BKEABCAIE (vs Seville)
- Manchester United – 3YREABDIAE (vs Hearts)
- Chelsea – D7FUABEIAE (vs Hearts)
- West Ham United – GE8UABFIARE (vs AC Milan)
- Rotherham United – PVUUBGIAE (vs Hamburg)
- Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick incredibly hard, meaning you can score from all sorts of ridiculous positions.
- Enter your password as QUITTER

and when you quit a match you won't forfeit the game. Instead of the computer winning, the score will remain the same.

- If you lose the final, wait until the score is shown at the end sequence and then press A, B and C together. You'll then go back to the European Cup Final, but you'll be playing against Flamenco.

FAERY TALE

- To see the end of the game enter this code: 7R2KUL6RSZXSK6NHGSDCB7206 63RI2HO785P.

FANTASIA

- On level 1-2, grab the extra life then continue right to a treasure chest. Get in and be warped back to the start of the level. You can repeat this if you wish.

FASTEST ONE

- If you're having trouble staying on the track in this game, then enter your name as HAPPY NEW YEAR in the world championship mode and you'll get better tyres.

FATMAN

- Start the game controlling Sheba by pressing B and C, then hit B twice on the title screen.

FINAL BLOW

- When you get knocked out, press Up and Start when "Game Over" appears. You'll continue with a free credit.

FIRE FIGHT

- To get to the hidden options screen, press the D-pad Left and press Start at the intro screen.

FIRE SHARK

- Finish the game and you'll restart with full power ups.
- Fully power-up your weapons, grab three power-ups, destroy either a General Porter or Yonemaru for two extra lives.

FLICKY

- On the explanation screen (the one after the title screen) hold A, C and Up. Press Start and you can now choose your level (up to number 36). If you're in need of an extra life, take all of the chirps to the exit on two consecutive levels.

FORGOTTEN WORLDS

- For infinite continues play in two-player mode and press Start three times or so when a player dies.

F1 CIRCUS

- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

- Start the British Grand Prix in a McClaron's car by using the following code: NABCTPHSNGKTXBDDE GMHUJOKLMTFJ HOILKL LONVORQX LQMWW

F-22 INTERCEPTOR

- Teleport to the final HQ message in the final two levels: Russian

Challenge: KSQGIV

- Teleport to the final HQ message in the final two levels: Aces Challenge: MH01K1
- Teleport to the final HQ message in the final two levels: Korean challenge: BI0F8P
- Teleport to the final HQ message in the final two levels: Iraqi challenge: GTGE8V
- Teleport to the final HQ message in the final two levels: American challenge: 6PGE02

GADGET TWINS

- For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press C, A, Right and Left. Repeat this and the colours of the two planes should swap (red becomes blue and blue becomes red). Now you can choose your level.

GAIN GROUND

- For a level-select option go to the option screen and press A, C, B, and then C. "Round select" will appear below "sound test".

GAIRIES

- At the start of each level, pause the game and hold down buttons A and C then press Left. Unpause, and you'll be invincible.
- Go to the config screen by holding down A, B and C, then press Start. Set the sound test to 18, hold down A on the second controller and exit the config. Press Start on the first controller to go to the stage-select screen.
- Start the game and pause. Hold Up on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play the game.

GALAHAD

- To get to level two enter ZXSP.

GHOULS 'N' GHOSTS

- On the title screen press button A four times, then Up, Down, Left then Right. Wait for the chime, then press B and Start for invincibility.
- On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Up, A and Start to start halfway through level two.
- On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Down, A, and Start to start on level three.
- On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Down-Right, A, and Start to start on the final boss level.
- On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Right, A, and Start to start on level five.
- On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Left, A, and Start to start halfway through level four.
- Select number 26 on the music test, then number 56 on the sound test, hold Down/Left with A, B and C, then press Start to play in Japanese.

GOLDEN AXE

- Select a one-player arcade game and hold Down-Left with A and C. Let go for nine continues. Then hold B, Start and Left for a level select.

GOLDEN AXE 2

- Fight the first boss holding down A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.
- Press A, B, C and Start on the titles, select options, keep holding A, hit B and C again, move to exit, keep holding A and hit B and C until you get to character select, hold A and Up and hit B and C one last time. Now pick your level.

GRANADA

- On the options screen, press C ten times on the rank section. You can now choose the easy rank.

GRAND SLAM TENNIS

- Enter your password as GRAND.SLAM and then fill the rest of the password space with full stops. The game will now be tougher.

GYNOUG

- Hold Left, A and C then press Start on the game-over screen for more continues.
- On the options screen, select the control icon and hold down A, B and C for ten seconds for a stage select.

HARD DRIVIN'

- Hit the cow!

HEAVY UNIT

- Hit A, B, C and Start on the title screen for a new skill level.

HELLFIRE

- Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yea Right" level.
- Play through level one to the columns with prizes in their tips. Blow up the last one and occasionally you'll see a robot woman dancing.

HERZOG ZWEI

- Here are some passwords: GGGKHAGOKLO BPHOHACAGML NPLOFOCAGKP IMLPFEGEMLC LILOPBDPIKJ JIJOMGJIAOKL JIJIOGJBOKO LHJKNIAFAMA
- Indiana Jones
- When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.
- Immortal (The)
- Here are some passwords: Level five: D4BFD41000EB Level six: BCFEF51010A4 Level seven: 6B10F61010AC
- On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.
- In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.
- Insector X
- On the continue screen hold Up and Left and repeatedly press C very quickly for more credits.

INDIANA JONES

- When the Sega logo disappears and the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

IMMORTAL (THE)

- Here are some passwords: Level five: D4BFD41000EB Level six: BCFEF51010A4 Level seven: 6B10F61010AC
- On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.
- In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

INSECTOR X

- On the continue screen hold Up and Left and repeatedly press C very quickly for more credits.

JAMES "BUSTER" DOUGLAS BOXING

- Win four matches to win the

heavyweight belt, then defend your title four times to meet a secret opponent called Iron Head.

- If you've run out of continues on James "Buster" Douglas Boxing, then press Up and Start on the game-over screen for one more try.

JAMES POND

- On mission one there are hidden entrances to level 11 (on the far left, out of the water) and on level 6 (on the far left of the sea bed, just before the cliff).
- Collect all the letters in the baddy rooms to spell out James Pond and earn a massive 10,000,000 point bonus.

JAMES POND 2 ROBOCOD

- Collect the objects on the roof at the start in this order: cake, hammer, earth, apple, tap for ten minutes of invincibility.
- On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.
- On the title screen hold Down/Left and A and C and then press Start for a level select.
- At the start of the game, jump over the first two doors and then run up the staircase. Instead of going left, go right as far as you can. Jump up onto the ramps of the right tower until you come to the roof. Jump onto the roof, run left as if you were going to collide with the wall and Hey Presto! you'll find yourself with an extra life.

JOE MONTANA 2

- Choose the team you'd like to play as in the Sega Bowl final by using the following codes. San Francisco – ZABT5EBPII (vs BUFF) Los Angeles (A) – MABT54IHIA (vs New York) Philadelphia – UX3T54IHIA (vs KC) Los Angeles (N) – NAATAXXXKA (vs Miami) Detroit – HPOTVPVGIE (vs S Diego) San Francisco – ZABT5EBPII (vs Buffalo) Los Angeles (A) – MABT54IHIA (vs New York) Philadelphia – UX3T54IHIA (vs KC) Los Angeles (N) – NAATAXXXKA (Miami) Detroit – HPOTVPVGIE (vs S Diego)

JOE MONTANA 3

- To get the San Francisco 49ers into the Sega Bowl enter 45TY??KBL.
- Here's a password breaker. Enter the three-letter code by the side of the team you wish to play as, then add YNTSKBC.

DLB – Bears	JDB – Broncos
FLB – Bengals	MDB – Colts
KLB – Lions	NDB – Chiefs
LLB – Packers	PDB – Oilers
RLB – Rams	QDB – Raiders
TLB – Vikings	SDB – Dolphins
VLB – Saints	WDB – Patriots
ZLB – Eagles	YDB – Jets
OLB – Cardinals	1DB – Steelers
3LB – Seahawks	2DB – Chargers
4LB – 49ers	5HB – Buccaneers
6LB – Redskins	XTB – Giants
CDB – Bills	HCB – Cowboys
GDB – Browns	

JOHN MADDEN FOOTBALL

- Get to the quarter finals: 0465100
- Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333
- Get to the Superbowl: 0475121,

0476314, 0633253, 0673125 or 0631573

- Fancy playing in the snow? Enter: 5504500

JOHN MADDEN FOOTBALL '92

- At the end of the final, when the display of the pitch is shown and the score comes up, press Up, C, Down, C, Left, C, Right, C, Up, B, Down, B, Left, B, Right, B, Up, C, Down, C, Left, C, Right, C. The screen should then move upwards to display the fireworks.
- Choose the team you'd like to play as in the finals by using the following codes:

Atlanta (vs San Diego) – CG1PYFTM
 Buffalo (vs San Francisco) – B6XMMCM6M1
 Chicago (vs Denver) – CG8JYLC1
 Cincinnati (vs San Francisco) – BOXWLMRM8
 Cleveland (vs Philadelphia) – D5C5N11G
 Dallas (vs Miami) – BDNT6NXX7
 Denver (vs Philadelphia) – C5ZWMBBZ
 Detroit (vs Buffalo) – CZYZYZS8
 Green Bay (vs Cincinnati) – DSBK3W5W
 Houston (vs New York) – DSRTMLVY
 Indianapolis (vs Phoenix) – BD1X612H
 Kansas City (vs Atlanta) – CLG7Y8FF
 Los Angeles (vs Miami) – CNYGOYHL
 Miami (vs San Francisco) – B6KKGYOL
 Minnesota (vs Buffalo) – BTDWO9BN
 New England (vs Washington) – B9M3YDIP
 New Jersey (vs New York) – C235TOZD
 New Orleans (vs Kansas City) – B27O9V41
 New York (vs Buffalo) – D42HGN2K
 Oakland (vs Washington) – CDLLB7LM
 Philadelphia (vs Houston) – CSWV7Z76
 Phoenix (vs Buffalo) – CSSXHF4P
 Pittsburgh (vs Chicago) – CZ97W14F
 San Diego (vs San Francisco) – D8L3T4XY
 San Francisco (vs Denver) – B3DFNO5K
 Seattle (vs San Francisco) – BLTXJL6Z
 Tampa Bay (vs Denver) – CK5HHPYP
 Washington (vs Oakland) – CZSK2TMR

KID CHAMELEON

- At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press Down-Right while holding jump and special to warp to the last boss.

KING'S BOUNTY

- When going into battle, always start with your long-range troops.

KLAX

- Press Up and Left, buttons A, B, C and press Start on the title screen to increase the level of difficulty.
- On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

LAKERS VERSUS CELTICS

- Try this password: 3L2 GJS.
- To get to the final as the Bulls with a 3-1 lead, enter 087 ROS.

LAST BATTLE

- Complete the game. Now press A, B, C and Start to choose your level.



Turn over

TIPS LIST

LHX ATTACK CHOPPER

● Here are all the codes for NORMAL.

Level 1: DAAAIHA
Level 2: DAAAGEA
Level 3: DAAAYFA
Level 4: DAAAAWC
Level 5: DCAIWC
Level 6: DACAQVC
Level 7: DACAYUC
Level 8: DACABHE
Level 9: DACAJGE
Level 10: DACARFE
Level 11: DCAAZE
Level 12: DACABXG
Level 13: DACAJWG
Level 14: DACARVG
Level 15: DACAZUG
Level 16: DCAAAPA
Level 17: DCKAIKE
Level 18: DCKAQJE
Level 19: DCKAYIE
Level 20: DCKAA6G
Level 21: DCKAI4G
Level 22: DCKAQZG
Level 23: DCKAYYG
Level 24: DCKABLA
Level 25: DCKAJKA
Level 26: DCKARJA
Level 27: DCKAZIA
Level 28: DCKAB6C
Level 29: DCKAJ4C
Level 30: DCKARZC
● Here are the codes for VERY HARD.

Majestic Twelve – CBAAAE
Anterior Nova – CBCAIEC
Reindeer Flotilla – CBCAQHC
Phoenix – CBCAYGC
Rainbow Veil – CBCAAVA
Chess – CBCAIUA
Lobster Quadrille – CBCAQXA
Hen House – CBCEYWC
Desert Two – CBCEJEE
Flaming Arrow – CBCEJEE
Plain Aria – CBCERHE
Lobster Quadrille – CBCEZGE
Reindeer Flotilla – CBCEBVG
Flaming Arrow – CBCEJUG
Hen House – CBCERXG
Lava Lamp – CBCEZWG
Anterior Nova – CDCEANE
Gemini – CDCEIME
Chess – CDCEQPE
Binary Rainstorm – CDCEYOE
Freedom Train – CDCEA9G
Arc Lite – CDCEY-G
Anterior Nova – CDCEBNA
Reindeer Flotilla – CDCEJMA
Hop Toad – CDCERPA
Olympic Torch – CDCEZOA
Lobster Quadrille – CDCEB9C
Grand Theft Hokum – CDCEJ7C
Flaming Arrow – CDCER7C

LOTUS TURBO CHALLENGE

● Enter MANSELL on the password screen and you will qualify every time.
● Enter SLUGPACE and play the game. You may notice that you seem to be moving faster than normal. That's because you now have infinite turbos.

MARVEL LAND

● Enter the code TRIDENT for the last level.

MASTERS OF MONSTERS

● Press A, B and C then Start at the start to get to the end.
● Press A, B and C then Start at the start then hold Up-Left for English text.

MEGA PANEL

● Stop the king talking by pressing button C anytime during play.

MERCS

● Get the gold first aid box when you've got maximum energy, pause the game, select another player, wait, select another player, and so on until all your team are at full strength.
● Enter the original mode and hold down A, B, and C. Now press Start to heat things up.
● On level eight (in original mode) annihilate all the guys exiting the door, then buy kit in the shop, with just one medal.

MIDNIGHT RESISTANCE

● On the title screen, hold C and press Start. Pause the action and hit A to skip to the next level.

MIGHT AND MAGIC

● To complete his Plus quest the knight must face and defeat (with only knights and robbers) the Dread Knight, who is in B3, location 5,14.
● The Sorcerer must travel to the Isle of Ancients in B3, 4, 15. There is a dungeon at either end of the island and each holds a wizard, who must be freed from stasis.
● The Paladin must defeat the Frost Dragon, who is in C3 in the Forest Cavern.
● The Archer must pit his wits against Baron Wilfrey in B2, 11,2. This is one of the tougher quests.
● Cleric finds Corak's Soul in C1, location 10,15. The body is in C2 in Corak's Cave. The Cleric must have the Admit & Pass from the cavern beneath Sansobar to enter.
● After completing the Juror's Oquests (winning a black triple crown) go to Queen Lamanda in the Luxus Palace Royale. She will make one of your party her Chosen One.

MIKE DITKA POWER FOOTBALL

● Go straight to the finals of *Mike Ditka Power Football* by using the following code: QZH5EG.

MOONWALKER

● Pick up a certain kiddie first and a star will flash across the screen. Catch the star and you become a robot for a short while.

NEW ZEALAND STORY

● During the demo, rotate either joystick for nine credits.

NHLPA HOCKEY '93

● If you are having trouble finding some space from which to score, then a few extra players might help. Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Now change all your players and go back to the game. When the sin bin time is over, the player(s) will come back onto the ice. It's possible to have up to seven players on the ice at one time.
● Choose the All Stars West as your team and go to the Edit Lines menu. Now change your team to the following:
RD – Housley, RW – Yzerman, C – Reonick, LW – Fedrov, LD – Chelios. Now you should always come out on top.
● Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press Start, and on the options

screen use the other pad to move down to Edit Lines and/or Change Goalie. Now change the line-up or even remove the goalie. This can be done only before the game starts, so make those decisions wisely.

ONSLAUGHT

● Enter just zeros on the password screen to start well ahead.

OUTRUN

● Enter your name as ENDING to see the end sequence.
● Press Start to reach the option icon. Press the C button ten times, then press Start to access a Hyper difficulty level.

PGA TOUR GOLF

● Save your game after every hole, then simply restart your game if your next shot is crap.

PHANTASY STAR 2

● Continually turn the status screen on and off during the action to avoid being attacked.
● To get the Maueragum, the third tree from the right is the real tree.
● To get to Piata, park your jet scooter in the indentation on the right-hand side of the map (next to the mountains) and then just walk.
● To get to Climatrol, go to Uzo Island, go under it, to the left. Go south from the island that looks like Uzo and you'll find a spider's web in the water.
● To get to the Visaphone, take Shir (the thief) to the baggage room in Paseo. Go in and out until she finds the Visaphone.
● To get the Moon Dew and Star Mist, take Shir (the thief) to the tool shop in Paseo. Go in and out of the tool shop until she steals it.
● Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.
● Once you have all the Nei items, go to Lutz and he will give you the Neisword.

PHELIOS

● When the Chapter One message appears with credit three, press C, A, B, A, C, A, B, A for nine credits.

PIT-FIGHTER

● On level nine in one-player mode, pause, plug in the second joystick, and press Start for three extra lives.

POPULOUS

● Here are some level-select codes:
050 – HOB0ZJOB
100 – CALEOLD
150 – BINQUEME
200 – E0AMPMET
250 – VEROYXT
300 – BILQAZOUT
350 – SUZDIEHOLE
400 – BADMEILL
450 – JOSYMAR

POWERBALL

● Fancy a sound test? Then go to the league-continue mode and choose China. Enter KWGEN as your password and hit start.
● To find extra teams, pause a game, press B, B, C, B, B, C, now press Down for four extra teams.

PREDATOR 2

● Here are some passwords for *Predator 2*.
Level 2 – KILLERS
Level 3 – CAMOUFLAGE
Level 4 – LOS ANGELES (including

the space)

Level 5 – SUBTERROR
Level 6 – TOTAL BODY (including the space)

QUACKSHOT

● In Transylvania, collect the one-up, finish the level, call the plane, go back to the start of Transylvania and repeat to max out your lives.
● After the tiger when the roof falls down, jump on SUN, then MOON, then STAR.

RAINBOW ISLANDS

● Press Up, B, Down, Left, C, A, A, B and C on the title screen for full power-ups.
● On level one, collect all the diamonds in sequence from red to purple and kill the boss to access an entrance to a bonus screen.

RBI4 BASEBALL

● On the password screen enter RBI BASEBALL 4 as the code. You'll now see a message appear at the bottom of the screen and you'll be given a special passcode.

REVENGE OF SHINOBI

● Select 00 shurikens at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikens.

RINGSIDE ANGEL

● Choose Cuty Suzuki, hold A while pressing Start on the select screen to play against yourself.
● During a tournament, skip the computer bouts by holding Start and pressing any buttons.

RINGS OF POWER

● The ring of mutation can be found at 24, 1 longitude and 14,3 latitude.
● All the money can be yours if you do the following. Enter the secret temple (at location 32', 2' - 6', 6') and raid the four chests inside. Exit the temple, go back in, and the chests are full up again. You can keep doing this for as long as you like.

ROLLING THUNDER 2

● The code for the final level is A PRIVATE THUNDER CREATED THE POWDER.
● Here are some codes for the second mission:
Round 6 – A DIGITAL RAINBOW MUFFLED THE SECRET
Round 7 – A LOGICAL THUNDER SMASHED THE POWDER
Round 8 – A ROLLING MACHINE DESIRED THE FUTURE
Round 9 – A SLENDER NUCLEUS BLASTED THE TARGET
Round 10 – A CURIOUS ISOTOPE CREATED THE KILLER
Round 11 – A NATURAL PROGRAM DESIRED THE NEURON

ROAD RASH

● Here are some level-select codes for this fab racing game.
Race to the final level – 21111
05VTO 102HF 47132
Level 2: 10000 01CMO 01435 243DE
Level 3: 00000 02TT1 10A2J 45TOT
Level 4: 43143 067KO 01EVD 571RQ

ROAD RASH 2

● Here are five level codes.
0FUI 34TR: Shuriken TT250,
\$20,410, Level 3
0FIA 39TA: Banzai 7.11,

\$19,410, Level 3
0P11 4SKO: Diabolo 1000,
\$30, 810, Level 4
OCTQ 4JAG: Diabolo 1000N,
£17,730, Level 4
0H4R 550H: Diabolo 1000,
\$20,930, Level 5

● When starting the game, go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want (yes, even the Diabolo 1000N). Exit, go to Game Options, then Set Player Mode. Choose to take turns and you can now start the race with your chosen level and bike.
● To get hold of the Wild Thing bike press and hold down Up, A and C on the title screen. Keep them held down and press Start to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

ROLO TO THE RESCUE

● On the title screen, press and hold down the Up/Left diagonal and A and C. Now press Reset, but keep holding those buttons. Hold them down for about five seconds and then press B. You should now get the special options screen, where you can choose to be invulnerable, see all of the map or get infinite lives.

SAINT SWORD

● Here are some level-select codes for *Saint Sword*.
IQW1EL – level 3-1
K2JOCK – level 4-1
KWWKQK – level 4-2
QWQ10C2 – level 5-2
S2YY2Y – level 6-1
SOGZAL – level 6-2
XXKSIS – level 7-2

SHADOW DANCER

● Complete the whole of the first level using only magic to receive 100,000 bonus points.
● On the title screen, press A, B, C and Start at the same time to access a practice mode level select.
● On the first bonus level, don't shoot, simply dodge all the ninjas to earn an extra life.

SHADOW OF THE BEAST

● Enter your name as ZQX and press and hold A, B, C and Start until you get back into the game for infinite lives.
● Drop a coin down the well to receive an extra life

SHINING IN THE DARKNESS

● Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the following day and you'll get loads of money.
● The vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears when she cries. Take the Vial of tears from Theos.
● Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.
● Here are some passwords:
Level one: stairs from level one to level two – 10S, 12E
Cave Of Courage: stairs down to get to the Boss – 10S, 9E

Cave Of Truth, use the Fake Idol – 7S, 23E
Cave Of Wisdom: hole to fall down (gets you to the end) – 10S, 18E
Level 3: Light Helm – 8S, 29E; Light Shield – 9S, 1E; Rope – 27S, 1E
Level 4: Light Blade – 5S, 11E; Cell Key – 13S, 9E
Level 5: Light Armour – 5S, 9E
Bosses: Kaiser Crab – 18S, 12E; Gila (cave of strength) – 21S, 7E; Tortolyde (cave of courage) – 17S, 4E; Doppler (cave of truth) – 7S, 21E
Bosses: Grim Wall (level one) – 20S, 16E; Black Bone (level three) – 27S, 19E; Dark Knight (level four) – 13S, 7E; Dark Sol (level five) – 11S, 15E

SHOVE IT

● Enter IAYASAM! on the password screen to get to the last level.

SLAUGHTER SPORT

● Choose the character you want to play as by doing the following key combinations.
Bonapart – press A then Up then C then Start on the title screen
Buff – press Left then C then B then Start on the title screen
El Toro – press B and C together, A then Up then Start on the title screen
Guano – press Up, Right and A and B together then Start on the title screen
MC Fire – press Down then C then Right then Start on the title screen
Mondu – press A and B together then Down the Left then Start on the title screen
Ramses – press Right then Left then A then Start on the title screen
Robo Chic – press Right then Up then Down then Start on the title screen
Sheba – press B and C together then B then B again then Start on the title screen
Skinny – press Right then Down then Right then Start on the title screen
Webra – press A and C together then Up then Right then Start on the title screen
Weezil – press Down then Right then Up then Start on the title screen

SMASH TV

● When you enter a room and you've wiped out almost everyone, leave one guy alone and try to avoid him. Now the room will start to fill up with goodies, like weapons, lives and keys. Make sure you don't kill him or pick up a smart bomb, because you'll then have to exit the room.
● Play the game as normal, then pause. Now do any of the following key combinations to activate the particular cheat you want.
Up, Down, Left, Right: For an extra credit on level one.
Up, Down, Up, Down, Left, Right, Left: To skip to the Mutoid Man.
Up, Right, Down, Left, Up, Down, Left, Right, Up: To start on level two.
Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down: Start on level two with two extra credits.

SOL FEACE

● On the title screen press A, B, C, A, B, C, B, C, A and Start. Enter the Config mode, select Start, choose your level, select Mode, press Right until the symbol MY99 appears for 99 ships.
● Skip levels by pressing buttons A, B and C together.
● To play in slow motion, pause the game and tap the fire button.

SONIC THE HEDGEHOG

- On the intro screen press Up, Down, Left, Right and then hit A and Start to access a level select.
- Press Up, C, Down, C, Left, C, Right, C, hold down A and press Start. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
- Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

- When you collect a Chaos Emerald, reset the game. Now enter the options menu and press Start. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and burn through the rest of the game as Super Sonic. Also, by collecting every ring on the special stage, you get a 50,000 point bonus at the end.
- Go to the options screen and start the game as Sonic and Tails together. Now plug in a second joystick and player two will be able to control Tails. Tails is also invincible.
- Here's a level select for *Sonic 2*. Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press Start to go back to the title screen then hold down button A and press Start to enter the level select.
- Here's the Super Sonic cheat. Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.

- When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. Button C will make Sonic jump and button A will reset.
- To construct your own levels and have 14 continues play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press start to play.
- To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down A and press Start. Your score should now be a series of letters and numbers. Button B switches Sonic, button A cycles through the sprites and button C places them on the scenery.

SPACE HARRIER 2

- For a level select, press buttons A, B, C and the joystick Left or Right during the start sequence.

SPACE INVADERS '90

- On the intro screen, press and hold buttons A and C. Now press Start, then B, A and C for the level-select screen.

SPEEDBALL 2

- Enter LCLl CWAF O6XE ya3q 2bst -is1 gGVC to enter division one.
- Save your cash for the first few games. Better players will soon be available on the transfer market.
- Always finish as runners-up in division two, because the play-off game will give you a few extra pennies in your purse. Convincingly

beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. These sneaky tricks put you (Deluxe) and the Renegades up a league, and in the second season you should be able to put 350 points past the Renegades, while Hashwan and co can only manage 200.

- This cheat allows you to improve your team by altering the password you get at the end of the season. You need to swap the blocks of four in the password with other blocks of four in the password. You can play around with this for as long as you like until you find the best code.
- Here's a mystery code: LBXQ MHAR MK7I Y8T1 2fZW -2ww 7vVd IBMH

SPIDER-MAN

- Before you meet the kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane from falling into the fiery pit.
- On Nightmare mode at the warehouse, climb onto the first pile of crates, swing onto the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.
- When you get to the Sandman, carry on right to the edge of the screen to collect a full life power-up.

SPLATTERHOUSE 2

- Press A, B, C and Start together in game to reset – so be careful.
- Here are some level-select codes: Level 2 – EDK NAI ZOL LDL Level 3 – IDO GEM IAL LDL Level 4 – ADE XOE ZOL OME Level 5 – EFH VEI RAG ORD Level 6 – ADE NAI WRA LKA Level 7 – EFH XOE IAL LDL Level 8 – EDK VEI IAL LDL

STEEL EMPIRE

- On the title screen, hold button B and press Start to start on level two.
- If you fancy 99 bombs, press C, A, C, A, Start and B on the ship-selection screen.
- If you fancy 99 lives, go to the options screen, set the difficulty to hard, set the stock to two and set the credits to one, and then play tune 65 on the soundtest option.

STORMLORD

- Pause the game, then press A, A, A, C, C, B, B, B, C, A. Now unpause and you'll have five extra lives.
- At any point in the action, pause your game and press C, B, B, B, A, A, A, C, C, A, A, A, A to skip to the end of the level.

STREETS OF RAGE

- For more continues press Left, Left, B, B, B, C, C, C and then Start when Game Over appears.
- Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".
- Move to options. On the second joystick press and hold Right then hold A, B, then C. Now press Start on pad one and select your lives or level.

STREETS OF RAGE 2

- Here's the level select. Press Start as normal on joystick one. Now, on the game-selection screen, move the cursor down to options. Press and hold buttons A and B on joystick two, then press Start on pad one. Now choose your level, and play the game.

STRIDER

- On the airship, fall to the bottom, walk left, destroy all the bombs, climb to the top left and kill the panda!

SUPER HANG-ON

- Here's a code which gives you loads of money on the Original mode. Just enter the following password: 6FF3F546F35564 FFISKJIMBAMIRJ.

SUPER LEAGUE BASEBALL

- Look at the carpark before the start. In the right-hand corner is Virgil Tracy's Thunderbird 2.
- Use this code to start with a four game lead: JORQWVVRROOQSHPGUDEAM

SUPER MONACO GP

- Here are some level-select passwords for *Super Monaco GP*. Race 15 – Australia:

1HFC	21A3	90P0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	E200	6AB4
- Race 16 – Monaco:

1QJl	42A3	90S0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA
- Start in the madonna team, with a World Championship title:

4000	0000	0000	0000
0000	GGD5	3627	B14C
FA89	E000	0000	0001
0000	0000	G300	FA0F
- Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish in the top three on the wet circuit and you'll hold up your head instead of a trophy.
- Smash into the guy holding the chequered flag at the end of the Monaco race and he'll fly away into the background, losing all your points.

SWORD OF SODAN

- Collect four Etherium potions and drink them all at once to warp to the next level.

SWORD OF VERMILLION

- Cleanse a cursed sword at a church.

TASK FORCE HARRIER EX

- Place the cursor over the Config option and press Up, Down, Left, Right, A and C together, then B and Start simultaneously for more options.

TAZ-MANIA

- Plug in two joypads, press A, B, C and Start on both of them simultaneously on the title screen, pause the game, press B and then unpause the game for invincibility.
- Plug in two pads, press A, B, C and Start on both of them simultaneously on the title screen, pause the game, press C then unpause to select a level.
- On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

TEAM USA BASKETBALL

- Here are the codes to get seven of the teams through to the final. CIS vs Yugoslavia – P4T3DB9 ANGOLA vs Yugoslavia – 0DR7BBQ

CANADA vs Yugoslavia – FDT32B3

AUSTRALIA vs Italy – R0T7LBV

CHINA vs Slovenia – YNT7GB9

CROATIA vs United States – 08TWNBN

USA vs China – SXT7RC0

● Your best formations (for the USA) are:

Mullin – Forward

Drexler – Forward

Jordan – Center

Guard – Stockton

Guard – Johnson

And then sub them into this formation:

Laethner – Forward

Robinson – Forward

Ewing – Center

Pippen – Guard

Jordan – Guard

● Here are the codes for the final:

France – F0T7PBB (vs USA)

Italy – 64T7SDS (vs China)

Lithuania – Q4T7KBY (vs Canada)

Netherlands – 2JT7TBN (vs France)

Slovenia – 40T7CB4 (vs Netherlands)

Spain – JDT7MCJ (vs Croatia)

Yugoslavia – 90T7FBB (vs France)

TECHNOCOP

- In any building area, pause the game, press C ten times, A five times, B twice and A ten times. You'll hear "Techno Cop" and then get all your lives back.

TERMINATOR

- Always wait for the extra time bombs at the start of each level.

TERMINATOR 2

- When the words "PRESS START" appear on the title screen, press Up, Down, Left and Right twice. Arnie should now say "excellent". Then start the game as normal, and during play pause the game. Press B and C together and you'll be taken to the end of the level screen, where your performance will be analysed.

TEST DRIVE 2: THE DUEL

- When driving, press and hold down A, B and C for a secret options menu.
- Pick the Ferrari for superior acceleration.

TETRIS

- For a really fast game, press Start and Down at the same time at the start.

THUNDERFORCE 2

- Hold down buttons A, B and C and switch on. Still holding the buttons, press Start on the title screen for a secret menu screen.

THUNDERFORCE 3

- Pause the game then simultaneously press Up and B ten times, then B and Down ten times. Repeat the process to get all the weapons.
- Finish the game and then press buttons A, B and C to get the pilot to wink at you.

THUNDERFORCE 4

- Select zero stock ship on the options menu, move to the exit and hold down A, B and C. Press Start until you're into the game and you'll have 99 lives. If you lose them and then continue, you'll still have all 99 lives.
- When you've finished the game, go to the sound test screen and listen to those really crappy Japanese tunes.

TIGER HELI

- On the Game Over screen, keep pressing C, B, A in that sequence for loads of extra lives.

TIME GAL

- Go into the options mode, and if you turn the visual mode on, the game will give you a password when you finish each level. However, because the game doesn't play in the same order all the time, these codes aren't in chronological order. When you enter the password watch ALL the animation for that level. STONEAGE, ELEPHANT, HARDWORK, ASTERIODS, STARWARS, MURDERER, WORLDWAR, LANDMINE, DEATHOUL – RECKLESS BRANCHER, SOUTHERN, DINOSUAR, OSIRIYA, DODZILLA, THANKYOU.

TOEJAM & EARL

- Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and then fall through the island to a secret level.
- The ship pieces are found on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.
- At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right corner and top of the level instead.

TROUBLE SHOOTER

- If you want a level select, press C, Right and Start together on controller two on the title screen and then press Right, C and Start to advance the stage number.

TRUXTON

- On a boss level drop a smart bomb, then hit pause. Wait ten seconds, then unpause to kill the boss.

TURRICAN

- Select options on the menu, skip to the exit icon. Hold Down, and then quickly press A, B, B, A, B, A, B, A, A, B, A, B, A for more options.

TWIN COBRA

- Hit start to get to the green title screen, then press Up, Down, Right, Left, A, B, C and Start to see the end credits.
- For maximum weaponry, pause the game and press Up, Down, Left, Right and hold A while pressing Start to resume the game.

TWO CRUDE DUDES

- Select a two-player game and then you can use player two as a chuckable weapon!

ULTIMATE TIGER

- For a level-select press Up, Down, Left and Right on the title screen.

UNIVERSAL SOLDIER

- Here are some level-select codes for *Universal Soldier*: Level 2 – CHSGM Level 3 – MKSNS Level 4 – SGGBY Level 5 – JLGPH Level 6 – JDRSD Level 7 – PKSND Level 8 – CWBPN Level 9 – SFTNP Level 10 – CMVDG Level 11 – BYTCM

VALIS 3

- Hold Up, A, B and C, press Start, and hold it until a blank screen appears. When you release the buttons, the words "Select Map 000" will appear. Now you can select your stage.

VERYTEX

- Pause the game, hold A, B and C, then press Down and Start for an extra life. Keep pressing Down and Start for more lives.

WANI WANI WORLD

- Press Reset twice when the Sega word appears on the screen. You'll then find yourself with an incredible 200 lives.

WHERE IN TIME IS CARMEN SAN DIEGO?

- Here are some codes to help you through the game. Ace Time Detective – LHMNFGF Capture Carmen – MJDFPDG Super Time Sleuth – MJDFSGG Super Ending – JHBHXXS

WORLD OF ILLUSION

- Here's a tip to maximise your lives in this Disney licence game. On the last level (Magic Box) you'll come across a top hat (you'll see this when you charm the cards, using your magic, for the third time). This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll be able to collect again. Repeat this as many times as you like, then jump on the die with a three on it to finish the level.

WORLD TROPHY SOCCER

- Here's a weird tip for *World Trophy Soccer* (the USA version of *Euro Club Soccer*). Select Tournament from the title screen and go to Password. Enter PVUUBABAE as your password. You'll now be in the final as player one versus player one. Both teams will have the same players and both teams will be dressed in the same coloured strip.

XENON 2

- Play the game, get a high score and then enter your name as ARM. Play again, but get a lower score than before. Enter your name as OUR and now the high score table should show ARM and OUR in first and second place. Wait for the game to go to Attract mode and press Reset. You should now be indestructible.
- For infinite lives do the same as above but enter your names as OLD and AGE.

ZERO WING

- You're advised to stick to the homing missiles.
- For some extra help in this game, watch all the animated intro screens and then play the game and collect nothing but the green power-ups. When you're up to full power, the next power-up should be a purple mega power-up. If it isn't, change weapons and power up that colour. Sometimes it doesn't work exactly like this, but you get a 1-up or 10-up instead, so it's not all that bad.

ARENA

ARENA again includes the ever-popular Wacky Challenges, the wondrous Weird Happenings, the crazy Game Genie codes and another glorious game-over sequence. Ooh, and there's a marvellous mystery prize up for grabs too...

Welcome to another amazing, happening, radical and downright fabulous ARENA section. This month it is packed full to the brim with Game Genie Crazy Codes, those incredibly popular and silly Wacky Challenges and the very revealing Weird Happenings. Keep sending your stuff in and don't forget the new Game Over bit – if there's a game you can't quite finish or even a title whose game-over screen you'd like to see, drop us a line and we'll do our best to oblige. Still, that's enough wibble for now, hope you enjoy this month's ARENA and we'll see you same time, same place, next month.

WACKY CHALLENGES

We've got some very strange challenges this time, so without further ado, let's get down and try them out.

① SUPER MONACO GP/GP 2

It doesn't matter which Monaco game you've got, because this challenge will work with both games. The challenge is simple, but actually doing it is another matter. Try to finish in the top ten of any race without changing out of third gear throughout the whole race. It might sound impossible, but try sliding from one side of the track to the other if you keep getting overtaken.

Amir Noorjala, London



Start of the race, and you're in 9th. But can you keep it up?

② THUNDERFORCE 3

Ever tried to get through the first level of this game by using only the back-fire? No? Well, now's your chance, because that's the challenge we're offering.

Amir Noorjala, London



Tough enough in normal mode, it's even tougher in this challenge

③ SONIC THE HEDGEHOG 2

Right, you lot keep sending in these challenges for *Sonic the Hedgehog 2* and as long as they're interesting, we'll keep printing them. This month, we've got a speed test and a ring-collecting challenge all in one. Finish Emerald Hill Act One in under five minutes collecting all 296 rings and with a score of more than 79,500. Simple eh? Thanks for the challenge *Marie*, but you forgot to put your address on the letter. No doubt more silly *Sonic* challenges next month.



Yeah! All the rings, big points and it's only the first level

④ GHOULS 'N' GHOSTS

This oldie is a very tough game, so practice for a while, and then see how far you can get in this challenge. Start the game and play as far as you can until you lose your suit of armour. Oh, and you can only use your weapon. It may not be very wacky, but it's a challenge none the less.

Alan Richards, Winton, Bournemouth



No Arthur, don't do that. You can't afford to get hit you silly thing

⑤ DESERT STRIKE

How long did it take you to finish *Desert Strike*? Two, maybe three weeks? Well, if you think you know the game inside out, try to get through the whole of the first campaign in less than eight minutes. And just to help you, here's a little tip. On the first mission, just fly by the radar and let go with a Hellfire to blow them up straight away.



You see, the old fly-by-and-shoot-manoeuvre tactic always works

WEIRD AND WONDERFUL HAPPENINGS

This month's superb, nay outstanding, collection of Weird Happenings comes from a trio of amazing, nay brilliant, gamers: *James David* from Monmouth, Gwent, *Leighton Roberts* from Pontypool, Gwent, and *Daniel Miller* from Peterborough. So who wins the mystery prize then? Well, this month's winner is Daniel Miller for his super *Starflight* cheat. If you fancy yourself as the winner of a mystery prize, send in your weird happenings, challenges and anything else you think might be useful and, in turn, we might send you a prize.



① STARFLIGHT

Find the Black Egg (there's one at 28N x 4E on the first planet in system 143, 115). Press button A twice on the Black Egg (in inventory) to drop it, then embark and call for distress. When you get back to the space station, launch and you'll see your station blow up.



② SUPER MONACO GP 2

Finish the Senna GP and get the Senna Super Licence. Now select the Senna course again and choose the middle one, Austria. Now, about halfway round the first lap, a UFO will appear. Honest, it really does.



③ THUNDERFORCE 4

After you've died and you've entered your name on the high-score table, you can control the scrolling of the stars in the background by pressing Up, Down, Left or Right. And if you hold down button A, you'll make them go into reverse.

GAME GENIE CRAZY CODES

Well, we asked for crazy codes and some of you guys have been really busy. **David Boyle** from Lichfield and **Mark Pearson** from Ashton-Under-Lyne have both sent in a collection of wacky codes, and it was a hard choice trying to decide which one should win, but the team decided that Mark should get a cart of his choice because some of his codes are completely outrageous, and that's what we want to see. If you think you can come up with some equally strange codes, send them in and you could be a winner.

Hellfire - 9EXA B6TJ - Can't power up weapons
Fantasia - RFVA AAVJ - Magic increases when you use it
Pac-Mania - KBFA AT62 - Ghosts are invisible
Streets of Rage 2 - AB8A AACW - Takes away the status panel
 DCXA AA22 - Changes the colour of the game
 HWKA AADG - Removes the background
Terminator 2 - ATZA AA9E - Changes the colour of the game



See, a nice little *Streets of Rage 2* screenshot with the status panel missing. Nice, isn't it?



And here's another screenshot with the background gone. Comedy or what?

6 PIGSKIN FOOTBRAWL

We heard that this strange little football game is actually a bit of a cult (in other words one person bought a copy) and we thought it would be fun to do a bit of a challenge, so here goes. Without using any special weapons, try to score more than 80 points in one game. This is a very tough order, so get to it.



Yeah, touchdown to me. Only need another ten and I'm done

7 TURTLES: THE HYPERSTONE HEIST

Stick the game on hard level, otherwise this challenge is too easy, and play the game with a mate. Now see how many guys you can knock out (that's your score you see) and at the end of the first level see who the winner is. If you score over 50, you're good.



Oh look, it's the Teenage Mutant Ninja Terrapins (sorry, office joke)

8 JAGUAR XJ220

This is our first CD game challenge, and a toughie it is too. Enter the Grand Prix and try to beat a time of 1.22 seconds on the first course. Watch out for those corners and you'd be advised to use the brakes a bit too.



Burn, baby, burn. Or something along those lines anyway

9 UNIVERSAL SOLDIER

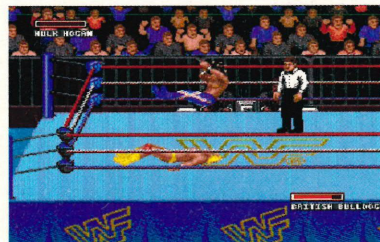
Always fancied being Dolph or Jean-Claude? Well, this is the closest most people will ever get. Anyway, here's a bit of a speed test for the second level. From start to finish try to get through the level in under 1 minute 25 seconds. Don't hang about though; you'll need to keep moving all the time if you're gonna do it. Did you know Andy Dyer's a big fan of Dolph Lundgren by the way?



It's speed-test time. So run, run, run like the clappers (or whatever)

10 WWF

So just who is the toughest member of the WWF? Yes, of course, it's the one, the only... Hulk Hogan. So enter the one on one match-ups and take him on the hardest level, with you as newcomer Shane Douglas (not a wimp, but still not up to Hulk's standard) and see how quickly you can get him down and pin him for three (as they say in the trade). Our own office record is 2 minutes 30 seconds. But then we're not big, beefy gamers like you lot, so we're sure you can do better.



Hulk is on the mat and it looks like he's had his day

GAME OVER INDIANA JONES

Like the film, the end sequence for this game is very epic. And just to give away the ending completely we're not only going to show you the end sequence, but also the little twist which awaits you.



Just walk across the "leap of faith" to reach the other side and that's the game almost over



Choose the second cup from the left and you'll have chosen the right cup. Phew, game over



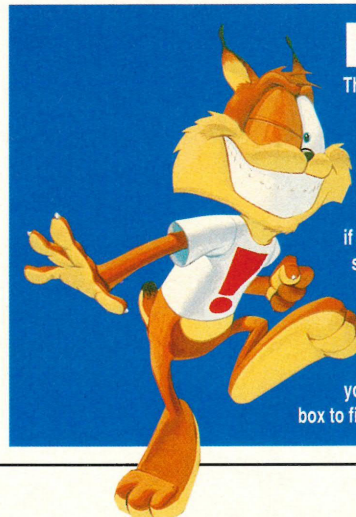
Then sit back and watch as the water from the Holy Grail miraculously heals your Dad



And, in true cinematic style, the two black blobs ride off into the sunset. Aaaaahhhh!

IT'S A MYSTERY!

This is the bit of the page where we don't tell you what the mystery prize is and the only way you'll ever find out is to win it yourself. But wait, what's that picture of Bubsy the Bobcat there for? Well, yes it does have something to do with the mystery prize, but it's also a nice picture and we desperately needed to fill up as much space as possible in this box. Still, if you fancy winning an equally mysterious prize and you'd like to see your name in print, send in all your Crazy Game Genie Codes, Wacky Challenges and Weird Happenings to ARENA, MEGA, 30 Monmouth Street, Bath, BA1 2BW. And then sit back and wait for the goodies to come plopping through the letterbox. Well, that's enough for this month, just make sure you come back next time. Oh God, there's still another line of this box to fill up... oh, no there isn't.



PURCHASE

No, we don't want to hear that old "I'm skint" excuse again thank you. Do you realise what great savings you can make by buying your extras from this page? No? Well, just take a look...



MEGA BINDER

If you treasure every single issue of the mag, it makes sense to keep them all in our smart MEGA binder. We've left it white so you can decorate it in your own individual style if you want to!

MEGBIN/2 £5.99/£11



SONIC T-SHIRTS

You've got the badges, the cuddly toy and the curtains, and now you can buy the T-shirts. Choose from two splendid Sonic designs, both in 100% cotton. Fatties' size (large) fits all!

MEG 1L/MEG2L £10.99

ZY FI SPEAKERS

Plug them into your Mega Drive and enjoy your favourite soundtracks to their fullest. Or use them with your personal stereo to make it less personal. Either way – they're recommended by MEGA.

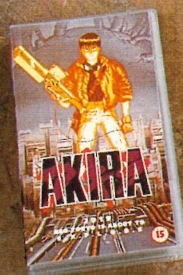
MEGSPE £35.99



ACTION REPLAY PRO

Create your own cheats or discover levels you didn't even suspect existed with the Action Replay Pro. It's worth noting that Action Replay Pro doubles as a Japanese cart adaptor.

MEGACT £44.99



AKIRA VIDEO

Enjoy the art of Japanese animation from Manga Video. Akira's stunning graphics should be seen to be believed. (Only suitable for people over the age of 15.)

MEGAV £12.99



SG PRO PAD

It's transparent, it has variable speed autofire on all three fire buttons, it has a slow-motion switch, it has two extra fire buttons along the top edge, and MEGA think it's bloomin' lovely.

MEGPP2 £14.99



OF COURSE YOU CAN AFFORD IT, AND THIS IS WHERE YOU CAN SEAL THE DEAL

- ☐ Sonic Shirts £10.99 Code MEG1L/MEG2L ☐ SG Pro Pad £14.99 Code MEGPP2 ☐ Zydec Zy Fi speakers £35.99 Code MEGSPE
☐ Action Replay £44.99 Code MEGACT ☐ Akira £12.99 Code MEGAV ☐ Mega Binder £5.99 Code MEGBIN (or £11 for 2, MEGBIN2)
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MEGA/ISSUE9/0693

INDIANA JONES AND THE LAST CRUSADE

One of the toughest (not to mention most frustrating) Mega Drive games that money can buy gets the full RIP 'N' TIP treatment. You'll be thanking us for this one...

PUBLISHER: US Gold

PRICE: £39.99

RELEASE: December '92

MEGA SAYS: A very difficult platform-based game, but the film tie-in is very good. There are some excellent gameplaying features in it too.

If you read the review of *Indiana Jones* in issue four of MEGA (it gained a respectable 72%) or you own a copy of the game, then you'll know just how frustratingly difficult it is. The real key to success is knowing what to expect behind every corner and how to deal with those

tough end-of-level bosses.

Each of the five "scenes" follows the action of the film very closely, so closely in fact that by the time you get to the last scene (The Holy Grail) you may never want to see the film again. To make this complete solution as easy to follow as possible we'll take you through each level at a time, pointing out all the danger areas and then detailing the weak spots of the bosses.

All you then have to do is actually sit down and play the game all the way through. Oh and by the way, we thought we'd show you the end sequence as well. Check out the ARENA pages (74 and 75) for the very filmy "leap of faith" ending and console yourself with the fact that it is possible to finish the game, no matter how much you may be thinking otherwise at the moment.

GET A GRIP!



- Moves Indy around the screen
- If Indy's whip power isn't up to much, don't forget he can use his fists
- Press button B to snap Indy's faithful old whip into action
- And he can jump over bullets using button C

LEVEL 1: THE CROSS OF CORONADO

You'd better get used to using your whip here, because it's good training for later on. As with most of the game, you need to be aware of what's harmful to poor old Indy, and what's not. You've plenty of time on the first level, but don't hang around for too, too long or the torch you picked up at the start of the level will burn out. Always pick up the second torch near the end though, or you will be plunged into darkness before you get to the boss.

Although the boss on level one is big and strong and wields a big plank of wood, he is just plain stupid. Watch him as he bangs his plank on the floor and the spikes fall down from the ceiling. As soon as these fall on the floor and break up, move in and hit him a couple of times. Move back to the right and then just repeat the process until he's dead.

The level ain't over yet though. Walk left to collect the cross, and a small hidden passage on the far left of the screen will open and four BIG stones will roll down towards you. You need to be aware of this so you can jump onto the rope and watch the stones roll past you. There, that's level one finished.



Pick up the first torch at the very start of the game...



... and pick up this second one half way round to keep the lights on



He's an ugly-looking boss, but ignore his looks and whip him to death



To complete the level, collect the cross and hang onto the rope

LEVEL 2: ESCAPE ON TRAIN TOP

Oooh! This level is just sooo hard. Anyway, we're going to show you how to get through it. The problems on this level are plentiful: you can fall down the gaps between the trains; the thugs have guns; you've got to avoid the bars that go past the screen; and then you've got the boss.

As you make your way along the train, falling down between the gaps in carriages, it's worth noting that you shouldn't take out all the thugs with your whip. If you save your whip power for later on in the level, you can get rid of any problems in one swish of your whip, making things a lot easier.

If you're having a problem with the level, you might like to know that there is a hidden passage, which will allow you to miss out a large bit of the level. Work your way to the magicians' carriage and take out the two gun-toting thugs. Now stand on the funnel and jump straight up three times. You should fall down and be whizzed along to the end-of-level boss.

When you actually get to the end of the level, beating the Indian brave is just a matter of jumping. Jump over the arrows as you make your way to him and then, when you're within whipping distance, er, whip him. He fires his arrow in the same pattern, firstly crouching down and then standing up. Jump over the arrows when he's crouching down, then, as he stands up, crouch down and whip him (twice if you're fast enough).



Keep jumping, whipping and ducking. It's the only way to defeat this boss - yeah it's tedious, but you do want to see level three don't you?

LEVEL 3: ENTERING THE CATACOMBS

There are so many ways in which to die in this level it's a wonder anyone can get through it. There are two quite different parts to it, the first of which features pools of water (that kill you on contact), rats, and pools of flame that fall from the ceiling. The flames are not too hard to avoid because you can see them pouring out of the holes before they can harm you, but the rats are another matter. You can hear a rat (squeak, squeak) just before it comes on screen, and the only way to get rid of it is to whip it.

The second part of the level, with more pools of water, has the added danger of shooting spikes. There's a big enough space of time between the firing of each spike for you to make a run across to the other side. This doesn't mean you should hang about though. Once across, you're ready to face the boss.

The fire-eating boss spews his fire in a repetitive pattern. He fires in a straight line and then diagonally downwards towards you. Get in close and hit him a couple of times while crouching down, and then stand up and jump over the flame. Keep repeating this until he dies. Like level one, this level has a booby trap waiting for you. As you collect the shield, a row of flames will fall down from the ceiling. You can't run away from it, but you need to run so far and then jump backwards over it.



These pesky little rats realistically jump for your throat when you get them trapped in the corner. Still, one whip and you send them packing



Jumping and ducking as the spears fly past you takes time, but you should have ducked under this one. Oooh, it's gonna end in tears



Easy boss really, but he does take a few whips before he dies



The level isn't over yet. Watch out for the booby trap

LEVEL 4: THE ASCENT OF CASTLE BRUNWALD

The route up to the top of the castle may be self-explanatory, but actually getting there is hard. Using your whip on the knobs on the wall to reach the seemingly impossible platforms is easy enough, but you'll have to make some tough jumps too. Watch out for the spotlights that mysteriously take your energy if they pass over you, and don't forget you've got gun-toting Nazi's hiding in every doorway.

Once you get to the top, two things are worth remembering. Firstly, don't fall off, and secondly, you can attack only Gustav (the goon guarding your father) from behind. In order to attack him you'll need to jump over him when he's crouching down and then quickly turn around and whip him a couple of times. When you've finished him off, you'd better leg it over to the right-hand side of the screen before you get your butt burned by a lightning bolt.



As you can see from this screenshot, hitting the good General from the front doesn't cause him any damage, so get behind him and try again

LEVEL 5: THE HOLY GRAIL

You've made it, but there's no time to rest. You need to get the Grail as quickly as possible to help your wounded father. However, there are lots of traps to avoid and those rotating axe blades are a real pain. You need to time your walk through the rotating ones to perfection and you need to walk and duck through the swinging ones. Once you've done that you then need to spell the name of God (Jehova) in Hebrew. You walk over the correct spelling of the name (to show you how it should be spelt) and then you must spell it out again jumping from letter to letter. You'll fall off if you make a mistake. All that stands between you and the Grail now is the leap of faith. Don't leap though, because you won't make it; just walk straight across into the Grail room and choose the second cup from the left.



It really does take precise positioning to time these right



Oooh, anybody fancy a quick short back and sides?



Note down the spelling of Jehova - you'll need it later on



And for my next trick I'll magically walk across this big gap

BATMAN REVENGE OF THE JOKER

This is the best Batman game, and it's actually a very tough little platformer to complete. Still, here's MEGA to help you through the trickier bits

PUBLISHER: Sunsoft

PRICE: £40

RELEASED: March '93

MEGA SAYS:

Well, it's the best *Batman* game you can get, but because of some dodgy gameplay elements you can get a bit bored. Still, with this Rip 'n' Tip you can get past those little problems and finish this tough platformer.

After the shamble of *Batman Returns*, we weren't expecting great things from this one. Surprisingly, however, this is quite good, not brilliant but good. It's also got quite a few levels, 19 in all, and it's very tough too. Still, we've cracked the game wide open for you, so you can now get on with the business in hand.

As well as there being difficult levels there are seven (that's one for each level) bosses (including the Joker) to deal with. We'll go through each level in turn and explain how to approach any difficult bits as well as show you how to deal with those very powerful end-of-the-level bosses. Each level also has a password, which you can use if you still can't get past the tough bits.

LEVEL 1 GOTHAM CITY CATHEDRAL TOWER

**LEVEL 1-1
PASSWORD: 6020**

There's nothing really difficult in this level, but when you reach the top of the cathedral you can't destroy the statues with anything other than your feet. So kick 'em and run.



Kick, one, two, three, four and kick again. Phew! Hard this

**LEVEL 1-2
PASSWORD: 7822**

The annoying little air ship firing at you from the background is the only thing that should cause you any real bother on this level. Avoid it.

BOSS: ACE RANGER

This guy's not a particularly clever end boss. He just jumps forward towards you and then back again, firing occasionally. The best tactic is to return your fire and stand your ground. You should be able to out-fire him and then get on with the second level.

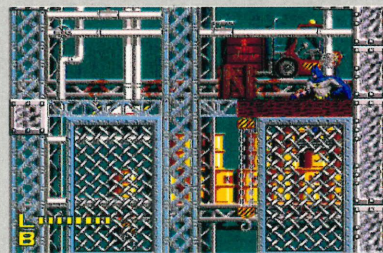


Why Batman has to get charged up to fight isn't explained

LEVEL 2 THE JOKER'S WAREHOUSE

**LEVEL 2-1
PASSWORD: 8766**

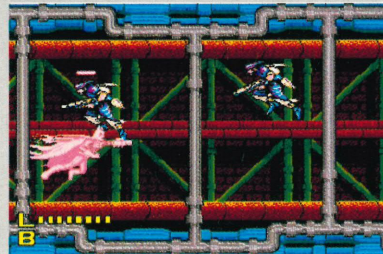
The only difficult things in this level are those bloody moving platforms. It's all a matter of timing and practice and knowing when and where to jump. The later section, where the platforms are in the background, is particularly dodgy. Just take your time.



It's time to play "Spot Batman". Where is he in this screenshot?

**LEVEL 2-2
PASSWORD: 8756**

This rather simple shoot-'em-up section shouldn't cause you any problems at all. All the, er, *things* that attack you stay in the pattern in which they appear on screen, so you can either avoid them or take them all out. There's really no reason why you should take any hits on this level, because it really is very simple. Practice makes perfect very quickly indeed.



And after all that advice it looks like Batman got hit. Oops

LEVEL 3 SNOW MOUNTAIN

**LEVEL 3-1
PASSWORD: 6101**

Brrr! Oh, it's gone cold all of a sudden and there are these strange guys throwing small whirlwinds at you. Watch out for the falling stars and the gaps in the bridges and don't forget that even bats find ice very slippery.

**LEVEL 3-2
PASSWORD: 1047**

This is possibly the toughest level in the game, because of those damn moving spikes, falling rocks and big jumps. Tough it may be, but it's still not impossible. The important thing to remember is to collect a power-up on your way through to the spikes, otherwise you'll have real trouble killing anything before the spikes fall down and hurt you.



Poor old Batty needs to be very quick through the spike section

BOSS: MINEDROID

This tough little droid may be hard and packed with weapons but he's slow with it. No such drawbacks for our Batty though, who is known for his agility and quickness.

Draw Minedroid towards you by standing in the far left-hand corner of the screen, and when he flies towards you and lands in front of you, jump over him. Now quickly turn around and get a few shots in. Just keep leading him towards you, jump over him and keep firing at him. Keep this pattern up until you've finished him off. It may be monotonous, but it's the only way we know of finishing him off.

LEVEL 4 REFINERY

LEVEL 4-1 PASSWORD: 1880

This is yet another fairly easy section. You can see what's coming before it starts firing at you, so just take it easy and don't get caught on the edge of the screen as the train moves along.

LEVEL 4-2 PASSWORD: 5278

The treadmills are a bit of a pain, but they are not distracting enough to make this level hard. Just keep on your toes and make sure you don't take too many hits.



As you move up the elevator you'll need to keep your wits about you

BOSS: MASTER CPU

Master Cpu is a very tough boss and it doesn't help matters when there are lasers firing at you from both sides of the screen. If the red gauge reaches the top, a beam will fire towards the ground causing you some damage. To stop the red gauge reaching the top, fire at the laser. It takes time and skill but it's not impossible. Just get a rhythm going and keep it up.



It's a real shame you can't take out those little lasers on the side

LEVEL 5 UNDERGROUND CONDUIT

LEVEL 5-1 PASSWORD: 1168

The currents of water which push you left or right (depending on which way they are flowing) are the only problem with this level. Keep jumping to stop Batman moving too far in any one direction. Also watch out for the fast-moving platform at the very end of the level. Time your jump wrongly and you're stuffed.



Did you know bats can't swim? Well, fall in the water and find out

LEVEL 5-2 PASSWORD: 7604

This is the second shoot-'em-up bit (virtually the same as level 2-2) and again it shouldn't cause you any problems at all really. There are, of course, more enemies to deal with, but they still attack in patterned waves (who mentioned *Space Invaders*?). You may take a couple of hits on this level, because at some points there are just too many things on screen. You should, however, be able to get through this stage relatively unscathed. Now you can get ready for the demanding sixth level.



Oooh, this level looks so very different from level 2-2

LEVEL 6 AMMUNITION BASE

LEVEL 6-1 PASSWORD: 0021

This may be a relatively small level, but there are still a couple of tricky bits to get past. The best way to tackle the columns of orange beams is to run straight through rather than try to work out a strategy. And when you come to the falling girders, just keep jumping without stopping.

LEVEL 6-2 PASSWORD: 7511

Shoot the guy sitting in the tank as soon as he appears. It's then just a matter of jumping over the mines that fall down, and staying ahead of the falling blocks.



If you can take out the driver quickly, this level gets much easier

BOSS: THE JOKER?

So is this the Joker or not? To find out, you'll have to beat him. Stay on the left-hand side of the screen and follow his pattern as he moves around. Keep jumping and firing at him and try to avoid him as he comes over to your side. You'll take some hits but not as many as you'll be able to administer.



The Joker? Or is it? Well to find out, you're gonna have to kill him

LEVEL 7 THE ISLAND OF HA-HACIENDA

LEVEL 7-1 PASSWORD: 1004

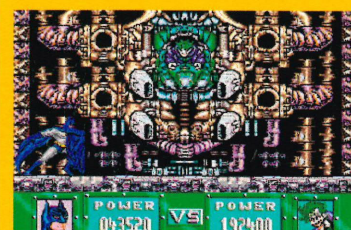
As you'd expect, the last level is not going to be a push over. To start with, you've got to get past those flying thingies that appear after you've killed a normal thug. Then you need to negotiate the deadly spikes. One touch and you're dead. This is where, probably for the first time, you'll need to use your backpack invincibility. Collect enough capsules and activate your backpack just before you enter the spikes. Then run, jump and get through as quickly as you can. If you're good enough, you should make it through.



This is possibly the most annoying bit in the game. Jump now or die

BOSS: THE JOKER

Here's the Joker. And yes, he is a real pain. For starters, he has a power rating of 250,000 (compared to yours at 40,000). Again, the way to beat this monster is to learn its firing pattern. Stand in the far left corner and time your jump over the Joker's fireballs. Now return some fire and then repeat this over and over again. It takes a long time, but don't give up.



The Final Battle. And a very tough fight it's going to be too

GET A GRIP!



↑ ↓ ← → Moves Batty left or right. Also makes him duck or fire straight upwards

(A) This is your fire button. Hold it down to use the special weapons

(B) The longer you hold down the jump button (this one) the higher he jumps

(C) The kick or, with the pad held down, the slide button

FOUR OF THE BEST

Batman (or Batty to his mates) is a bit of genius when it comes to weapons, and you'll be delighted to know that there's more than enough opportunities for Batty to show off his skills. Dotted throughout the levels are cargo boxes, which hold those very important power-ups. By firing at them you can change the type of power you pick up. That's easy enough, but which power-ups are the best?

Each one has its own advantages and disadvantages, so take a look at the pictures on the right and the descriptions below them to see what does what. MEGA's personal favourite? Well, we like the C power (C for Crossbow), but that's because you can take out most things in one shot.



Your ever-faithful Batrang. On its own it's not very powerful, but the special weapon is a blast



The Sonic Neutraliser is very fast and hard, but the special move doesn't actually do a lot



On its own it's slow and powerful, and the special weapon is a right old firework display



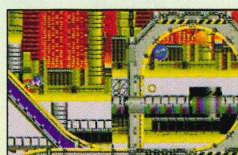
The three-way split on the Shield Star looks good, but it isn't very effective at all really



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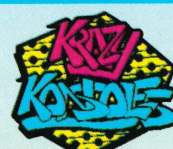
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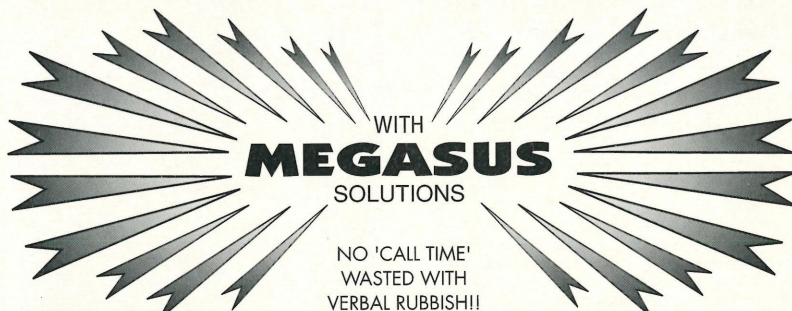
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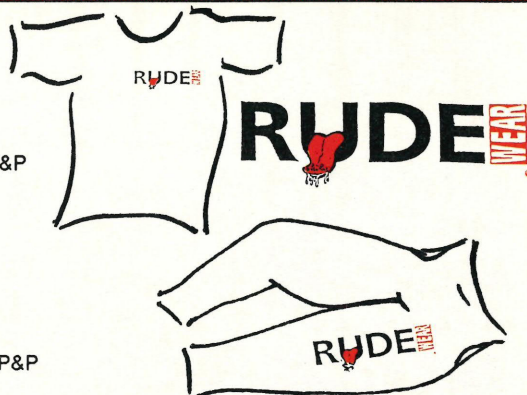
M-L-XL

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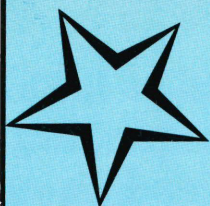
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OK, OK, we know this section of the magazine looks the same as it always does, but if you're thinking of flipping past it, pause a moment to read about what you could be missing. This month's Top 100 contains: our favourite 100 games of all-time, complete with new entries; mini Pastmaster reviews of the brilliant *Aero Blasters* and the fabulous arcade classic *Rolling Thunder 2*; the top ten most difficult Mega Drive games ever; plus readers' ads. Impressive or what?

1. JOHN MADDEN '93 (INC. MADDEN AND MADDEN '92)

Publisher: EASN
Price: £39.99
Reviewed in Issue 3 of MEGA



The third version of the best game on your Mega Drive and it's been improved upon again. If you're fed up with playing through the normal teams, try your hand against the best teams of all time. There are eight Superbowl-winning sides to play against and you can even enter the best of the best playoff to see who is ultimately the best.

One word of caution though: if you own either the original *John Madden American Football* or *John Madden '92*, don't buy this version expecting a whole new game.

MEGA says: The best just got better, but not by that much.

FOR SALE: *John Madden '93*
£25 - 081 908 3019

FOR SALE: *John Madden '92*
0708 444299
£20 - 0297 60232

2. SONIC 2

Publisher: Sega
Price: £39.99
Reviewed in Issue 2 of MEGA



Hey, you want top grade video game entertainment? Then you got it. This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at. What is the fastest time possible for the Emerald Hill Zone act one?

MEGA says: You might find it too easy to finish, but it does leave the original sobbing in a damp corner.

FOR SALE: *Sonic 2*

0708 444299

£22 - 081 640 3675

WANTED: *Sonic 2*

0793 873401

3. MICRO MACHINES

Publisher: Codemasters
Price: £34.99
Reviewed in Issue 5 of MEGA



It may not be the best looking or sounding game in the world, but the gameplay and playability are amazing and the head-to-head fun rivals that of even the *John Madden* series.

With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be slotted into your Mega Drive for a very long time to come.

MEGA says: Frantic two-player action and a tough one-player challenge make for a fantastic game.

4. NHLPA HOCKEY (INC. EA HOCKEY)

Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA



Just as *John Madden '93* remained firmly fixed to its predecessor's roots, so does this, and the new version is just as much a classic as the original.

The top-down scrolling viewpoint still works beautifully, and the gameplay is as perfect as you could ever hope for it to be. Mind you, just like in the real thing, the best bit is when the gloves come off and the punch-ups start. Not as

involved as *John Madden Football*, and the naïve or short-sighted player will tell you that scoring's more down to luck than skill, but for nerve-tangling tension that's absolutely second-to-none you still won't find a pulse-raiser much better (or tougher to master) than this.

MEGA says: Even better than the original (MEGA rated it 92% - it would have got more if it hadn't been a sequel). *NHLPA Hockey* is bigger, better and bloodier than its older brother, and it truly kicks. It is a fantastic game, which no Mega Drive owner should be without.

FOR SALE: *EA Hockey*
£20/Swap - 0604 720727
£23 - 0375 842611

5. HELLFIRE

Publisher: Sega
Price: £34.99



Hellfire is the only serious competition to *Aero Blasters* in the space-blast department. If the Mega Drive's ever seen a more accurate coin-op conversion than this, we'd like to know what it is. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes it a bit easy to complete, but hey - nothing's perfect.

MEGA says: Great stuff, although it pales a bit in the frenetic action department when you put it alongside *Aero Blasters*. If you find that one a bit too demanding, though, this'll be right up your street.

FOR SALE: *Hellfire*
(Jap) £17 - 031 331 4196

£18 - 0482 866187

0708 444299

WANTED: *Hellfire*

0604 720727

6. ROAD RASH 2 (INC. ROAD RASH)

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 4 of MEGA



Not entirely different to *Road Rash*, but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement.

MEGA says: What a game! Speed, violence and bikes - what more could you ask for?

TO SWAP: *Road Rash 2*
091 586 5208

Sell/Swap - 081 640 3675

FOR SALE: *Road Rash 2*

0708 444299

WANTED: *Road Rash 2*

0932 347817

0208 75789

FOR SALE: *Road Rash*

£25/Swap - 0604 720727

7. PGA TOUR GOLF 2 (INC. PGA TOUR GOLF)

Publisher: EA
Price: £44.99
Reviewed in Issue 5 of MEGA



What was wrong with the original *PGA Tour Golf*? Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well,

that's what *PGA Tour Golf 2* does. There are three more courses, the chance to put draw and fade on the ball and all sorts of other options.

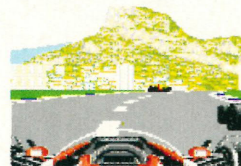
There's even a bit of speech in there as well. Now what more do you want? MEGA says: The best multi-player game has been improved and if you and your mates like nothing better than playing a round, this is for you. Be careful though if you've got the original, because this one isn't drastically different from the previous one.

TO SWAP: *PGA Tour Golf*
0603 692561

WANTED: *PGA Tour Golf 2*
0772 713085

8. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

Publisher: Sega
Price: £44.99



Super Monaco GP was the most popular driving coin-op before *Out Run*, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot - the graphics may only be alright, but the gameplay is astonishing. Superb, definable control, high-speed adrenaline-pumping driving, and a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game especially in the area of car handling, but with something that started off as fab as *Super Monaco GP*, that's still just window-dressing.

MEGA says: The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one.

TO SWAP: *PGA Tour Golf*
0603 692561

WANTED: *PGA Tour Golf 2*
0772 713085

9. LEMMINGS

Publisher: Sega
Price: £39.99
Reviewed in Issue 2 of MEGA



180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and a stunningly easy control system make this a must for all gamers. MEGA says: It's addictive, brain teasing and we can't get Neil away from it. What more of a recommendation do you need?

FOR SALE: *Lemmings*
£20/Swap plus £3 - 071 635 0367
WANTED: *Lemmings*
0532 784331

10. ECCO THE DOLPHIN

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA



Once in a while a game comes along that is just that little bit different from the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deep (pun number 343) underwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits. This is a classic all-round game which will appeal right across the board.

MEGA says: It brings a whole new realm of gameplay to the Mega Drive. It's slow, hard, beautifully presented, and a real joy to play.

TO SWAP: *Ecco The Dolphin*
0978 265884
WANTED: *Ecco The Dolphin*
0772 202310

11. STREETS OF RAGE 2

Publisher: Sega
Price: £44.99
Reviewed in Issue 4 of MEGA



Well, after all the fuss and bother over the first official English 16-Mbit game, it finally arrived – the follow up to *Streets of Rage*. We reviewed it in issue four of MEGA, but we didn't play it enough to give it a mark. Now it's out and it's every bit as good as we'd hoped. You won't find a better beat-'em-up on the Mega Drive and it's even better than some arcade ones too. Additional features include two new characters (Max and Skate), a head-to-head mini game, amazing graphics, the best ever sound on the Mega Drive, and playability as well. **MEGA says:** You won't find it tough enough if you play on easy level with loadsa continues. So if you're a hotshot gamesplayer, do yourself a favour and play the game on hard level with only a couple of continues.

12. QUACKSHOT

Publisher: Sega
Price: £39.99



Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia* should have been. It looks lush, it sounds lovely, and it's action-quacked from start to finish.

MEGA says: We say get it!

13. ROLO TO THE RESCUE

Publisher: EA
Price: £39.99
Reviewed in Issue 5 of MEGA



Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game. Just as well then that it's a

huge, tough platformer that will keep you entertained for ages.

MEGA says: Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out using Rolo's various friends, and bosses to defeat. It's tough, but great fun.

WANTED: *Rolo To The Rescue*
0822 833018

14. TINY TOONS

Publisher: Konami
Price: £39.99
Reviewed in Issue 8 of MEGA



Not only are the Tiny Toons incredibly funny and all that, but they also make great platform games. Cute, big and easy to play, this platformer has got it all. With a password for each level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores highly in all areas. It's similar to *Rolo to the Rescue* in many ways, and if you buy both, you've got the best of both worlds.

MEGA says: Platform games come, and platform games go and only a few remain. *Sonic*, *Rolo*, *Rainbow Islands* and now *Tiny Toons*. Fast, colourful, cute, playable... the list is endless. Buy it, you won't regret it.

15. MEGA-LO-MANIA

Publisher: Virgin
Price: £39.99
Reviewed in Issue 6 of MEGA



Ever wanted to know why a "God-game" is called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.

MEGA says: Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

WANTED: *Mega-Lo-Mania*
0375 374346

16. SONIC THE HEDGEHOG

Publisher: Sega
Price: £34.99
It's quite possible that this is the most famous video game ever – it's

certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

Yeah, it's a bit easy to finish, but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in *Sonic The Hedgehog* and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse – you may be dead.

MEGA says: Still the most technically stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.

FOR SALE: *Sonic*
£21/Swap – 0420 477024
£15/Swap – 0275 393397
£15 – 021 628 9886
£10/Swap – 0723 513967
£10 – 081 640 3675

17. RAINBOW ISLANDS

Publisher: Taito (IMPORT)
Price: (see importer)



Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer.

MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

18. SWORD OF VERMILLION

Publisher: Sega
Price: £49.99
Try not to be put off by the fearsome price tag on this one, because if you're into all that RPG hacking 'n' slashing malarkey, this'll be money well spent.

Sword Of Vermillion is probably the best game of the type on the Mega Drive and, in a market that's becoming more crowded by the day, that's no mean feat. This game is big, slick and sexy.

AERO BLASTERS

NUMBER 20

We're talking shoot-'em-up classic here and not just classic because it's old, but because this is one of the most brilliant Mega Drive games ever



This once-prosperous little city is looking a bit worse for wear at the moment and, as it's your home town, you're more than a little annoyed

You wouldn't believe the number of people who are trying to get hold of this game. Ever since we started our Top 100 (way back in issue one for those of you who didn't know), we've had a couple of oldies in there (*Rainbow Islands* and this one) and there are loads of people out there who haven't ever seen these great games. Well, we thought it was about time we gave this oldie the Pastmaster treatment to show you exactly what you're missing. Converted from a very rare coin-op,



One really nice thing about the game is the size of the sprites, and these ones are tiny compared to some of the others in the game

this shoot-'em-up has never been officially released (shame on you Sega) and you could only get it from a few importers a couple of years back at the very dawn of Mega Driving in the UK.

The basic idea is simple (come on, this is a shoot-'em-up). You've got to shoot everything you see on screen and make sure you don't get hit, but the difficulty curve, graphics, end-of-level bosses, tunnel sections (wow) and overall presentation are some of the best you'll ever see in a game.

This lifts the game above the usual dire shoot-'em-ups that infect the Mega Drive scene. There are six quite large levels to battle your way through and even though you can get through the first two or three after a couple of goes, this is really just an introduction to the game, and things will start to get really difficult from level three onwards.

You may take a look at the screenshots and think that graphically this doesn't compare to current games like *Bio-Hazard Battle*, and you'd be right. But, as in the case of *Hellfire* (the only other shoot-'em-up that compares to this one), the game excels in the gameplaying department and that's really what counts.

There really isn't much more you can say about this game, except that if you've got it, you're a very lucky person. If you haven't already got it and can somehow get your hands on a copy, MEGA whole-heartedly recommends that you do so. Not only will you be the owner of a fabulous shoot-'em-up but you'll be able to gloat to all your mates in a really obnoxious manner. Oh, and if anyone out there knows a cheat for the game, then MEGA PLAY would be very happy to hear from you (as would Neil, who's having a tough time even getting past level four).

PUBLISHER: Kaneko

PRICE: £40 (Import only)

RELEASE: February 1990

CARTRIDGE: 4 MBit

CONTACT: Try your local importer

MEGA SAYS: A fabulous shoot-'em-up that may be showing its age in the graphics department but still beats many of the new ones where it counts – in the gameplay department.

85%



MEGA says: Look, you're as well to spend £50 on something excellent as waste £35 on something average, aren't you? Quality costs (and in this case it certainly does), but it's usually worth it.

FOR SALE: *Sword of Vermillion*
£25/Swap – 0375 844813

TO SWAP: *Sword of Vermillion*
0208 75789

WANTED: *Sword of Vermillion*
0375 374346

19. PHANTASY STAR 3

Publisher: Sega

Price: £49.99

A completely huge RPG, with loads of different worlds and a whole gang of characters to control. Try to complete *this* one in a night without using the battery back-up...

MEGA says: It's a lot of money, but in terms of hours of fun per pound, you'll be hard pushed to beat this one.

WANTED: *Phantasy Star 3*
0208 75789

20. AERO BLASTERS

Publisher: Kemco (IMPORT)

Price: (see importer)

If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what a fantastic, all-action, exciting and varied blastathon it is. If you aren't one of *those people*, then be told right now – *Aero Blasters* is the fastest, meanest, sexiest, joy-pad-grippingliest, sweatiest shoot-'em-up there's ever been.

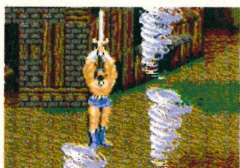
It is more impressive-looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.

MEGA says: This is one of the best Mega Drive shoot-'em-ups ever without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

21. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega

Price: £19.99



What's that? You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe* a great deal.

The sequel did nothing to alter the linear gameplay (Ax, Gillius or Tyrus still start heading right and just keep going) and the two games are to all intents and purposes identical.

It's still a simple walk-along-and-hit-fire-a-lot-when-ever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to keep at it until you see the end.

MEGA says: The best game in a very limited genre, but why are beat-'em-ups always so easy to complete? Who knows?

TO SWAP: *Golden Axe 2*

0978 265884

FOR SALE: *Golden Axe*

£15/Swap – 0904 702251

£15 – 0983 840363

£17.50 – 0375 842611

TO SWAP: *Golden Axe*

0661 825930

0509 814114

22. DESERT STRIKE

Publisher: EA

Price: £34.99



Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this atmospheric and action-packed shoot-'em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. *Desert Strike* is a great game, and that's what matters.

FOR SALE: *Desert Strike*

0708 444299

£25/Swap – 0375 844813

£24/Swap – 0420 477024

TO SWAP: *Desert Strike*

0978 265884

23. THUNDERFORCE 4

Publisher: Sega

Price: £39.99



Reviewed in Issue 1 of MEGA

The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics (and they really are rather groovy, er, "dadio") get in the way of the action – there's too much going on on-

screen at any one time.

MEGA says: Looks great, lots to blast through, looks great, solid shoot-'em-up action, looks great and er, nothing *really* that could be described as particularly special. It really is a great looking game though.

24. WORLD OF ILLUSION

Publisher: Sega

Price: £39.99

Reviewed in Issue 3 of MEGA



This game is way too easy in one-player mode, but for its brilliant two-player game it earns this position. It's hard, interactive fun. Gorgeous graphics and amazing animation add to the game, and it makes *Castle of Illusion* look old hat.

MEGA says: Don't think about buying this unless you've got a mate to play it with.

FOR SALE: *World Of Illusion*
£30 – 0353 662343

WANTED: *World of Illusion*
0822 833018

25. STREETS OF RAGE

Publisher: Sega

Price: £34.99



If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question that *Streets Of Rage* doesn't have to answer, because it's great stuff – if it were only tougher to beat!

Lovely backdrops, loads of athletic fighting moves, excellent two-player action (two players can interact with each other to pull off some frightening moves) and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy is brilliant!) all go together to make this the most challenging and rewarding game the Mega Drive has to offer in the genre (apart from *Streets of Rage 2* of course).

MEGA says: If you want a beat-'em-up, this, or its sequel, is the only one worth more than a passing look (well, except *Golden Axe 2* perhaps).

TO SWAP: *Streets Of Rage*

£30/Swap – 0772 202310

0978 265884

0602 445228

FOR SALE: *Streets of Rage*

£17.50 – 0375 842611

26. CHAKAN

Publisher: Sega

Price: £39.99

Reviewed in Issue 6 of MEGA

A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive. It's also a large game that will take you some time to complete. Be careful though, because it's very similar to *Revenge of Shinobi*, and if you're already got that one, you may be disappointed with this.

MEGA says: Very nicely done and engrossing too, but very similar to lots of other stuff already on the market. All you old Mega Drive hands will have seen it all before, but you newbies should check it out.

27. TAZ-MANIA

Publisher: Sega

Price: £39.99

The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tazmanian Devil, in a *Sonic*-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you are a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

MEGA says: Brilliantly entertaining, but not all that demanding, *Taz-Mania* is perfect for the kids, and for those of you who can afford to spend lots of dosh on games which you'll finish in three days.

FOR SALE: *Taz-Mania*

£20 – 071 635 0367

£25 – 0983 840363

£20 – 0297 60232

28. JAMES POND 2 - ROBODOD

Publisher: EA

Price: £39.99



Converted from, but significantly improved upon, the 16-bit computer classic, *Robodod* was the game that took on *Sonic* at his own game and didn't make a half-bad stab at it. Exceptionally pretty, this is one of the best hedgehog clones you can buy.

MEGA says: Great little game, with a different feel to most platformers (largely thanks to your extendible character...). A good laugh.

FOR SALE: *James Pond 2*

0708 444299

£20 – 081 908 3019

£20 – 0482 866187

£20/Swap – 061 485 3480

29. TURTLES: THE HYPERSTONE HEIST

Publisher: Konami

Price: £35

Reviewed in Issue 7 of MEGA



Now that Konami are in the Sega business we can look forward to some cracking games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game.

MEGA says: OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game very good fun to play.

30. SIDE POCKET

Publisher: Data East (IMPORT)

Price: £35 (see importer)

Reviewed in Issue 2 of MEGA



A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

MEGA says: We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.

WANTED: *Side Pocket*
0793 873401

31. POWERMONGER

Publisher: EA

Price: £39.99

Reviewed in Issue 5 of MEGA



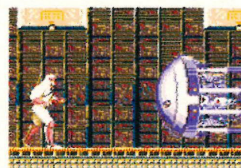
Strategy is the name of the game, and if you're looking for some serious head-scratching, then *PowerMonger* could be for you. Also, if you like a bit of domination, then this game could well be the best game you ever buy.

MEGA says: Very, very in-depth and tough. You're going to burst a few brain cells before you finish this one.

32. REVENGE OF SHINOBI

Publisher: Sega

Price: £19.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

MEGA says: Super stuff, with top special effects and very special gameplay.

FOR SALE: *Revenge of Shinobi*

£17 – 0482 866187

TO SWAP: *Revenge of Shinobi*
0509 814114

33. THE HUMANS

Publisher: Imagitec

Price: £39.99

Reviewed in Issue 5 of MEGA



If you're going to bring out a puzzle game, then you've got to make sure it's a bit different from the rest of the genre to guarantee success. *The Humans* is much like *Lemmings*, but it has enough differences to make it worth a look. If you've tried *Lemmings* and you've either finished it or got bored with it, *The Humans* should fill that missing puzzle gap in your life.

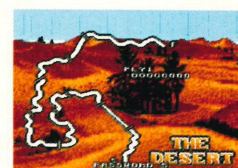
MEGA says: Initially a bit complex, but give it a few goes before you condemn it. Try before you buy.

34. LOTUS TURBO CHALLENGE

Publisher: Electronic Arts

Price: £39.99

Reviewed in Issue 3 of MEGA



With great graphics, fab sound and a two-player head-to-head game, this one is definitely worth buying.

MEGA says: It beats games like *Out Run* and *Turbo Out Run* hands down. If racing is your thing, buy this.

TO SWAP: *Lotus Turbo Challenge*
0492 517682

35. TERMINATOR 2

Publisher: Arena

Price: £39.99

Reviewed in Issue 4 of MEGA



The first *Operation Wolf*-type game that's appeared on the Mega Drive, and it's even better for the fact that it's compatible with the Menacer light gun. It also plays well with a joypad.

MEGA says: A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and also some really nice gameplay.

36. CASTLE OF ILLUSION

Publisher: Sega

Price: £39.99

Mickey Mouse, eh? Don't you just love him? Yep, even when he appears in really lovely platform adventures like this one, with all manner of strange and beautiful

Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel.

MEGA says: A lovely platform epic very much in the style of (whisper it) *Mario*, except without all that tedious head-butting palaver. Gorgeous to look at and gorgeous to play. The whole family will love this one.

FOR SALE: *Castle Of Illusion*
£17/Swap - 061 485 3480
£20 - 021 628 9886
TO SWAP: *Castle Of Illusion*
0772 202310

37. LHX ATTACK CHOPPER

Publisher: EA
Price: £39.99
Reviewed in Issue 1 of MEGA



The Mega Drive's first chopper-'em-up and only the second genuine flight sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.

MEGA says: Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole *Eastenders* (long drawn-out series) of missions will find plenty to get their teeth stuck in to.

38. DECAP ATTACK

Publisher: Sega
Price: £39.99



Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head (his name's Chuck D Head, good eh?) and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

MEGA says: Ropyish graphics, but don't let that put you off this gorgeous and funny platformer.

FOR SALE: *Decap Attack*
£20/Swap - 031 332 0869

39. GHOULS 'N' GHOSTS

Publisher: Sega
Price: £44.99
A frighteningly tough coin-op conversion, but hey, it's not as if you

have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.

MEGA says: *Ghouls 'n' Ghosts* is the business - and, for once, the tough difficulty tuning guarantees decent value for money as well as being great short-term arcade fun.

FOR SALE: *Ghouls 'n' Ghosts*
£22/Swap plus £3 - 071 635 0367
£20/Swap - 0279 443534

40. POPULOUS

Publisher: EA
Price: £39.99



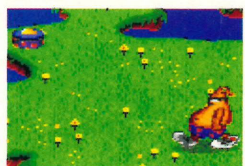
Immensely strange and original God-simulator game in which you hold sway over the very shape of the land itself, as you try to create an army of followers to defeat an opposing deity. Slightly forbidding at first with a mass of controls to get the hang of, but once you're in, you'll probably never want to come back out.

MEGA says: One of the most compulsive games ever invented. There's nothing else like it on the MD so, egomaniacs everywhere, don't miss it.

FOR SALE: *Populous*
£12/Swap - 0983 840363
WANTED: *Populous*
0208 75789

41. TOE JAM AND EARL

Publisher: Sega
Price: £19.99



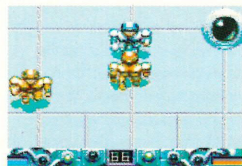
Multi-player action doesn't get a lot more entertaining than this. *ToeJam (urgh)* and *Earl* are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.

MEGA says: Another OK game, which becomes completely essential when played with someone else.

FOR SALE: *ToeJam & Earl*
£20/Swap - 061 485 3480
£24/Swap - 0420 477024
WANTED: *ToeJam & Earl*
0375 374346

42. SPEEDBALL 2

Publisher: Virgin Games
Price: £34.99
Reviewed in Issue 1 of MEGA



This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means that for an all-round sporting experience *Speedball 2* is hard to beat - especially in two-player mode.

MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), this is about as good as arcade sports games get.

43. SUPER KICK OFF

Publisher: US Gold
Price: £39.99
Reviewed in Issue 6 of MEGA

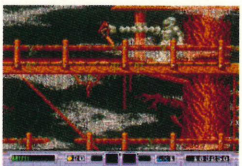


The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.

MEGA says: It plays well and there are loads of options too. To get the best out of the game you're definitely going to have to play this with another person, because then you can both make mistakes and stop the computer walking all over you.

44. EX-MUTANTS

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA



Another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again it's nothing to set the originality fires burning. It is very playable though and fairly tough in places.

MEGA says: Although the comic book is not that well known, the game *does* succeed on its comic book feel. It's not the most original game, but it is surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

ROLLING THUNDER 2

NOT IN MEGA'S TOP 100

So you've always wanted to be James Bond? Well, forget your fantasy, because your country needs you... NOW!



Trying to hide next to that statue is not a very good idea, but what the hell is that glowing sphere doing? Still, shoot first, ask questions later

Eh? What? *Rolling Thunder 2*? Yes, Sega are releasing it officially, so we've decided to give it the Pastmaster treatment.

If you fancy yourself as a bit of a 007, you know, a bit of a suave and sophisticated gent, then you might just get into this game. You are Albatross (or if you want to play as a girlie, you can be Leila) and you are a top undercover agent. Because you're the best, you've been given the toughest task of your lifetime. You might not see the end of it, but if you do, you'll be a hero.

The task is simple: bring down the terrorist organisation Geldra and stop their evil plans to take over the world. Now, do your duty.

Rolling Thunder 2 is a fabulous game. It's a very simple game to play, but it's also a tough one to finish. It has been converted from the Namco coin-op and it has to be said that this is one of the toughest platform shoot-'em-ups we at MEGA have ever played.

There are 12 missions to complete in order to bring down Geldra, but these are by no means

In the race to make a completely non-sexist game, *Rolling Thunder 2* takes the lead with the choice of playing as a bloke or a girlie

easy. Each mission is a basic scrolling left-to-right affair, and using your skill, timing and judgement you've got to get through to the end. You start each level with your trusty pistol, but by entering the doors on each level you can pick up some very useful and impressive weaponry, or if you're really lucky, you could enter a special door and increase your hit point meter. Levels are split into two tiers, and to reach the platform above you (where just as much action is going on), you must press Up and Jump together. These platforms are not just there for their good looks though, use them properly and they can get you out of some very tight corners or out of the frying pan and into the fire.

The control system is very easy to get used to and even though it is restrictive (you can't jump and fire at the same time) this adds to the strategy element of the game, instead of being a frustrating factor, and makes the game a significantly harder challenge. The 12 levels will take some time to get through, but thanks to the password system you won't get bored of the early stages. Add to this the two-player mode and you've a top-rate re-release, and anyone who hasn't seen this game before should definitely check it out.

PUBLISHER: Sega

PRICE: £39.99

RELEASE: April '93

CARTRIDGE: 4 MBit

CONTACT: Sega 071 727 8070

MEGA SAYS: An exciting and very playable spy game, this is everything James Bond could have been but wasn't. A bit samey after a while, but it's tough, clean fun.

71%



45. MUHAMMAD ALI BOXING

Publisher: Virgin
Price: £39.99
Reviewed in Issue 6 of MEGA



Boxing is one of those sports that has never really worked well on any format. Just take a look at *James "Buster" Douglas* or *George Foreman's KO Boxing* if you want proof. That was until *Muhammad Ali's Boxing* appeared. Programmed by the same people who came up with *John Madden* and *NHLPA Hockey*, this ace 3D boxing game is fun, playable and fills a hole nicely. **MEGA says:** With two different player modes, a nice control system and some really good graphics, this is the ONLY boxing game worth considering. If you're a boxing nut, then get this now. It'll knock you out!

46. SUPER BATTLETANK

Publisher: Absolute
Price: £39.99
Reviewed in Issue 6 of MEGA
This one is a strange little game; a simulation, strategy and shoot-'em-up rolled into one, and with some nice digitised sound and graphics, it's very nice to play too. Serious simulator freaks will probably not find enough in here, and shoot-'em-up fans may find all the realism a little off-putting, but once you get into it, it's all jolly good stuff.

MEGA says: A nicely polished game that tries to mix various types of gameplay. Some will love it, others will say that it's trying to be too many games at the same time, but that's just a cop out. Give it a look.

47. PIT FIGHTER

Publisher: Tengen
Price: £37.99



Ooh look, it's another beat-'em-up. Ah yes, but wait... this one's different. How come? Well, it's got digitised graphics, guv. That means the fighters you take on in this simulation of that ugliest of "sports" (pit fighting, that is) look incredibly realistic, which means you can imagine that it's a real human being you're knocking the living daylight out of. Well, if that's what you're into, great. **MEGA says:** Pretty dull and morally dubious beat-'em-up fare. You won't find much prettier BEUs, but gameplay-wise you could do a lot better than this.

48. SHINING IN THE DARKNESS


Publisher: Sega
Price: £49.99
A mammoth, gorgeous RPG (as

opposed to a gorgeous mammoth RPG, which would be a completely different proposition involving attractive elephants, wouldn't it?) with lovely aesthetics and gameplay which will keep you entranced for months. *Shining In The Darkness* is probably the Mega Drive's most accessible RPG, so comes highly recommended to anyone who fancies giving the genre a try. **MEGA says:** A bit of a must for RPG fans, but even if you're not into the genre, give this a try. You might find that you're pleasantly surprised. **FOR SALE:** *Shining in the Darkness* £25/Swap - 0375 844813 **WANTED:** *Shining in the Darkness* 0208 75789

49. PHANTASY STAR 2

Publisher: Sega
Price: £59.99
Not quite as big and sexy as *Phantasy Star 3*, obviously, but pretty impressive all the same. **MEGA says:** Great stuff, but at this price it's strictly for absolute fanatics of the genre. **TO SWAP:** *Phantasy Star 2* Swap/Sell - 0452 384055

50. F-22 INTERCEPTOR

Publisher: EA
Price: £39.99


There aren't many flight simulators around on the Mega Drive, which, to be honest, is most of the reason why this is the best one. The graphics are fabulous, but the gameplay gets repetitive a bit too quickly. **MEGA says:** If you want a flight sim, this is about as good as they currently get. Luckily Microprose have some fantastic up, down, flying around, looping-the-loop-type stuff in the pipeline. We'll keep you posted, so keep an eye out. **FOR SALE:** *F-22 Interceptor* £25 - 0952 680110


51. STRIDER

Publisher: Sega
Price: £19.99


Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself. **MEGA says:** You'll finish it in two

days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic the Hedgehog 2*) that'll make them go "gosh, wow" the most. **FOR SALE:** *Strider* £20 - 0482 866187 **TO SWAP:** *Strider* 0925 444836 **0978 265884** **WANTED:** *Strider* 081 985 0841

52. ESWAT

Publisher: Sega
Price: £34.99


Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the very end. **MEGA says:** There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

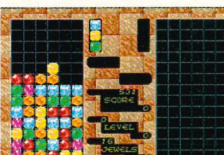
FOR SALE: *ESWAT* £12/Swap - 0983 840363 **WANTED:** *ESWAT* 0208 75789

53. SHADOW DANCER

Publisher: Sega
Price: £34.99


ESWAT with a dog, basically. **MEGA says:** More fab scrolling beat-'em-up action, and you'll find yourself getting really attached to your little ninja pooch, too. The baddies are truly bad and the ninja scum that Joe's fighting against put up a decent enough fight. There are plenty of secret bonuses and hidden goodies to keep the interest factor up. Well worth a bang - check it out.

54. COLUMNS


Publisher: Sega
Price: £34.99


The game they give away with the Game Gear, and it's easy to see why - it's worth buying one of the fabby little machines just to play this,

except, of course, you don't have to. This brilliant cross between *Tetris* and *Klax* is better on the Mega Drive than anywhere else, thanks mainly to the fact that the graphics are big enough to let you actually see what's going on. great stuff solo, but the two-player head-to-head "flash" game is totally wonderful. The best Mega Drive puzzle game going. **MEGA says:** Buy another joypad, buy *Columns*, and then invite some of your friends round. Then see if you can get them to leave...

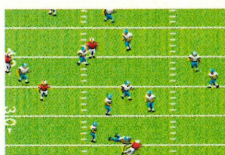
WANTED: *Columns* 0604 720727

55. KID CHAMELEON

Publisher: Sega
Price: £34.99



Ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did *Sonic The Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember - you don't have to be great to be good. **MEGA says:** If large platform games are your thing, then this might be one of the best you ever buy.

56. JOE MONTANA 3

Publisher: Sega
Price: £39.99


Reviewed in Issue 3 of MEGA
The only serious (ha) threat to the *John Madden* crown comes back for a third time. It's got several things *John Madden '93* hasn't, notably a league, three different viewpoints and a zoom in mode. However, it's not as playable or friendly to use. **MEGA says:** Sega try again, but they fall just short. It's worth checking out if American football is your thang.

57. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge
Price: £39.99


Reviewed in Issue 1 of MEGA
The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty,


his game is good enough to make a good impression in its own right. There's lots of puzzles, lots of fun and lots of cartoon graphics in here. **MEGA says:** *Krusty's Super Fun House* is one of a rare breed of game: a licensed title that manages to combine a big name with a decent game. Good rat-splating stuff.

58. TERMINATOR

Publisher: Virgin
Price: £39.99


You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and...er, then you finish it. **MEGA says:** Lovely game, but there's not nearly enough of it.

59. TWO CRUDE DUDES

Publisher: Data East (IMPORT)
Price: (see importer)


Well, it's a beat-'em-up and it's got some crude dudes in it. Er... **MEGA says:** A fairly accurate version of the coin-op *Crude Busters* and it's OK. The whole game looks good and plays OK but it's just too easy to finish. Same old story...

60. AFTERBURNER 2

Publisher: Sega
Price: £34.99



The arcade version of *Afterburner* (all style and no content) threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope desperately for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. What else is there to say? **MEGA says:** *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* before you think of buying this.

61. THUNDERFORCE 3


Publisher: Sega
Price: £35.99
Of course, with the arrival of *Thunderforce 4*, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Wool!" at some of the best visual effects yet seen on the Mega Drive. It's not all cosmetics though - *Thunderforce 3* is also a damn fine shoot-'em-up in its own right with great weapons, loadsa power-ups and loadsa baddies. If you're a zapping fan, this is another one of those "must-haves", basically. **MEGA says:** An incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre had better check out *Hellfire* or *Aero Blasters* first. **FOR SALE:** *Thunderforce 3* (Jap) £20/Swap - 0822 833018 **TO SWAP:** *Thunderforce 3* 0602 445228

62. BUCK ROGERS "COUNTDOWN TO DOOMSDAY"

Publisher: EA
Price: £49.99


Not one of the most spectacular games you'll ever see, but the game's got tons of depth. Searching around this futuristic strategic role playing game thing will keep you interested for a while, but *MEGA* wants to know why they left out the old Twiki the robot? **MEGA says:** Very nice, but wouldn't it have been better to use the licence for a good old-fashioned shoot-'em-up? *MEGA* thinks so. **FOR SALE:** *Buck Rogers* £25/Swap - 0375 844813 **TO SWAP:** *Buck Rogers* 091 586 5208

63. NEW ZEALAND STORY

Publisher: Taito (IMPORT)
Price: (see importer)


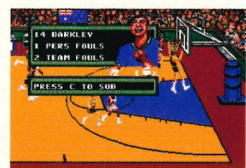
Another classic coin-op that's seen incarnations on just about every format imaginable, but the Mega Drive version takes an unexpected twist by being less of a conversion than a rearrangement of the original. All the same features found in the arcade game are present and correct,

but the level layouts and structures are almost completely different. While this is a bit of a bummer for arcade perfectionists, it means that *New Zealand Story* fans now have a whole new game to play, and that can't be a bad thing now, can it?

MEGA says: *New Zealand Story* on the Mega Drive is as cute, clever and addictive as it ever was, so who cares if all the bits are in different places? Not us, that's for sure.

64. TEAM USA BASKETBALL

Publisher: EASN
Price: £39.99



Reviewed in Issue 1 of MEGA
This is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.

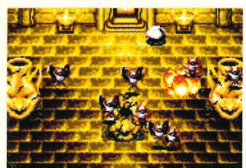
MEGA says: Shame its: a) just a tad too easy; and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.

65. TRUXTON

Publisher: Sega
Price: £34.99
Shoot-'em-up, huh? Vertical scrolling, huh? Bit easy to beat, isn't it?
MEGA says: Well yes, but on the whole, *Truxton* is a decent enough effort. It's good fun to pick up and play every now and again, but it'll never change your life, or even give you one especially wonderful evening. Mmm, sorry.

66. DRAGON'S FURY

Publisher: Tengen
Price: £39.99
Reviewed in Issue 1 of MEGA



It's a pinball game.
MEGA says: And it's lovely.
FOR SALE: *Dragon's Fury*
£12/Swap - 0983 840363

67. OLYMPIC GOLD

Publisher: US Gold
Price: £39.99



The graphics may be lush, but at the root of it all, it's just a creative way to pummel the living daylight out of your joypad.

MEGA says: Pretty dull by yourself, but excellent fun when you've got a

few mates round.

FOR SALE: *Olympic Gold*
£20/Swap - 0904 702251
TO SWAP: *Olympic Gold*
0905 51525

68. WORLD CLASS LEADERBOARD

Publisher: US Gold
Price: £37.99



Well, it's pretty good, but it's not really *PGA Tour*, now is it?
MEGA says: No it isn't. Unless you're absolutely golf loopy nuts and just have to have every available sim, get *PGA* and settle for that.

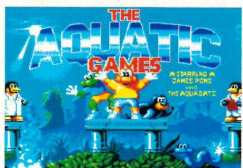
FOR SALE: *World Class Leaderboard*
£20/Swap - 0723 513967

69. BATTLE SQUADRON

Publisher: EA
Price: £39.99
It's Amiga conversion time again, but this vertically-scrolling blaster looked pretty dated even when it originally appeared about two years ago, and it hasn't really improved with age.
MEGA says: Bog-standard vertical zapperama with little or nothing to make it stand out from the crowd.

70. AQUATIC GAMES

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 1 of MEGA



James Pond is back. This time, however, he's taking part (with his friends) in the *Aquatic Games*. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for those younger Mega Drive owners.

MEGA says: It's button bashing alright, but not as we know it.
FOR SALE: *Aquatic Games*
£30/Swap - 0772 202310

71. BIO-HAZARD BATTLE

Publisher: Sega
Price: £39.99
Reviewed in Issue 3 of MEGA

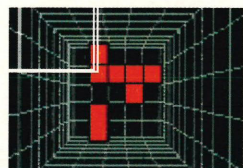


Sexy graphics and spooky sound don't make a game, but they do go a long way. Thankfully *Bio-Hazard Battle* has some exciting shooting action to go with it.

MEGA says: There's nothing new in here, but it's very playable.

72. BLOCKOUT

Publisher: EA
Price: £19.99



Your brain will never forgive you. Imagine *Tetris*, played looking down a well, with three-dimensional vector-graphic wire-frame blocks which can be moved, turned and rotated in each of the three axes. Having problems imagining it? Just you try playing it, mate.

MEGA says: Complete mind torture, but if you're more laid back than a particularly relaxed sloth, you'll get some serious fun out of this one.

73. F1 CIRCUS

Publisher: Nichibutsu (IMPORT)
Price: (see importer)

This game is second only to the *Super Monaco GP* twins, *F1 Circus* looks ropey but plays well. The Formula One tie-in is well implemented and playing the game makes a fairly realistic representation of putting you in the cockpit of the real thing, ie you'll crash a lot.

MEGA says: If realism gets your motor running (even if it's at the expense of lush graphics), then check this out.

74. DAVID ROBINSON BASKETBALL

Publisher: Sega
Price: £39.99



The best of a whole clutch of basketball games recently released by various people. Though still not up to *Team USA Basketball*, this one boasts by far the smoothest, fastest action, and some of the nicest effects we've seen too. If basketball's your bag (ahem), this is your kind of shopping trolley.

MEGA says: Bouncy bouncy, bouncy bouncy, fun, fun, fun, fun, fun. (What? - Neil) Tiggers. And basketballs. (Ah - Neil)

75. SUPER HANG-ON

Publisher: Sega
Price: £19.99
Road Rash, without all the violence. Yes, we know it sounds like a bit of a bad idea, but if what you're after is pure high-speed racing thrills, then this is still your best bet. A near-perfect rendition of the coin-op, too - just try to stop yourself from leaning into those bends...
MEGA says: It looks lovely, it plays beautifully, it'll last for ever. In addition to *Super Monaco* and *Road*

TOP TEN TOUGHEST GAMES

Here are **MEGA's** ten toughest Mega Drive games of all-time. Nine of them feature in our Top 100, so tough obviously ain't a bad thing...



1. LEMMINGS

Not only are some of the levels incredibly tough (most *Lemmings* players have got big clumps of hair missing thanks to some levels) and will keep you going for hours, but there are 180 of them to get through. You won't see many games this big or this hard and that's why it gets the number one spot.



2. SUPER MONACO GP 2

In Beginner mode, getting round corners is a lot easier and hitting obstacles is a lot less harmful. Stick the game in Master mode, however, and you won't see Senna for dust. You'll even have to slow down to get round the corners. Win the World Championship and you really are very good.



3. HELLFIRE

With only six levels, this may sound like a short game. But even though you might get through to level three fairly quickly, things get tougher from there. And when you find out that there are three very different end sequences, you know you've got a real fight on your hands.



4. SHINING IN THE DARKNESS

One of the best RPGs you can buy. It's large, intense and you learn more about the game the more you play it. With several trips needed to and from the Labyrinth and the Tavern to get the information, this will take a long time to get through.



5. MEGA-LO-MANIA

All you war mongers will get off on this one and, with a decent amount of levels and a fabulous difficulty curve, you could be at this one for a long time. Another Amiga conversion, this is a great game and even if strategy games are not your thing, you should check this out for a challenge.



6. KRUSTY'S SUPER FUN HOUSE

The first levels are more of an introduction to the game than anything else - they allow you to get used to the controls and gameplay. But get into the game a bit further (levels three, four and five) and you really will have to do some thinking. Pesky rats!



7. INDIANA JONES: LAST CRUSADE

Make one wrong move and you'll pay the price for it on this one - the frustration factor is tough. And with loads of traps and enemies with guns, this is a real challenge. Five levels may not sound like many, but they're enough to give you grey hairs.



8. AERO BLASTERS

Similar to *Hellfire*, this game starts off slowly, but the difficulty level builds as you progress, until it becomes incredibly hard. It's not all shooting either, the tunnel sections are a nice change of direction and you'll need to use your head at times instead of just your trigger finger.



9. PHANTASY STAR 3

A bit more linear than *Shining in the Darkness*, this is still a toughie. You've got to do so much searching and, in terms of game years, this one takes generations to finish. And I'd save the game at every available opportunity if I were you, or you could pay for it later on.



10. ALISIA DRAGOON

Although not a brilliant game, this is a very tough one, with some outrageously hard end-of-level bosses, and if you aren't powered up enough, you're going to have some serious problems. And getting to grips with using the dragons is also going to take time.

TOP 100

Rash, this is the only genuinely essential racing game for your Mega Drive.

FOR SALE: *Super Hang-On*
£12/Swap – 0983 840363
£5 – 0297 60232

76. SPORTS TALK BASEBALL

Publisher: Sega USA (IMPORT)
Price: (see importer)
Reviewed in Issue 1 of MEGA



A decent baseball game, that tells you what's going on as it happens. **MEGA says:** As with *Joe Montana Football 2*, great for people with no friends.

77. DODGEBALL

Publisher: Sega Japan (IMPORT)
Price: (see importer)
Reviewed in Issue 1 of MEGA



Volleyball meets *Speedball* in this strange, but entertaining Japanese game. The idea is to knock your opponent's team members out of the court with a high-speed chuck of a medicine ball. Decidedly strange, inevitably violent and great fun. **MEGA says:** Not sure about this vulture/anorak business, but *Dodgeball* remains a good two-(or more) player game.

78. SUNSET RIDERS

Publisher: Konami
Price: £39.99
Reviewed in Issue 8 of MEGA



This fast-paced shooting action, set in the Wild West, is great fun. It's a shame they left out the other two characters from the coin-op though. **MEGA says:** Um, the game is a bit on the easy side.

79. ARCUS ODYSSEY

Publisher: Renovation (IMPORT)
Price: (see importer)
A lovely looking 3D game, which scores points for offering some of the best simultaneous two-player action that's going.

MEGA says: This is OK by us.

80. INDIANA JONES AND THE LAST CRUSADE

Publisher: US Gold
Price: £39.99
Reviewed in Issue 4 of MEGA

One of the greatest adventurers of all time (and he's fictional too) appears on the Mega Drive. The graphics are nice and the film tie-in is handled very effectively. However, owing to some little gameplay glitches the game ends up being very tough and furthermore very frustrating. **MEGA says:** Take a careful look at this before you buy it.

81. WWF SUPER WRESTLE MANIA

Publisher: Flying Edge (IMPORT)
Price: £35
Reviewed in Issue 4 of MEGA



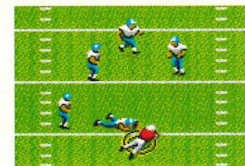
Big, beefy, and as tough as nails. If you fancy getting your hands on a few American wrestlers and giving them the suplex treatment, then this might be the game for you.

MEGA says: The two-player head-to-head mode is quite good fun, but the one-player game lacks excitement.

TO SWAP: *WWF*
0772 202310
Sell/Swap – 081 640 3675

82. JOE MONTANA 2

Publisher: Sega
Price: £34.99



Even this sequel to the original "not too bad but let's face it, it's not as good as *John Madden*" American football game fails to lace the boots or plump the padding of the boy from Electronic Arts.

MEGA says: This game is not as good as *John Madden Football*, but it does talk to you, which has got to be something.

83. FIGHTING MASTERS

Publisher: Treco (IMPORT)
Price: (see importer)
Solid two-player beat-'em-up action is the name of this lovely looking game. If only the beast was a bit more substantial in one-player mode. **MEGA says:** Two-player pommelling can be a great laugh, but don't bother with this if you're a solo scrapper.

84. CHUCK ROCK

Publisher: Virgin Games
Price: £39.99



This is an old Amiga game which has been brushed up a bit for the Mega Drive and, as you might expect, it's a

bit of a lush looker. What you might not expect is a fabby prehistoric platform game which plays like an episode of *The Flintstones* (except it's funnier) and in which you dispose of your enemies by bouncing them off your gigantic beer belly. No, really.

MEGA says: This is a really enjoyable platformer, packed to the brim with variety, lovely little touches and more imagination than a dozen lesser efforts in this genre.

FOR SALE: *Chuck Rock*
£28/Swap – 0708 763753

85. TETRIS

Publisher: (IMPORT)
Price: (see importer)
OK, hands up everyone who doesn't know about *Tetris*. Three of you, eh? Well, where have you been for the last couple of years? On Mars? **MEGA says:** The biggest and sexiest puzzle game of all eternity on the Mega Drive. If, by some incredibly fluke, you don't already have a *Tetris* game, then get this one now.

86. 688 ATTACK SUB

Publisher: Sega
Price: £34.99

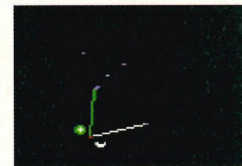


Nice, atmospheric submarine simulator with a bit of zapping and some pleasant aesthetics.

MEGA says: Not the kind of thing you ever imagine anybody buying a Mega Drive for, but good at what it does.

87. STAR CONTROL

Publisher: Ballistic
Price: £39.99



Massive, but not actually all that complicated, space strategy trading thing with zappy and tactical bits thrown in as a life-preserver.

MEGA says: It may be a bit of a lark with a churn, but it's kinda dull on your own.

88. BATTLETOADS

Publisher: Tradewest
Price: £39.99
Reviewed in Issue 8 of MEGA



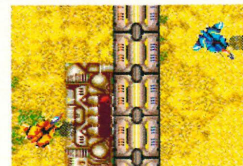
This fab SNES, NES and Gameboy game makes a little bit of a stumble onto the Mega Drive. But as far as scrolling beat-'em-ups go, it's quite a lively affair with plenty of comic touches. It's also tough.

MEGA says: We were really looking

forward to this, and we have to say we're disappointed with the end result, it's just not as good as it could have been.

89. HERZOG ZWEI

Publisher: Sega
Price: £34.99



Eight-way scrolling, view-from-above, simultaneous two-player, head-to-head, split-screen shoot- and think-'em-up with bags of strategy. It could have been a classic, but didn't quite manage to hang together.

MEGA says: Almost excellent for two-player head-to-head.

90. SPIDER-MAN

Publisher: Sega
Price: £39.99

"Spider-man, Spider-man, does whatever a spider can." So how come you never see him getting trapped in a bath then, eh?

MEGA says: Pretty run-of-the-mill platform game, lifted out of the ordinary by some pretty spiffy graphics and a nice line in enemies.

FOR SALE: *Spider-Man*
£22/Swap – 0275 393397

91. CORPORATION

Publisher: Virgin Games
Price: £39.99



Reviewed in Issue 3 of MEGA
Gigantic and tough 3D, RPG-ish Amiga conversion with some top 3D blasting bits in it. The idea is that you're a secret agent briefed with the unenviable job of trying to establish whether rumours of a company creating killer genetic mutants is true or not. It's involving and absorbing although it can get a bit repetitive if constantly creeping around mutant-infested buildings inches from death, isn't your idea of a good night out.

MEGA says: For role-playing fun with a bit more blasting and a bit more brain-stretching than usual, this game is a pretty damn good purchase.

FOR SALE: *Corporation*
£25/Swap – 0275 393397

92. TEST DRIVE 2

Publisher: Ballistic
Price: £34.99



A two-player, head-to-head driving game that sounds as if it should be great, but somehow never lives up to

expectations.

MEGA says: Enjoyable serious-ish, two-player driving/crashing game, which you may never be able to buy. Life's a bitch, eh?

TO SWAP: *Test Drive 2*
091 586 5208
0425 656200

93. RAMPART

Publisher: Tengen (IMPORT)
Price: £35

Reviewed in Issue 4 of MEGA
The two-player mode in most games is a very welcome additional option. In *Rampart*, it is the only part of the game worth mentioning. Playing this puzzle arcade game against the computer is bland and repetitive. Take on a thinking human opponent, however, and the blood begins to boil.

MEGA says: If you're a popular sort of bloke, then give this a try with some of your friends.

TO SWAP: *Rampart*

Swap/Sell – 0452 384055

94. TROUBLE SHOOTER

Publisher: Vic Tokai (IMPORT)
Price: (see importer)

Madison and Crystal take to the skies to kick some alien butt in an entertaining shoot-'em-up with a choice of five special weapons, some seriously whacked-out bosses and five levels of constant action.

MEGA says: A tad too small and a tad too easy, but while it lasts, *Trouble Shooter* is right good stuff.

95. GLOBAL GLADIATORS

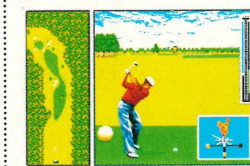


Publisher: Virgin Games
Price: £39.99

Reviewed in Issue 7 of MEGA
After months of previews, news items and general gossip, the *Global Gladiators* are here. OK, so ignore the fact that this is a blatant McDonalds advert and concentrate on the game. *Trouble* is, that doesn't leave us with much at all. It's all very nice and great sounding, but each level is just so similar to the last. **MEGA says:** Samey, easy and it stars Ronald McDonald. You have been warned.

96. ARNOLD PALMER GOLF

Publisher: Sega
Price: £34.99



More golf? Haven't we covered that one already? Of "course" we have! **MEGA says:** This early attempt at golfing Mega Drive style is still quite fab but pales into nothingness against the likes of *PGA Tour Golf 2*. Same old story, really.

97. GLEY LANCER

Publisher: NCS (IMPORT)
Price: £35 (see importer)
Reviewed in Issue 2 in MEGA

Another shoot-'em-up to add to the collection, but at least this one has got something different. The different firing patterns of your sister pods add some difficulty to the proceedings. **MEGA says:** The weapon systems are fun and they differentiate this shoot-'em-up from the heavy competition.

98. GAMES - THE WINTER CHALLENGE

Publisher: Ballistic
Price: £39.99

Pretty run-of-the-mill snowbound sports sim with eight ice-tastic events. As ever, lots of laughs with your buddies, but a real snoozeathon if you try it solo.

MEGA says: This one's been kind of overtaken by *Olympic Gold* as the Mega Drive's première multi-event sports game, but it's still a good example of the genre. It's just not a particularly outstanding genre, that's all.

99. KLAX

Publisher: Tengen
Price: £34.99



A massive coin-op cult, *Klax* is one of the best puzzle games ever. Unlike *Tetris* et al, you get a bit of scope for your own strategies instead of just needing lightning reactions, although you'll have to have those too. Very original and excellently designed, with a groovy two-player head-to-head game to boot, *Klax* will test your speed, sight, and spatial perception, all at the same time. **MEGA says:** *Columns*, *Tetris*, *Blockout* and *Klax* – these are the only four puzzle games you'll ever need (or ever want).

100. SHADOW OF THE BEAST 2

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 4 of MEGA



The original *Shadow of the Beast* was very poor indeed, but thankfully the sequel is much better. Guide our hero around the countryside battling against all sorts of creatures. You'll need to use your brain too, because there are some devilish puzzles that need to be solved.

MEGA says: It runs at a very slow pace and, therefore, may not be to everyone's liking. It is, however, certainly a vast improvement on the original.

TOP 100 POSITIONS

688 Attack Sub	86	NHLPA Hockey	4
Aero Blasters	20	Olympic Gold	67
Afterburner 2	60	PGA Tour Golf 2	7
Aquatic Games	70	Phantasy Star 2	49
Arcus Odyssey	79	Phantasy Star 3	19
Arnold Palmer Golf	96	Pit Fighter	47
Battle Squadron	69	Populous	40
Battletoads	88	PowerMonger	31
Bio-Hazard Battle	71	Quackshot	12
Blockout	72	Rainbow Islands	17
Buck Rogers	62	Rampart	93
Castle of Illusion	36	Revenge of Shinobi	32
Chakan	26	Road Rash 2	6
Chuck Rock	84	Rolo to the Rescue	13
Columns	54	Shadow Dancer	53
Corporation	91	Shadow of the Beast 2	100
David Robinson Basketball	74	Shining in the Darkness	48
Decap Attack	38	Side Pocket	30
Desert Strike	22	Sonic The Hedgehog	16
Dodgeball	77	Sonic The Hedgehog 2	2
Dragon's Fury	66	Speedball 2	42
Ecco the Dolphin	10	Spider-Man	90
ESWAT	52	Sports Talk Baseball	76
Ex-Mutants	44	Star Control	87
F-1 Circus	73	Streets Of Rage	25
F-22 Interceptor	50	Streets Of Rage 2	11
Fighting Masters	83	Strider	51
Games - The Winter Challenge	98	Sunset Riders	78
Ghouls 'n' Ghosts	39	Super BattleTank	46
Gley Lancer	97	Super Hang-On	75
Global Gladiators	95	Super Kick Off	43
Golden Axe 2	21	Super Monaco GP 2	8
Hellfire	5	Sword of Vermillion	18
Herzog Zwei	89	Taz-Mania	27
Humans	33	Team USA Basketball	64
Indiana Jones	80	Terminator	58
James Pond 2 - Robocod	28	Terminator 2	35
Joe Montana 2	82	Test Drive 2	92
Joe Montana 3	56	Tetris	85
John Madden Football '93	1	Thunderforce 3	61
Kid Chameleon	55	Thunderforce 4	23
Klax	99	Tiny Toons	14
Krusty's Super Fun House	57	Toe Jam & Earl	41
Lemmings	9	Trouble Shooter	94
LHX Attack Chopper	37	Truxton	65
Lotus Turbo Challenge	34	Turtles: The Hyperstone Heist	29
Mega-Lo-Mania	15	Two Crude Dudes	59
Micro Machines	3	World Class Leaderboard	68
Muhammad Ali Boxing	45	World of Illusion	24
New Zealand Story	63	WWF Super Wrestle Mania	81

This is the place to look if the game you're after isn't listed in the Top 100. It's also the place to look if you've got a crap game you want to get rid of, 'cos some people are actually prepared to pay good money for games we don't recommend. Mad fools...

ALEX KIDD IN ENCHANTED CASTLE

To swap:
0763 87388

ALIEN 3

Wanted:
0482 587153
0242 242852

ALIEN STORM

For sale:
£22/Swap - 071 635 0367
£20 - 021 628 9886
To swap:
0425 656200

ALTERED BEAST

For sale:
£12/Swap - 0983 840363
£10/Swap - 0904 702251
£5 - 0708 444299
To swap:
0420 477024

BART VS THE SPACE MUTANTS

To swap:
for Desert Strike - 0443 205405
Wanted:
0242 242852

BUDOKAN

For sale:
£15 - 0482 866187

BULLS VS LAKERS

For sale:
£19/Swap - 071 635 0367
£20 - 081 640 3675

CRACKDOWN

For sale:
(Jap) £17 - 031 331 4196

DARWYN 4081

For sale:
(Jap) 20/Swap - 0822 833018

DEVILISH

For sale:
(Jap) £16 - 031 331 4196

DICK TRACY

For sale:
(Jap) £15 - 0297 60232

DRAGON'S FURY

For sale:
£22 - 0884 38964

EURO CLUB SOCCER

To swap: 0905 51525

FANTASIA

For sale:
£10/Swap - 0904 702251

FORGOTTEN WORLDS

For sale:
£17.50 - 0375 842611

GADGET TWINS

Wanted:
0602 445228

GAIN GROUND

For sale:
£15 - 081 908 3019

THE IMMORTAL

Wanted:
081 985 0841

GRANADA

For sale:
(Jap) £10 - 0462 684650

JOHN MADDEN

For sale:
£15 - 081 5540050

JUNCTION

For sale:
(Jap) £10 - 0462 684650

LAKERS VS CELTICS

For sale:
£10 - 081 640 3675

MERCS

For sale:
£20/Swap - 061 485 3480
£15 - 0462 684650

MOONWALKER

To swap:
0532 784331
For sale:
£20/Swap - 0822 833018

NHLPA HOCKEY

For sale:
£20 - 081 5540050

OUTRUN

For sale:
£15 (Jap) - 0753 352253

RINGS OF POWER

To swap:
0208 75789

ROBOCOD

For sale:
£15 - 081 5540050

SPACE HARRIER 2

For sale:
£10/Swap - 0904 702251

SUPER HIGH IMPACT

To swap:
091 581 4995

SUPER THUNDERBLADE

For sale:
£10/Swap - 0706 351743

SUPER VOLLEYBALL

To swap:
091 586 5208

SUPER WRESTLEMANIA

For sale:
£23/Swap - 0633 680213

TALESPIN

To swap:
0772 202310

TALMIT'S ADVENTURES IN MARVEL LAND

Wanted:
0602 445228

TOKI

Wanted
0602 445228

TWIN COBRA

Wanted:
021 415 4683

WANI WANI WORLD

Wanted:
0602 445228

WORLD CUP

ITALIA '90
For sale:
£15 - 081 5540050

WRESTLE WAR

For sale:
£17.50 - 0375 842611

ZERO WING

For sale:
£15/Swap - 061 485 3480
(Jap) £15 - 0732 352253

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£12 - 081 5540050

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First look at the game played by men with odd-shaped balls. It's "scrum"-my! (Oh dear)

STREET FIGHT II

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GA

June 1993 Issue 9 £2

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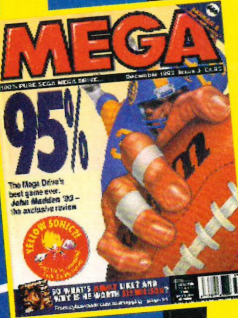
Issue one contained:

- The six-page review of NHLPA Hockey
- Red Dwarf's Kryten trying his hand at Thunderforce III
- The formula behind EASN's jock strappin' sports masterpieces
- Olympic Gold and Golden Axe 2 given the full Rip 'n' Tip treatment



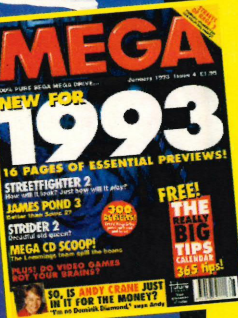
Issue two included:

- The six-page review of Sonic the Hedgehog 2
- A six-page feature on the extras available for your Mega Drive
- The three-page review of the Mega CD game Thunder Storm FX
- Chuck Rock and Revenge Of Shinobi Ripped 'n' Tipped



Issue three contained:

- The four-page review of the best Mega Drive game ever - John Madden Football '93
- The truth about Jimmy, Sega's man with the cybor-razor cut
- A feature on the history of Sega
- The latest news of what's hot in the arcades



Issue four contained:

- The review of Streets of Rage 2 - the Mega Drive's best beat-'em-up
- The low-down on Andy Crane, the host of ITV's Bad Influence!
- A 16-page feature on what to expect in 1993
- Alien 3 Ripped 'n' Tipped to death
- The MEGA tips calendar



Issue five contained:

- A four-page review of AfterBurner 3
- Capital Radio DJ Pat Sharp's views on Sonic
- A behind-the-scenes look at Bad Influence!



Issue six contained:

- A four-page review of Monkey Island
- Bad Influence! host Violet Berlin's views on whether video games are sexist
- A guide to creating the perfect video game
- An idiot's guide to everything Mega Drive
- A three-page review of Ecco the Dolphin



Issue seven contained:

- A three-page review of Turtles: The Hyperstone Heist
- A seven-page feature on Making Music on your Mega Drive, incorporating the Miracle Keyboard
- The second part of MEGA's guide to creating the perfect video game
- Reviews of five of the latest Mega CD games



Issue eight included:

- A three-page review of Tiny Toon Adventures
- A four-page feature on the Mega CD. Should you buy one? We advise you.
- A six-page feature on the future of Virtual Reality
- Eight pages of previews, including Cool Spot, Puggsy and Jungle Strike, the sequel to Desert Strike

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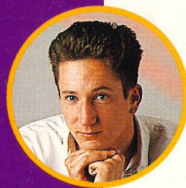
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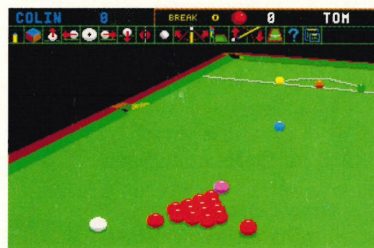
Guten tag! Ich bin Neil West, und ich liebe dich. Ja, und du bist mein fluffy-wuffy little bunnykins one und all. (Well, it started off well enough old boy, but I think you rather lost it at the end – Andy)

NEIL WEST R.I.P?

Dear MEGA,
How are you lot? I think you all deserve a holiday with all this hard work you've been putting into the mag. There are two other things I'd like to congratulate you on. Firstly, Paul Mellerick. You have great fashion sense and gamesplaying skills. I've just seen the March 3 episode of GamesMaster and you kicked Dean Mortlock's butt wearing the same stylish jumper as myself. Well done! Secondly Neil West. You did a fantastic job introducing House Of Games last Tuesday with Jane Goldman. I was hoping I was going to see you on one of the programmes, and now I have. Now you are doing House Of Games, will you be giving up MEGA? And lastly, do you know when Jimmy White's Snooker will be on the Mega Drive?

Anthony Davies, London

Dear Anthony,
Paul thanks you for the clothing compliments, but he got a bit funny about the GamesMaster bit (he lost the final challenge on the next week's show, snigger). Oh and don't worry, my job on House Of Games is only part-time, so I'll be staying on at MEGA for quite a while yet.



Jimmy White's Snooker. All very 3D, but not out for bloody ages yet

As for Jimmy White's Snooker, Virgin tell us that it's still a long way off yet. Don't expect it until later in the year. **Neil**

STRUCK OUT!

Dear MEGA,
Being an avid baseball fan and a great admirer of EA's sports series, I am looking forward with eager anticipation to the forthcoming *Tony La Russa Baseball*, which you mentioned in issue five of your fabulous magazine. Do you know when this will be released in Britain or where I could get a copy on import?

Richard Veale, Bromsgrove



Tony La Russa's staying put. Bet he'll be on import fairly soon though

Dear Richard,
Tony La Russa Baseball is being released in America any time now, but there are no firm plans to bring it to dear old Blighty. However, it will no doubt be available on import very soon and you'll be able to get it from any good mail order firm. Try Gamesville on 0293 541953. **Neil**

CD SHIPMENT

Dear MEGA,
I have recently read in a couple of other Sega mags that once the first batch of Mega CDs are sold there will be no more shipped in until September. Is this true, because I won't be able to get one until July and don't want to have to wait 2-3 months before they're available again? Also, in another mag, I came across a company who claim to be able to carry out a conversion on your British Mega CD to



Dear MEGA,
I'm gutted. I'm a student at Manchester University and I learnt that today the BBC would be filming in my accountancy lecture. Thinking

I could get my hands on all those goodies in your TV Stardom competition, I took my issue of MEGA along so that I could get it on TV.

Just imagine my dismay when during one of the takes I gave a big grin and held my mag up to my face and the director cut the take and told me to put it away. My dreams of owning a *Road Rash* leather jacket slipped away. I'm crying in my beer. As a consolation, I thought you might spare me a cart, giving me some cause to refrain from ending it all and escaping this cruel, cruel world.

Ed Matley, Blackpool

Dear Ed,
What a berk! I don't think you wanted to do that! No, you didn't want to go around grinning like a buffoon and wildly waving the mag around in front of Auntie Beeb. That's terribly un-British. What you should've done was to casually leave the mag lying around where the cameras would accidentally pick it up. You sir, you are a MEGA MORON. No brains, no prize. Ha!

enable you to run Jap and US CDs on it. First of all, is this possible? Is it legal? And finally, is it really worth it?

Chris Clarke, Clevedon

Dear Chris,
The rumours are true. Sega themselves have sold out of Mega CDs. However, those stocks are currently at retail outlets so they've not entirely sold out yet. The trouble is, they may be selling fairly quickly and you may have trouble getting one in July. If that's the case, you'll simply have to

STRAIGHT TO THE POINT!

Q 1. When is *It Came From The Desert* going to be released?
2. Are there any plans to release *Space Crusade* on the Mega Drive? If so, when?
Martin Dye, Harlow

A 1. We spoke to a secret contact within Sega itself to find out the truth. After much bribing he said, "Er, dunno anything about that mate". Ah well, we tried.
2. There are no plans to release *Space Crusade*.

Q 1. I'm going to the USA soon and want to buy *Rolo* and *The Activator*. Will these work on my UK machine?

2. Which companies install the security chip in their US and Jap carts?
3. Will you put Mega CD games in your Top 100?
4. Why are you biased towards EA?
Daniel Sheehy, Bangor

A 1. EA don't put protection chips in their US carts, so feel free to buy *Rolo To The Rescue* and play it on your Mega Drive. The *Activator*, however, will probably work, but a British power pack may be required for it. And besides, it's just a glorified joypad so why not spend the dosh on another brilliant game?
2. There are too many to list, but *Datel* are working on a converter to enable you to play Jap and US software on your Mega Drive. It's out now and costs a piddling £19.99.
3. At the moment there's not enough software for us to compile a proper chart. But in issue eight

we did the top ten Mega CD games. If you want a copy, scoot over to back issues on page 93.
4. We're not, it's just that they consistently produce very good software. It's not EA's fault that they're a very professional organisation.

Q 1. Where will the VR add-on plug into the Mega Drive, and will the games be any good?
2. Will the Mega Drive Laser Disc bury the Mega CD?
3. When is *Street Fighter 2* coming out? Will it be any good. When will you be reviewing it?
4. Will the prices of carts ever go down?
5. When will you review *Cool Spot* from Virgin?
Stephen Baker, Redditch

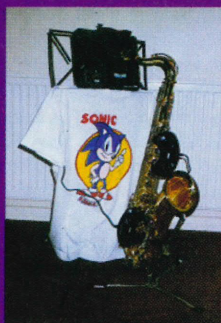
A 1. It will plug into the cartridge port and a small black box of tricks will sit alongside the Mega Drive, and as for

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

Not really a Stunt Mega Drive, but he's a talented piece of kit isn't he? Apparently he trained under Branford Marsalis and has also worked on jazz albums with Dizzy Gillespie and Louis Armstrong. When asked how he became so good he said, "Well, computers are very good at generating random numbers, and as we all know, jazz is just a random collection of notes so the two go hand in hand".

If you have a Mega Drive with an unusual talent, send a piccie of it in to us, and if it gets printed, you win a prize. This month's winner is **Richard Leighton** from Sawbridgeworth.

Send your entries to Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. Oh, and any disgruntled Jazz fans who object to their favourite music being described as "a random collection of notes" can bug off!



wait until September when the sexy (a fully compatible) Mega CD 2 will be shipped over. As for using Jap and US CDs on a UK machine, by far the easiest way to do this is to buy the new CDX Pro converter from Datel. It'll be out by the time this issue is on sale and will cost £49.99. So yes, it's possible, and it's definitely legal. But as to whether it's worth it, well, you'll have to keep reading the reviews of import stuff and decide for yourself how desperately you want to play these games. **Neil**

TEETER YE NOT!

Dear Neil,
I would like to say that (from the reviews etc distributed to me) *Super Kick Off* from US Gold looks to be an excellent game, combining realistic simulation elements with arcade quality gameplay.



Super Kick Off – still a game worth getting, despite different ratings

Now, when the House Of Games reviewed *Super Kick Off* it was rewarded with very high ratings and well-deserved

compliments, both by yourself and the three reviewers on the show that night. It received 9/10, 9/10 and 9/10, an overall mark of 27/30; that's an overall percentage of 90%, earning the game *Super Kick Off* by US Gold for the Sega Mega Drive a place in the House Of Games' Game Heaven.

It is here that I begin to feel mixed emotions. Why would you justify a well-deserved 90% in the House Of Games compared to the OKish rating of just 79% for the same game when it was reviewed in issue six of MEGA? Perhaps it was just an accident, or a misprint? Perhaps they were two different games, ie import and official. Please print this letter as I am teetering on the brink as to whether or not to buy this game.

Danny Guiney, Birmingham

Dear Danny,
Obviously reviews do differ, and the panel on House Of Games obviously thought *Super Kick Off* was the bee's knees. I, however, still stand by the rating we gave it in MEGA. I didn't actually rate the game on House Of Games, I merely introduce reviews then give a small summary of the views expressed about them. So in fairness, I couldn't witness unanimous scores of 9/10 only to fly in the face of those reviewer's opinions. As for whether you should actually buy the game? Well, 79% is still a very high score, and if you like footy games, this one is currently the best there is. **Neil**

- the games, we'll have to wait and see.
2. No. Much like the WonderMega, Pioneer's LaserActive system is a separate project to the Mega CD. And what's more, it supports Mega CD software as well as Laser Disc software, so however popular it gets, people will still produce Mega CD stuff. Oh, and there are no plans to bring it over here anyway. Oh, and it's jolly expensive.
 3. Take a look at our *Street Fighter 2* special on page 16 of this issue of MEGA.
 4. Possibly not, but Sega's budget range has just grown enormously. See page 18 for our feature on the 40 new budget titles.
 5. Take a look at the review on page 42.

1. Could you send my poor student brother your copy of *World Cup Italia '90* as he loves it? (Mad)
2. Take photos instead of screenshots. Your

- screenshots of *Sherlock Holmes* make the Mega CD look pathetic.
3. Is it true that it's illegal to rent Nintendo games?
 4. Why does everyone like *Ecco* so much? I thought it was boring.

Jamie Halliday, Hampshire

1. We don't have a copy I'm afraid because it's such crap.
2. True, they were a bit poor, but trust us, the quality of the Full Motion Video is pretty poor anyway, especially when static. It's when it moves that it becomes more effective and you tend not to notice the poor quality.
3. Yes, it's perfectly true. But, apparently, Electronic Arts are doing a special version of John Madden for rental through certain video stores in America.
4. Oh dear. Ah well, each to his own. We liked it.

SIX IN ONE

Dear MEGA,

1. (Groveling bit)

Goodness me, what an excellent, super job you do down there at MEGA. Great layout, terrific format. Well done one and all.

2. (Serious bit)

Yes, yes, yes carts are a rip-off. Forty quid! Just think, my Dad could get 400 fags for that. It's disgusting..

3. (Let steam off bit)

When oh when oh when are we going to get a soccer game with good gameplay, leagues, cups, stats and good graphics. Us soccer kids want more not BORE.

4. (Blagging bit)

Cos I'm, well, sort of, yeah OK, skint, any chance of sending me *PowerMonger*, cos I would be most grateful, sir.

5. (Moron bit)

I don't know if anyone has asked this, but my Mega Drive has a little red light on it which works only when the power is on. What's it for?

6. (Star bit)

I think that Sega should donate all the money made in the month of March to Comic Relief. They have taken millions off youngsters who buy their systems and carts. Why not give a bit back?

Don Lennon, Bellinge

Dear Don,

Um, er, where do we put this letter? Ah well here goes

1. (Thank you bit)

Thanks bud.

2. (Empathetic "we agree" type bit)

Yes, shocking isn't it?

3. (We've already answered this in the snippets bit)

Erm, soon we hope.

4. (No, sod off! bit)

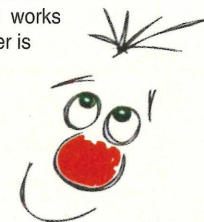
No, sod off!

5. (Slag you off 'cos you're a moron bit)

Moron.

6. (Sixth and final bit)

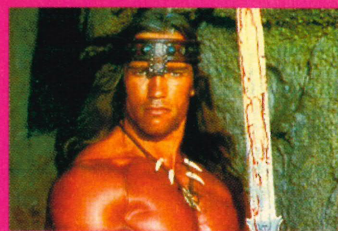
Too late. Perhaps next year. **Neil**



Andy after a pint of cide... (NO! - Andy)



LETTERS



ARNIE'S SOMEWHAT SERIOUS BIT

Dear MEGA,

Blame Norman Lamont? It is interesting to note that your "fractional" price rise (announced in issue six, page eight) of 30p works out at over 15% – approaching the current rate of VAT. So you've decided to impose VAT on your publication before the Government does it for you! How admirable! How very public spirited! Or are you just money grabbing b*****s introducing an inflation-busting price hike because it will be exactly matched by "rival" magazines in the Future Publishing empire, and you think that your stupid console-comatosed readers will grin and wear it?

I think we, (and perhaps the monopolies and mergers commission) should be told. **Gareth White, Preston**

Dear Gareth,

I say, using the B word is a bit off isn't it? But let us explain. The paper we use to print MEGA on is taken from renewable forests just inland of the north African coast. Due to a recent hurricane, half the replenishable stock was wiped out. This has drastically increased the price of the paper as well as shi... No, it's no good. This is all a terrible sham. We could go on for ages about increased costs, advertising etc, but why bother. Basically, annoying though the price rise is, you either pay it and get the best Mega Drive mag on sale, or you don't. At the end of the day the choice is yours.

Yours Neil "several quid richer, along with the rest of the team" West

Note: Future Publishing would like to apologise for the apparent lack of compassion in that last reply (Now where did I put that magnum of champagne? – The Big Cheese)

1. Is Paul Mellerick the greatest gamesplayer in the world?
2. What are the release dates for the following games; *Goal*, *Striker*, *EA Soccer*, and *World Cup Soccer* from Acclaim?
3. Is *Goal* like the NES version? And which of the above should I buy?

John Collins, Rishton

1. No he's not the greatest, but he is pretty damn hot!
2. *Goal* won't be out until late next year for some reason. *Striker*, which is being called *Ultimate Soccer* (previewed on page 31) is arriving in August, EA won't say when but autumn is a good bet. *World Cup Soccer*'s out in September.
3. Nope. *Goal* is actually more like *Kick Off* 3. As to which you should buy, wait until we've reviewed them and then make your decision.

1. Why is a Mega Drive cheaper than a Mega CD, when you need one to use the other? And music CD players cost a lot less than £270 now.
2. Are Sega putting protection on UK games? It worries me that this will happen, because I have a Japanese Mega Drive.

Anon

1. There are additional chips inside the Mega CD and this allows it to talk to the Mega Drive. Plus you get seven games bundled with the machine, but yes, it is an awful lot of money.
2. Sadly yes they are. Datel's new adaptor will enable foreign games to run on UK Mega Drive's though, but I'm afraid you're going to find it increasingly difficult to find games that will run the other way around.

BLAGGED!

Time, once again, for our sad and sorry readership to sink to all-time lows in an attempt to blag themselves a freebie. This must be the easiest way in the universe to get a freebie, so get penning your crap scribbles now.

Cue Simon Bates and his "Our Tune" Theme music.

"Hello luvvies, I'd like to tell you a very sad story about a man who we shall simply call Reginald Perrigwin Bartholomew the third. It's not his real name but that doesn't matter. Now Reginald openly admits that he's unlucky and that he gets everything wrong. When video recorders were first sold he bought himself a Betamax. When satellite systems were made he coughed up the money for a BSB Squarial. And when Sinclair C5s came out, he bought one believing it was the transport of the future.

"Reginald thought that nothing would go right for him, until a few years ago when he actually won over a million pounds on the pools. He thought his luck had finally changed for the better and was so happy he put his money into a BCCI account and opened up a Mirror Group pension plan. He lost the lot. He did try to get some of his money back by getting in touch with Robert Maxwell. Maxwell replied by saying he would repay Reginald his money, but he was 'going on a boating holiday first'. What a choker.

"Things just went from bad to worse. He met a woman, who we shall call, er... Desperate, and he was about to marry her when disaster struck on the way to the church. Yeah you guessed it, she spontaneously combusted. These things happen, thought Reginald. But what made it even worse was that one of the wedding guests had filmed it and sent the tape to Jeremy Beadle, where it won top prize as the year's funniest video.

"Now Reginald has only his Mega Drive, which is one good thing in his sad and miserable life, and what would really keep him going and heal all his emotional wounds is a copy of *Streets Of Rage 2*."

Shaun Wilcock, Dewsbury

Well done Shaun, *Streets Of Rage 2* is in the post. And, as usual, here are snippets from some of the other BLAGGED entries we had in.

"And then Andy Dyer, looking incredibly like Ray Reardon, started to dance a curious jig around a tea-towel."

Neil, Bath

"What do you get if you cross something very smelly with Ray Reardon? Andy Dyer."

Neil, Bath

"And then I came across this large pile of dung, which curiously resembled Ray Reardon. Or could it have been Andy Dyer."

Neil, Bath

"And suddenly, out of nowhere came this big fluffy badger which looked exactly like Turdy West from MEGA!"

Andy, Bath

"I think that's enough snippets now Andy."

Neil, Bath

OUT WITH THE OLD

Dear MEGA,
I read with interest your interview with Tom Kalinske in issue six. He says that there's a 32-bit Giga Drive in the pipeline, that will run CDs and Mega Drive carts. If that's true, then in 1994 our beloved Mega Drives will be virtually worthless. Also, is it really worth spending £250 on a Mega CD when it will be replaced next year by the bigger and better Giga Drive? Basically, we'll have spent £380 (Mega Drive £130 plus Mega CD £250 plus games) on something that will have to be replaced if we want to keep up to date.

It would be a good idea for Sega's PR and the Mega Drive owners if we could exchange our hardware and pay, say, £100 for a Giga Drive. I'm sure Sega could use our Mega Drives and Mega CDs for other things.

Thanks for your time and a great mag. Oh and by the way, say well done to Tall Smellydick for winning the *Sonic 2* challenge on GamesMaster.

Ben Jones, Bristol

Dear Ben,
The Giga Drive is still only in development and there's no indication that it will be out next year. In fact, it may not even come out at all. Who knows what Sega have in the pipeline above and beyond that? And there are a few points that need raising.

Firstly, if the Giga Drive will run Mega Drive and Mega CD software, that means companies will continue to produce software for those systems so you'll still be able to use your Mega Drive and Mega CD.

Secondly, I don't know what games system you had before, if any, but I imagine you played games on something. Why did you buy a Mega Drive? Because you wanted the latest state-of-the-art console.



Phwoar, look at the buttons on that. The sexy Mega Drive 2

That's the way things work. People want the next big thing, and although paying for it hurts a bit, people still want the best, so in fact the Giga Drive is something to look forward to, not dread. There was a time when hardware manufacturers made their new products incompatible with previous machines so that the consumer had to buy the new stuff. The very fact that Sega may make a new machine downwardly compatible is a promising sign in itself.

One last point. The Commodore 64 home computer still has a large number of users, and people have been predicting its death for over five years now. You can guarantee that you'll be using your Mega Drive for a long time yet, and, to be honest, the Giga Drive probably won't be released until a long time after you're already a bit bored with what you've got and are therefore ready to invest some money in "the next big thing". Neil

DRUGS SCREW YOU UP! SEGA DOESN'T!

Dear MEGA,
I'm afraid this letter may be a bit on the serious side and perhaps its subject matter seems a little unconnected, but there is a point which I feel is very valid and needs to be stressed to your younger readers (myself being aged 21). Here we go...

OK, before you all groan and turn the page thinking I'm a fundamentalist Christian do-gooder, stop and listen to someone who knows, much to his regret, how true this is.

I should imagine a lot of your readers are currently aged between 14 and 20, and I suppose a fair number come across, or will come across, E, acid, cocaine and such like, especially with the rave scene being so ridiculously massive. Well, I was an habitual E user for three years (clubbing at weekends, recovering during the week) and when people told me I was doing myself damage I would laugh because as every user will tell you "E is totally safe, man". WRONG! Even after three years of using that and other stuff, one night I was taken to hospital and nearly died, given a less than 10% chance of surviving.

Well, obviously I pulled through, but that was nine months ago and I am still suffering big time. I have regular panic attacks, paranoia, and I am on medication, seeing a shrink and am generally affected in some way or another every day.



Stay out of trouble, play more video games. No really, it works, honest!

Now, I'm not saying that everyone who tries it is going to end up a nervous wreck like myself, but I just thought this little tale would scare a few potential users into thinking twice - coming from the heart of a sufferer and not from your mum.

So, onto my point. It really bloody infuriates me to see ridiculous accusations that playing video games damages your health and is addictive. Christ, if I had my Sega when I was 17, maybe I would have spent more time mashing Robotnik and a little less time mashing my brain!

So to all you gamers out there, keep it up, and the next time someone whinges on about it being addictive and damaging, show them this letter to shut them up.

Spencer Steel, Woking

Dear Spencer,
Thank you for sharing your story with us. And who knows, if even a few people get the message as a result, then some good will have come out of your ordeal. Neil

MEGA RIP-OFF?

Dear MEGA,
I am a new Mega Drive owner. I looked at all the Sega magazines but none of them had the information I needed, then I looked at MEGA and it was just right for my needs.



Dear MEGA,
In the extremely vain and, in its own funny kind of way, sad hope of getting something for free, I have sent you the very best of my printable and completely unprintable poems.

You will note that these include several hastily constructed Sega-related verses of exceptionally bad quality. In the unlikely event of me winning a cart, I would choose a God sim' such as *Mega-Lo-Mania*. I would also proceed to run around the ceiling and request 15 rounds with Mike Tyson.

Glyn Pickett, Manchester

Dear Glyn,
You are the new Pam Ayers, although we feel a slight adjustment to the content of your poems may be required if you ever want to become Poet Laureate. Sadly, the best of your poems had to be left out of this small selection because they

were, well, dodgy to say the least. Well done though Glyn, and thank you for giving us the heartiest chuckle we've had in a long time. Have a free cart. Neil

NINTENDO KILLED MY SON

Video games will kill your child
It will make them have fits
And will make them go wild
They're a thing of the devil
Of evil and sin
They will murder your children
So don't let them in
They hang around corners
With razors and knives
And like deadly assassins
They'll take your kids lives
They are vicious and cruel
They are sinful and chronic
They are video games
And their leader is Chun Li from *Street Fighter 2*

IT'S TRUE SIR, THIS MAN HAS NO PRIDE

There's plenty of Sega mags that you can buy
But I only buy one and I'll now tell you why
The mag known as MEGA is truly divine
From great jokes inside to the ones on the spine
It's a hoot and a scream and the staff all look fly
And the Ed is soooo gifted, I'd die for the guy
Hey, let's not forget all the rest of the staff
'Cos you're all photogenic, and cool, and a laugh
But don't think you're only a good-looking team
For the contents within simply read like a dream
Reviews are well written, the comments are wise
It's so good I'm in tears. Jeess, I love all you guys
There you have it, it's MEGA, it's cool and it's hip
If you buy it, you'll love it and instantly flip
It's got everything that you could want in a mag
Send me a cartridge

DEATH BY SEGA

For seven long weeks
I sat in that chair
I did not even shower

The Amiga magazines cost about £2.50 with a demo and sometimes a full game, but you have made your magazine more expensive and there is no cart with it. Why?

Secondly, some of the games have Japanese names, which haven't been translated. This means we don't know their British title. So if we want to buy one, we have to draw the title and that takes hours.

Haider Twaij, Redhill

Dear Haider,
Which Amiga mags cost £2.50? The smaller games mags like Amiga Power sell for £3.50, while the world's best-selling Amiga mag Amiga Format costs £3.25. What's more, a disk costs about 30p to manufacture whereas a cart is nearer £10. It would, therefore, be impossible to covermount one.



This is Strider. But in case you ever get stuck, ask a shopkeeper. Easy!

As for your second point, it's very rare for an import game to have a Japanese title, but if one does, as in the case of Strider for example, simply ask the shop keeper or mail order firm for the title in English. They'll know for sure. **Neil**



WRITE TO US!

Aw go on, we're dead bored here. All we ever do is play games and write horrendously unfunny reviews. Why not drop us a line so we can talk about really interesting/funny/odd/rude things for a bit? Write to MEGA MOUTH, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. And enclose some cash if you want it printed. Ha!

Or shampoo my hair
Like a zombie I stayed there
Whilst the real world grew vaguer
But I couldn't care less
I was glued to the Sega
All the plans I'd intended
To make myself fitter
Sort of jumped in the air
And fell straight in the sh****r
So my muscles declined
Into corpulent slums
As I sat in a trance
Cracking nuts with my thumbs
The Doc says I'll die
If I don't leave the chair
For my heart will stop beating
But I simply don't care
As I'll have the last laugh
When the rats gnaw my sinew
I will press A and Start
For another continue

Send your poems to MEGA MOUTH, usual address.

BLOXHAM WILL RETURN...

... But this time he's sending his niece. And guess what? She's even more insane than Harold ever was. Fanatically religious, she's convinced that all video games contain subliminal Satanic messages and has decided to complain to the software houses about it. Take a look at the letter she wrote to Virgin. She truly is bat's-arse. What's more, she's written tailor-made letters to every software house she could find. If any of them are dumb enough to reply, we'll print the first of their letters next month...

Ms Ruth Bloxham
2 Priory New Road
Corsham
SN13 0AZ

Virgin Complaints Department
338a Ladbroke Grove
London
W10 5AH

6th April 1993

SINNERS!

Not only do you insist on peddling your unwholesome wares to countless innocents, but you quite blatantly embrace Lucifer's ways and promote them through your Satanic machinations.

Games you call them. A better name would perhaps be "Devil's Playthings". But let me, in case you doubt the resolve of my struggle against your putrid Beelzebubbian occupations, bring to light the subliminal references to all things connected with the black arts that you insist on including in what I will again call your "Devil's Playthings".

Do you deny that in Mega Lo Mania, the icon depicting what we are led to believe is a sword, is in fact nothing less than an upturned crucifix? And what of the subject matter of Speedball 2? Not only is this the sport of demons but plainly, the importance of coin collection must surely turn our minds to the biblical verse Timothy 6:10 "The love of money is the root of all evil, and in pursuit of it, some have wandered from the faith and spiked themselves upon many a painful thorn."

But it doesn't stop there does it? Far from regretting your dark and sinister actions, you have furthered your plans to turn our society into some Godless mass of writhing Satanists with news of a disturbing new release, Cool Spot. Am I not right in claiming that in certain levels it is possible for Spot to fall, head first onto nail-like spikes rising out of the floor? And is this not directly taken from that most unholy act, described in the good book under Judges 4:21 "smote the nail into his temples, and fastened it to the ground: so he died."?

It is time for you Virgin (and who on this earth is unaware of the eternal and sickening bond between virgins and the anti-christ?) to stand up and be counted. Explain yourselves, renounce these unholy activities, it's not too late to receive forgiveness. I demand a reply.

Ruth Bloxham.

Ruth Bloxham

THE BLOXHAM CHALLENGE!

Calling all Bloxham fans! We're offering a prize to any of you who can help the legend of Harold S Bloxham (S stands for "Git" by the way) live on. All you have to do is write to your local newspaper, pretending to be Harold, complaining about something for which video games are to blame. For example, supposing a report is printed in the newspaper, announcing that vandals have wrecked a phone box, well, you write in and blame video games. Supposing a local football

team comes second in a tournament - Harold would no doubt complain that had their brains not been dissolved by video game abuse they could have won.

The more ludicrous the letter you get printed, the better your prize! And don't worry, writing to a paper using a false name is in no way illegal - so you won't get rozzered. Send your newspaper clippings to The Bloxham Challenge, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

Live for the moment. And that means not cluttering our minds with what may, or may not, happen tomorrow. Hence the lack of accurate information on this page...

Yes indeed, all of what you are about to read is true, but the games have been changed to protect the innocent.

NEWS

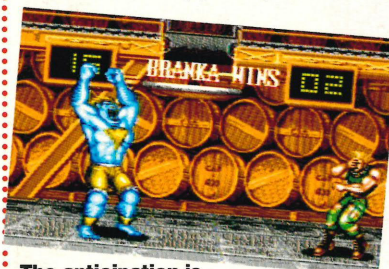
Oh yes. We'll have news all right. Ol' Stinky West will be scouring the country for snippets, leads and red hot scoops for you to feast your gossip-hungry eyes upon.

REVIEWS

Very likely indeed. Unless, of course, the government passes some new bill banning all cartridge sales from tomorrow onwards. But since government bills take at least three decades to get through Parliament, this is very unlikely indeed.

STREET FIGHTER 2!

MEGA is in touch with Capcom USA almost every day, and as soon as *Street Fighter 2: Championship Edition* is 100% finished, we'll bring you the full review. It's unlikely it'll be next month, but keep your fingers crossed.



The anticipation is killing us. *Street Fighter 2*... soon!

MEGA TV STARDOM COMPETITION

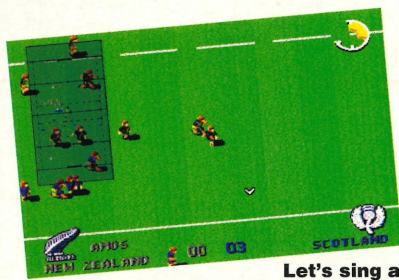


Yep! That's MEGA all right

Oh dear, only two months into this compo and *Phil Green* of Ross Shire has gone and done it. He got a copy of MEGA on Paramedics on STV and as you can see, he's clearly reading the *Inspect A Gadget* feature from issue two. Well done. You win the office pogo stick and the Game Gear. So, to kick off the compo this time, we're giving away a Micro Genius infra red joypad set. No more tangled wires.

This is what you have to do to win it. Get yourself on TV holding a copy of MEGA. When the programme you appeared on is shown on telly, video it, and send the tape to us. Make sure you tape enough of the programme to convince us that it wasn't done on the family camcorder, and you'll be in line for the prize. Don't do anything illegal or we'll shop you to the rozzers.

Send your vids to: "Bless my socks, I'm on the box!" compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. There's no closing date for this compo, and the longer it stays open, the bigger the prize gets. One more thing, no-one from Future publishing, or their relatives, is allowed to enter. (Mind you, that Game Gear's a bit tasty. I'll have to get my old mate Frank "Fingers" O'Finnigan to enter for me - Neil)



Let's sing a ruggie song. "One big ti... (Snip!)"

INTERNATIONAL RUGBY

We're bound to get this one... we hope, but you can never tell, can you? This is a turbulent market, with

changes in release dates happening almost every day.

And it's at this point that we stop trying to wibble on about the (more or less) definite things, and list all the other bits and bobs you can expect to read.

TIPS

Ooh yes, loads. Several RIP 'N' TIP complete solutions, hundreds of tipettes and heaps of help for tortured gamers. And you can find all this in...

ISSUE 10
out on Thursday
17 June

OTHER STUFF

Probably. We can almost certainly possibly nearly definitely guarantee that there will be some other stuff in the next issue. You know, like previews, interviews, tips and so on. And who knows, we may even have a massive pull-out poster of the MEGA team completely naked, tackle out... the lot!



Double Clutch, reviewed next ish. No, really!

THE AS ON THE BACK PAGE

Presumably you've already answered the Qs In The News. If not, go and do it now on page 11, then come back here, tot up the score, and see just how good at Sega stuff you are. And remember, don't write in, it's just for fun.

1. Pebbles
2. Wolverine, Cyclops, Gambit and Night Crawler
3. 7-up
4. Archery, cycling, equestrian (showjumping), high jump, hurdles, javelin, kayak, pole vault
5. Either Amanda Dyson because she's a girlie or Amanda because she's an art person.
6. Two over par
7. Conrad
8. Core
9. Chuck Rock
10. House Of Games (and it's rumoured that he'll be taking over the Bet Lynch role in Coronation Street too)
11. Ms Ruth Bloxham
12. Princess Sally
13. Any sensible person would choose "d"
14. Al Michaels
15. "d"
16. Flintstones
17. MiG 29
18. Flashback
19. Wolfchild
20. Dracula

1 - 8 points: If you were part of the animal kingdom, you would be... a particularly dim lemming, who for some reason or another is feeling more suicidal than usual.

9 - 14 points: Ah well, you lot'll be the human equivalent of the pathetic sharks then.

15 - 17 points: Dolphins, the lot of you. Pretty smart, but nowhere near as clever as us. And you have trouble seeing tuna nets.

18 - 20 points: Hmmm... beats the crap out of our score, and we wrote the questions.

REDUNDANCIES!

In an exclusive interview with Andy Dyer, we ask him exactly why he made a complete mess of the SHUTDOWN page, which subsequently led to his dismissal. Neil West will uncover the truth behind this ex-computer journalist's final faux-pas, that resulted in a shameful sacking. Discover the facts behind the fiction in next month's super, soaraway MEGA!



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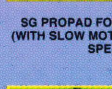
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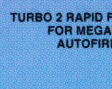
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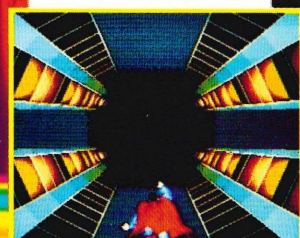
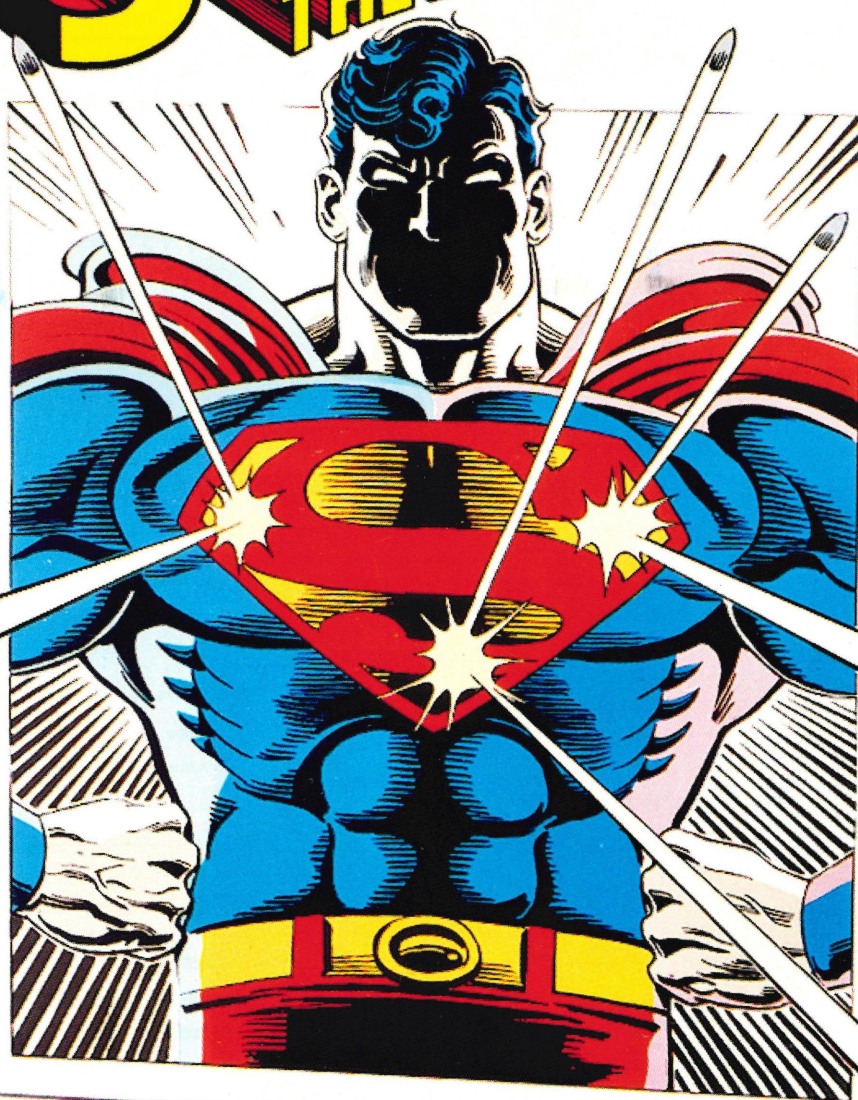
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