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100% SEGA

magazine

MEGAZONE

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Super Street
Fighter II

FIGHT!

Super
Street Fighter II
Mortal
Kombat II

Busted!
Eternal
Champions
NBA Jam

KILLER
CONSOLES
revealed!

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MegaDrive MasterSystem Game Gear Mega-CD



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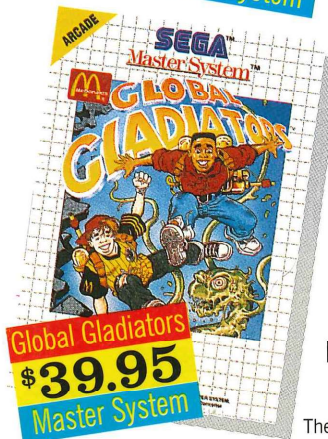
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The titles shown above, and the full range of Sega Classics, may not be available in all stores.





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Special Feature

August 1994

MEGAZONE Contents

KILLER CONSOLES: THE NEXT LEVEL

20

Conundrum corner as the store shelves are soon to be stocked with state-of-the-art heavy-duty hardware. We sift through the hype to deliver the facts. One thing is for sure. The losers will get no console-ation prize (groan!).

Reviews

26

SHINING FORCE II (MEGA DRIVE)

Rescue a cute princess before tea time. Direct from Japan!

28

JUNGLE BOOK (MEGA DRIVE)

Cartoon capers as the Disney classic gets carted.

30

PIRATES OF THE DARK WATER (MEGA DRIVE)

High jinks on the High Seas, my hearties.

32

THE INCREDIBLE HULK (MEGA DRIVE)

A mean green mashing machine. And he's definitely environmentally unfriendly.

33

ECCO THE DOLPHIN 2 (MEGA DRIVE)

More dodging and diving down amongst the depths. But is it fin-tastic?

34

MORTAL KOMBAT II (MEGA DRIVE)

Bigger, better, and bet your bottom buck, it's brutally badder.

36

SUPER STREET FIGHTER II (MEGA DRIVE)

A massive 40 megabits. And that's just before breakfast. And what's with the chick in the Doc Martens boots?

39

DUNE (MEGA-CD)

Out-of-this-world RPG goes on. Better than having sand kicked in your face. At least.

40

ROBOCOP 3 (MEGA DRIVE)

Blasting stuff.

41

FATAL FURY 2 (MEGA DRIVE)

Fighting stuff.

42

SENSIBLE SOCCER (MEGA-CD)

A World Cup Champion or State League sucker? Well, it's a game of two halves.

43

DARK WIZARD (MEGA-CD)

RPG CD 2 DIE 4. Just wizard!

44

WORLD CUP USA 94 (MEGA DRIVE)

You've watched the games. You've shed the tears. You've lived the glory. Now do it all over again on the Mega Drive (and get Australia to the final, to boot!).

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*Recommended and maximum retail price only.





RegULARs

6

MEGA MOUTH

Including a letter from the Federal Leader of the Opposition, Mr Alexander Downer, regarding his policy to introduce a Games Tax for all Sega-heads.

11

NEWS ZONE

Stuff about satanic comics, Sega's shock sales ban, and Sony's price shock! Including full sports results and weather updates.

14

GAME SPY

Megazone Secret Agents file their confidential reports about what's going down in the bunkers of the globe's top games companies.

19

GAME GUIDE

The blank pages of your homework diary are now filled.

38

COMPETITION

Free stuff! Free stuff! Free stuff! Free stuff! Free stuff! Free stuff! Free stuff! Free stuff! Free stuff!

49

HINTS & TIPS

Burn, baby, burn! Hot tips and cheats. Weren't you warned to never play with fire?

54

GAMEBUSTER

Eternal Champions. Kill stuff real easy.

58

GAMEBUSTER

NBA Jam. How to be the best basketball team in the cosmiverse even if you're under one foot tall (ie v. small).

63

SUBSCRIPTIONS

Get Megazone every month in your letterbox.

64

REX VECTAR

Astro-adventures with our humble hero.

66

END ZONE

More Megazone compo winners than you can shake a pointy stick at...



Sega has announced that it will no longer put games into major retail stores but will support games rental instead.

The company state that the move is to combat the ever-increasing costs involved with games. It's a brave decision, there's no question. But is it the right one?

Megazone has long advised that our readers try then buy. It makes sense; risking five dollars on a title you don't like is a far less distressing than blowing \$120 on something you positively detest. And if you do decide it's the best thing since sliced silicon, you can always shell out hard currency later.

But you could always rent games in the past. Surely the only difference now is that the average Sega fan has less freedom of choice?

Not really. Specialist stores will still be free to sell Sega software, it just won't be appearing on the shelves of the likes of K-Mart and Myer. At least until rental sales have recouped the initial costs, when games will be released at a much more affordable price.

Sega have effectively said, "We know our games are too expensive and this is a way you can save money."

As of next month, we're going to change the way we do things around here a little, as well. In the past our reviews have concentrated on advising people on what games are worth buying. We'll still rate them; after all, you don't want to spend your time renting crud. But we'll also try and give you as much information on playing the games too, so you get the absolute maximum out of your rented games.

Adam

FidCup
USA 94



MEGA



MONTH

LETTERS

CAPTAIN COOK

Dear Mega Mouth,
I've got some questions that need answering.

1. Will *Virtua Racing* ever come out on Game Gear?
2. Are there any cheats for *Land of Illusion* on Master System?
3. In what year did Captain Cook discover Australia?
4. Are you going to review *Virtua Racing*?
5. How much will the Saturn be sold for?

**Scott
Balwyn, VIC**

1. If it ever does materialise, it will be a far cry from the arcade machine; the differences in the hardware are just way too vast.

2. We did a whole Gamebuster in issue #33 (November '93). To obtain an issue you missed, send payment of \$4.95 per issue, plus \$1.50 to cover postage, to The Subscriptions Dept at the normal Megazone address. Don't forget your name, address and issue number you're after (stranger things have happened).

3. Don't you have schools in Melbourne? Captain Cook 'claimed' the East Coast for Britain in 1770. Though (Western) Australia was originally discovered by a couple of lost Dutch blokes who called it New Holland, but gave it up as a bad job. The fools. But, of course, it was really 'discovered' 40,000 years before that...

4. Done it. Issue #38 (April '94).

5. Your guess is as good as ours. Predicting how much something that's still over a year away from the shops is nigh-on impossible.

INSIGNIFICANT

Dear Mega Mouth,
I could use up about three lines just telling you how excellent your mag is, but you probably already know that so I won't. I have a few questions for you:

1. Will *Super Street Fighter II* be coming out on Mega Drive, and if so how, much will it cost?
2. Which games do you think I should buy out of: *Street Fighter II*, *Eternal Champions* or *Lethal Enforcers*?
3. What's your favourite game of all time?

**An insignificant person who buys your mag
Brighton, QLD**

You realise that you've taken up three lines just by saying how you could take up three lines? Ah well...

1. Yes! And it'll be more than you can afford (it's truly huge - 40 megabits in size and this means it will cost a fortune). So it'll be one of the games that Sega releases for rental only.

2. It's completely up to you. Read the reviews, try them out and then make a decision. We really can't make up your mind for you.

3. Hopscotch.

MEGAZONE OP SHOP

You want a bargain bin full of Sega goodies? We got 'em. You want to trade games and gear with like-minded gamers from all over this big, big, country of ours? You're at the right place. The Megazone Op Shop is a kaleidoscopic convention of Stuff with a capital 'S'.

If you want to place an ad in the Megazone Op Shop for a measly one dollar then read on carefully.

LIST your goods and prices clearly and whether they are 'For Sale', 'To Swap' or 'Wanted To Buy'. Don't forget what system we are talking about. And keep it brief, huh?

WRITE your name, address and telephone number, on the same piece of paper. Only your telephone number will be published but we need ALL your details. Ads that do not include these will not be printed. Sad but true.

INCLUDE a one dollar coin securely taped to your letter and wrapped in your envelope. Yes, due to the overwhelming popularity of the Op Shop we now have to charge. But it's wholly justified, believe us.

MAIL your ad, your dollar, and your details to

**Megazone Op Shop, PO Box 746,
Darlinghurst, NSW 2010.**

THE SMALL PRINT We reserve the right to edit your ad how we like and with no complaints from you. We also take NO responsibility for what happens during or after your transactions. We are merely a groovin' noticeboard. Lawyers, ahoy.

FOR SALE

MEGA DRIVE GAMES: Rocket Night Adventures, Aladdin, Street Fighter II, Taz-Mania, Castle of Illusion, Kid Chameleon, Super Hang-On, Sonic 1, 2, and 3, Busby the Bobcat. Various prices or all for \$525.

Tel: (051) 548 370

MEGA DRIVE: Buck Rogers, Fatal Rewind, Hellfire, Might and Magic, Onslaught, Rings of Power. Without instructions or cases \$20 each or swap.

Tel: (059) 629 206

MEGA DRIVE: Games inc. SFII. Six button joypad \$100, Pro Action Replay \$50, James Pond 3 \$50, PGA Tour Golf 2 \$45, Jungle Strike \$40. With instructions. Good cond.

Tel: (02) 907 0640

GAME GEAR: Streets of Rage and Dragon Crystal, \$45 each or swap.

Tel: (089) 531 608

MASTER SYSTEM II with 13 games, light phaser and control pads. Only \$280.

Tel: (046) 841 182

MEGA DRIVE with games, \$250.

Tel: (089) 881 609

MEGA DRIVE: Mortal Kombat, \$80. Or will swap plus \$20 for NBA Jam.

Tel: (07) 882 1486

MEGA DRIVE plus eight games, \$300 ono. Good cond.

Tel: (02) 907 0640

NES with accessories plus 35 games and 52-in-1, \$500. Will sell separately.

Tel: (02) 417 7449

MOUTH ~~OPEN~~ MEGAZONE ~~OP~~ LETTERS SHOP

...continued

A LITTLE RESPECT

Dear Mega Mouth,

Is it just me or are games companies struggling with ideas? Selling out? Losing respect for the buyers? There are so many *Sonic* clones, games released without polish, sections of games that are impossible to play and become annoying.

There are very few respectable games being released lately and with the price increases and game hire becoming big, it won't be long before very few people are rushing out and buying games for fear of ending up with a lemon. I think the games companies should wake up to themselves and stop trying to release games to keep up with one another and spend more time working on product to make it worth buying.

Adam

Old Beach, TAS

At the end of the day, it's down to you whether you buy a game or not. If the software companies are producing crummy games, then they shouldn't be surprised if they sell alarmingly few. However, we should see an improvement in the quality of games over the coming months; traditionally, the best games are released in the run up to Christmas and we should see some pearls then.

DOUBLE TROUBLE

Dear Megazone,

I don't like to start on a sour note, but I have a rather serious problem. Please don't make double-sided posters with totally brilliant pictures on both sides. I get all my posters laminated and mounted on the walls of my bedroom. Please try and fix this as I'm sure that I'm not the only person with the problem.

I have a few more problems I'd like you to answer.

1. Call me ignorant, but could you please explain this thing with 'bits' and 'megabytes'. All that stuff about memory in games too.

2. To improve the graphics, memory and sound, etc, couldn't a larger cartridge be used, or would the Mega Drive not be able to cope with a cartridge of that size?

3. If this can't be done, how the heck are they going to fit *Mortal Kombat II* on a Mega Drive cartridge? Are all the fatalities, babalities, friendships, pit and tomb stage, and secret characters likely to be cut, because to put such a huge game on a home console would take one hell of a massive program?

Glenn

St. Marys, NSW

P.S. To the lady who wrote in about the word 'crap' in your magazine in the May issue: your child would hear more on TV and at school, let alone in a magazine. We are not living in your day. Please get with the times, you old fuddy-duddy.

Do you suggest we deliberately put something crap (whoops, that word again) on one side of the poster, or should we leave it blank? We honestly think that most of our readers appreciate the choice a double-sided poster gives them. Still, you could always buy two copies of Megazone...

1. Glenn, you're ignorant. To cut a long story short, 'bits' and 'bytes' are ways of measuring memory. The more bits a game is, the bigger it is. In the case of a processor, the term refers to how much information can be processed simultaneously; a 16-bit processor can handle twice the amount of data as an 8-bit one. This means it's faster.

2. Yes, and that's exactly what they are doing. Trouble is, the bigger the cartridge, the more expensive it is to produce...

3. *Mortal Kombat II* is a pretty hefty 24 megabits. Check out the review this issue for further info...

WE WON'T SELL OUT

Dear Megazone,

I have a mega-serious problem. Several months ago, I purchased a Mega-CD. The trouble is, I can't buy any of the hot games I keep hearing about. I've even been to London recently and I couldn't find much there, either.

So I'm turning to you for help. Can I order games through Megazone, or alternatively, is there some form of mail order service I can use?

Mondo

Geelong, VIC

We're more than happy to tell you about the latest games, but we won't sell you them - we'll leave that to those who do it best: the retailers.

Plenty offer a mail order service, and many sell imported titles that may not have been officially released in this country. Check out ads in this mag for details.

MEGA DRIVE: Last Battle, Super Thunder Blade, Atomic Runner, Battle Squadron, Xenon 2, \$30-\$45. Excellent condition.

Tel: (079) 276 683

MASTER SYSTEM II with control pads and seven games, \$220.

Tel: (044) 738 552

MEGA DRIVE: Super Monaco, NHLPA Hockey '93, \$60 each, Jungle Strike, \$75. All boxed with instructions.

Tel: (07) 351 5708 (after 6pm)

MASTER SYSTEM: Transbot, AstroWarrior, Wonder Boy, Enduro Racer, Teddy Boy, World Grand Prix, \$100 the lot.

Tel: (07) 892 5762

MEGA DRIVE: Sonic 2, with case and instructions, \$50 ono.

Tel: (067) 687 104

MEGA DRIVE: Bubsy \$80, Cool Spot \$70, Altered Beast \$20, Columns \$20. All for \$190.

Tel: (02) 452 3323

MASTER SYSTEM II with control pads and four games, \$200 or swap for Mega Drive or SNES.

Tel: (07) 204 6799

GAME GEAR with Nuby System carry bag, car adaptor and *Mortal Kombat*, *Krusty's Fun House*, *Batman Returns*, *Sonic 2*, *Streets of Rage*, *Lemmings* and *Columns*. All boxed with manuals. Only one year old, \$550 ono.

Tel: (067) 361 323

MEGA DRIVE: Bulls Vs Blazers, \$40 ono. Auto-fire control pads, \$25. The lot for \$60.

Tel: (02) 875 1126.

MEGA DRIVE: Cyberball, *Indiana Jones and the Last Crusade*, *James Bond 007*, *Super Real Basketball*, *The Terminator*, *Bart Vs The Space Mutants*, *Ghostbusters*, \$30 each or \$230 for the lot.

Tel: (046) 266 272

MEGA DRIVE, with two pads, three games inc. *Flashback*. Japanese model, \$200.

Tel: (07) 748 259

MEGA DRIVE plus four games. *Sonic*, *Ecco*, *Columns*, *Land Stalker*.

Tel: (02) 606 5558

MEGA DRIVE: *Streets of Rage 2*, \$60. *Bulls Vs Blazers* \$55. Both for \$110.

Tel: (02) 608 1882

MASTER SYSTEM II plus control pad, \$100. Games from \$10 to \$75. Sell everything for \$350.

Tel: (071) 59 4616

MEGA DRIVE with two pads, *Sonic*, *Super Monaco GP*, *John Madden Football '92*, *Columns*, *Altered Beast* and six Megazone mags, \$325.

Tel: (03) 467 8718

GAME GEAR with *Sonic the Hedgehog*, *Olympic Gold* and *Lucky Dime Caper*, \$220.

Tel: (03) 743 6748

MEGA DRIVE with games, \$350.

Tel: (02) 560 2318

GAME GEAR with *Mortal Kombat*, *Global Gladiators*, *Sonic*, *Columns*, TV tuner, and AC adaptor. VGC in boxes, \$360.

Tel: (07) 343 1484

MEGA CD: *Sherlock Holmes Consulting Detective Vol II* and *Ecco the Dolphin*, \$70 each. Plus for **MEGA DRIVE:** *Super Monaco*

SCUMBAG

Dear Megazone,
I won't bother sucking up like most of those other scumbags. I'll just get straight to the questions.

1. Will *Mortal Kombat II* on the Mega Drive have all the characters from the arcade machine?
2. Is there going to be a sequel to *Cool Spot*?
3. I'm thinking of buying a Pro Action Replay cart or a copy of *NBA Jam*. Which do you think I'd get more use out of?

Before I go, I'd just like to say that Sonic's the hellest little guy that Sega ever created.

Jae
TAS

1. Why don't you read our huge preview this issue to find out?
2. Don't know. We'd tell you if we did.
3. Depends on what you want to do with it. If you want to play basketball, then the Action Replay cart is pretty useless. On the other hand, for finding cheats in the games you already have, it's hard to beat.

STALKING LANDSTALKER

Dear Megazone,
I live here in Merrylands and I'm really cheesed off that only one shop has *Landstalker* for hire. I've been waiting for heaps to play it, but every time it's out and never back on time. So I was wondering, how about a compo so I could win one. They're so expensive, especially on my budget. Please help me, Megazone; I've reached the desperate zone.

Leanne
Merrylands, NSW

Can't really do a competition on a game that was released such a long time ago, Leanne. We prefer to give our readers the chance to win new titles. Besides, heaps of people enter our compos, so you'd be up against some pretty stiff competition. But here are a couple of suggestions:

Will your shop allow you to reserve the game so that when it next comes in, you're first in the queue for renting it?

The reason it's always late coming back is probably because it's an incredibly addictive game that takes ages to play through: it's certainly not something you'd be bored of by the time the weekend's out. Maybe it's one of the games you just have to have? Check out the Megazone Op Shop to see if anyone's willing to swap or sell their copy cheaply.

VEXED BY REX

Dear Mega Mouth,

1. I only subscribed to your mag in August '93 but am a big fan of Rex Vectar. What month did Rex's comic strip start? If possible, could you sum up how the Xpeer gang came to be on Violantis fighting the Battle Lord 'Lybrar'?
2. I recently bought a six-button control pad. Could you tell me what the Mode button does?
3. Could you please do a Gamebuster on *Aladdin* for the Mega Drive?

Peter
Wingham, NSW

1. Rex started way back in June/July 1992 (Megazone

was bi-monthly then). He lived in a world where everyone relied on virtual reality for entertainment and so set off with the gang for some real adventures. How he came to be on Violantis is a long and complicated story, but you can catch up by reading *Kinetic Comix*, which relates the Rex whole story from scratch, as well as a stack of other fab cartoon strips.

Each issue of *Kinetic Comix* costs \$2.95 and is available from newsagents, comic shops or directly from *Kinetic Comix*, PO Box A1359, Sydney South, NSW 2000.

2. The Mode button switches the joypad into a three-button mode. Normally, you'll never need to use it, but if the joypad is proving troublesome with certain games, hold down the Mode button while you turn the Mega Drive on.

3. Unfortunately, *Aladdin* isn't one of those games that we feel lends itself particularly to a Gamebuster. However, if you're having specific trouble at a certain part of the game, drop a line to 'I must be useless' (at our regular address) and we'll do our best to sort you out.

...continued

and Streets of Rage, \$25 each.

Tel: (08) 261 3936

MASTER SYSTEM: Asterix, \$35, Gain Ground, Chase HQ, Operation Wolf, all \$10, Moonwalker \$15.

Tel: (07) 206 6285

MASTER SYSTEM: Alex Kidd, Spiderman, Rastan, Wonder Boy, Wanted, \$15-\$25 plus
MEGA DRIVE: Altered Beast, Busby, Columns, Forgotten Worlds, Golden Axe, Taz-Mania, Warpspeed, \$10-\$70. All prices negotiable.

Tel: (069) 63 6917

MASTER SYSTEM: Tennis Ace and Golfmania, \$35 each. **MEGA DRIVE:** Altered Beast, \$20. Or the lot for \$80.

Tel: (051) 746 783

MEGA CD, \$400, and assorted games \$45-\$60. Will sell separately or the lot for \$800.

Tel: (06) 257 5610

GAME GEAR with Columns, Psychic World, Sonic 2 and Coll Spot, \$345 ono.

Tel: (051) 489 256

MEGA CD \$400, Thunderhawk \$80, Silpheed \$80. The lot for \$540.

Tel: (09) 339 4663

GAME GEAR: Batman Returns, Streets of Rage, Space Harrier, Wonder Boy, Super Monaco GP1, the lot for \$280 or ono.

Tel: (03) 439 4993

MEGA DRIVE: Super Monaco GP, Terminator 2, Fatal Fury, \$35 each. Sonic 3 for \$55.

Tel: (075) 367 967

MEGA DRIVE: Street Fighter II, World of Illusion, Streets of Rage. Viper joystick rapid fire, \$20 plus postage.

Tel: (07) 805 2509

MASTER SYSTEM II, \$75, Sonic 2, \$60, G-Loc, \$20, Transbot \$20, Shinobi, \$50, Bomber Raid \$30, extra joypad \$40. Or the lot for \$310.

Tel: (051) 27 4405

MASTER SYSTEM with *Mortal Kombat* and Shinobi, one control stick plus rapid fire control pad, \$80 ono.

Tel: (07) 200 8508

MASTER SYSTEM II, \$60, with assorted games, the lot for \$250.

Tel: (053) 566 294

MEGA CD Sega Arcade classic pack, Sol Feace, Cobra Command, Sonic CD, Batman Returns, Ground Zero Texas, and Sega Arcade Stick, \$450.

Tel: (02) 663 4567

MEGA DRIVE: Jurassic Park, \$55, Fatal Fury, \$50, James Bond 007 The Duel, \$50 ono.

Tel: (02) 555 8030



ANYTHING KEEPING YOU AWAKE AT NIGHT?

Need to get something off your chest? This is just the place: Mega Mouth, Australia's liveliest forum of debate, discussion, and stuff about Sega.

To keep it that way, we need your input. After all, a letters page without any letters would be a pretty dull one. So send us your musings, ramblings and bribes.

Keep questions to a minimum; we're pig sick of letters that ask whether there's going to be a *Mortal Kombat III* or not. We'll honestly tell you as soon as we know...

And don't send SAEs or ask for replies or we'll throw them in the bin, 'cos we're far too busy. The address:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

GETTING SHIRTY

Dear Megazone,

First of all, congratulations on your excellent magazine. Keep up the good work and... (*snip - let's get to the point, shall we? - MZ*) I would like some questions answered.

1. A friend of mine has a space sim called *X-Wing* on his PC. I'd like to know whether *X-Wing* is going to come out on the Mega Drive?
2. Do you know where I could obtain or purchase Sega T-shirts? I have tried two computer stores which stock Sega games and consoles, etc, but they don't have T-shirts. You guys are my only hope!
3. Can foreign games be played on the Sega Master System II?
4. Do you know if *Space Invaders* or *Galaga* is available on Sega Mega Drive or Master System? I've played them on my friend's PC. If not, is there anything similar available?

**Wayne
Meadowbank, NSW**

1. As far as we know, there are no plans to release *X-Wing* on Mega Drive. It's a big game, and if it is ever to come out on Sega, it will need at least a Mega-CD.

2. Sonic T-shirts are available through the New Reality club - and pretty decent discounts exist for club members. If you want to join, call (02) 317 0077. Or you could try 'groovy' clothes shops rather than computer stores - Sonic's become a bit of a fashion icon among the swinging set, we hear.

3. Yes, absolutely no problem. While Mega Drive games are often security coded, no such protection is apparent in Master System games.

4. Those games are old and crap, and originally appeared years ago. Games in a similar vein are available, only they're much better. Check out *Powerstrike* on the Master System and *Xenon II* on Mega Drive.

MENACE ALERT

Dear Megazone,

I've got a Menacer and the game that comes with it (pretty boring!).

1. What games (apart from the one mentioned above) can keep your interest up?
2. Are there any games available that two people can play with two Menacers?
3. My cousin has brought me a game from Singapore, but the game cartridge doesn't fit into the Mega Drive II. Is there a solution to this or should I return it to Singapore?

**Karina
Wentworthville, NSW**

1. Games for the Menacer are, unfortunately, few and far between. Check out *Terminator 2* and *Body Count*.

2. Sadly not. The way the Menacer works means that only one can be used at once. The Mega Drive would get terribly confused in two were plugged in at the same time.

3. The game you have is probably designed for the Japanese market. Even if you could get it to fit, it's likely that it wouldn't work anyway as cartridges are often coded so that they'll only work on machines designed for sale in the same country.

However, by plugging in a Universal Adaptor (or Action Replay Cartridge) you can play foreign games. Both these devices are available from Kaylee Computing in Perth. Telephone (09) 310 1962.

HOSPITAL CASE

Dear Ed,

I write to you from my hospital bed, looking like an Egyptian mummy and hoping for a sympathetic ear. My attempt at wrestling three crocodiles and a buffalo on a tightrope went horribly wrong (the tightrope snapped!).

With lots of reading time I have found out some frightening 'facts' for Sega. Sega's technology has been called 'old hat' by some stiff-necked *Business Review Weekly* reporter (*You have had time on your hands!* - MZ). But why? A quick glimpse at the new games systems says it all.

The new PCs are more arcade game friendly, offer cheaper games and are more versatile. The CD32 also offers cheaper and a bigger range of games (arcades, RPGs and simulators). The Atari Jaguar, while not as powerful as the 3DO, is cheap and is seen as the most likely to succeed out of the new systems. Finally, Panasonic's 3DO is the most powerful contender, and capable of playing games, music, movies and shopping by cable.

Sega will have to release the Saturn within the next two years or face losing their market share and support from private gaming companies. The Saturn will need to have between 15 and 18 million colours with 50,000 to 260,000 on screen, have custom chips, be 64-bit, run between 14 to 25 MHz, have a DSP and at least eight sound channels and be both a CD and cartridge system. Well, the nurse is coming to replace my bandages and wash my bulging bronzed muscles...

**Jay Kennet
Brinkin, NT**

We reckon the Saturn will be here well within two years - probably before 1995 is out - and it does boast an impressive array of tech specs. As luck would have it, we've run an in-depth feature this issue (see page 20) on all the forthcoming 'super' consoles. We reckon the Saturn should fare pretty well, though the competition is going to be tough. Of course, only time will tell...

MEGAZONE SHOP

...continued

WANTED TO BUY

MEGA DRIVE: Rollo The Elephant. Not too dear please.

Tel: (075) 965 053 or (075) 321 194

Mega Drive: Streets of Rage 2, not more than \$35!

Tel: (03) 889 4655

MASTER SYSTEM: Sonic 2 and Bubble Bobble.

Tel: (09) 295 2036

MASTER SYSTEM: I desperately need a game called Y's.

Tel: (088) 422 883

MASTER SYSTEM II: Mortal Kombat and Populous.

Tel: (068) 87 9236

MASTER SYSTEM II: Sonic Chaos, Monopoly, and Columns.

Tel: (055) 671 260

MEGADRIVE with Mortal Kombat or with Street Fighter II CE. A 6-button control pad would be a bonus. Will pay \$195.

Tel: (067) 442 018.

DESPERATELY WANTED: Shining Force. Will pay any price. Please, please, grovel, grovel.

Tel: (03) 529 7110

TO SWAP

PHANTASY STAR II for Phantasy Star III, X-Men, Tiny Toons Adventure, Shining Force, Bubsy The Bobcat, Cool Spot, Flashback, Pugsy, Double Clutch, Side Pocket or Dragons Fury.

Tel: (063) 673 112

MEGA DRIVE: Jurassic park and Alex The Kidd in the Enchanted Castle for Mortal Kombat or Street Fighter II.

Tel: (07) 268 4746

SUPER THUNDER BLADE, Forgotten Worlds, Ghostbusters, for any Mega Drive game but Columns, Sonic One, Jurassic Park.

Tel: (079) 39 3679

MEGA DRIVE: Toejam and Earl, Quackshot, and Streets of Rage 2. Will swap for Mercs or any two for Mortal Kombat.

Tel: (03) 417 3572

STREET FIGHTER II for Sonic 3.

Tel: (02) 502 1251

MASTER SYSTEM: Hang On, Ghostbusters, and Air Rescue for Mortal Kombat.

Tel: (057) 215 273

ASIAN ECCO with converter. Will swap or sell for MS games.

Tel: (060) 215 389

JURASSIC PARK for one of the following: Jungle Strike, Desert Strike, or T2: The Arcade Game. Will sell for \$70.

Tel: (02) 635 5546

MASTER SYSTEM: Laser Ghost to swap with Sonic 1, Streets of Rage 1 or 2, Columns, or any other good game.

Tel: (03) 859 8348

SONIC and Columns for anything.

Tel: (03) 531 5696

MEGA CD: Night Trap or Sonic CD for Thunderhawk. Final Fight for Ecco CD.

Tel: (06) 295 7309

SEGA STOP SELLING GAMES SHOCK

In a dramatic change to its distribution policy, Sega Ozisoft (Sega's Australian distributor) will no longer put new titles into retail outlets. The company plans to initially distribute games for rental only, with the games appearing in the shops several months after they are first released.

By recouping most of the costs through rental, Sega will be able to re-release games at a much lower price than putting new games directly into the retail market. The new system will work very much like video rental.

Games will be available from video stores and other rental outlets at around \$3-\$5 a night. After six to nine months, the games will appear on the Sega Classics label, with

prices ranging from \$29.95 to \$69.95. This compares with price tags around the \$120 mark (and higher) seen on many of today's games.

Kevin Bermeister, boss of Sega Ozisoft, said, "Advanced technology, more gameplay hours and the increasing cost of developing games has pushed retail prices so high that sales are down all over the world.

"This time last year, a new release sold around 10,000 units at \$89.95. Today, a new release costs \$120 and only sells 7000 copies.

"This led us to commission two major studies into the buying and renting habits of video games players."

The studies revealed that 80% of players have already tried renting games. Of that figure, 40% rent regularly and 25% never buy a game, they always rent.

The studies also showed that while game prices compared to a new pair of Reeboks or Mambo clothes, games weren't as high on the priority list. The decision to buy a game depends on the title's perceived value: whether it was a big hit in the arcades, its level of difficulty and how long it can be played for.

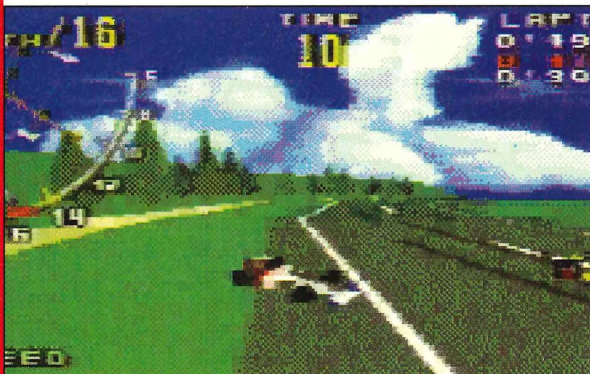
According to Bermeister, it's a solution to the ever-escalating cost of games that will make everybody happy. "Game players want to use their Sega equipment as much as they can. The more games they play, the happier they are.

"Our job is to keep the exciting new games coming at a price our players can afford.

"The rental plan, with its flow on to our low-cost Sega Classics label, is what customers have been waiting for.

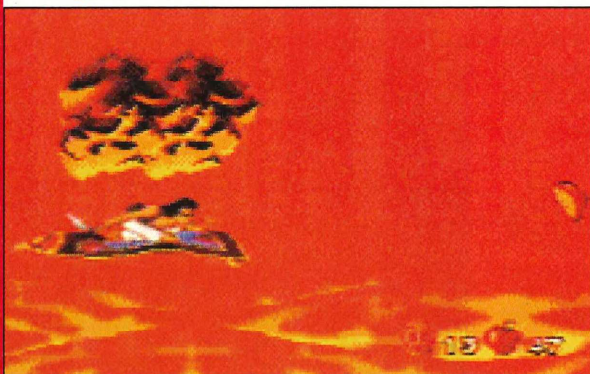


▲ This bloke is Kevin Bermeister, the boss of Sega in Australia. He's just nipped down to his local video rental store to rent a game for the night.



▲ Virtua Racing is very expensive at \$200, but can be rented for a few dollars a night.

▼ Aladdin has just been put into the Sega Classics range and is a steal at under \$70.



"Players will get games cheaply, rental shops' business will boom, and retailers will see their sales return to the previous record highs as players eventually purchase their favourite games at the right price."

Australia is the first country in the world in which Sega is testing this approach. If successful here, it will be adopted later in other places.

Sega Ozisoft is the largest distributor of video games in Australia. As well as Sega titles, the move affects all other labels that the company also distributes.

Renting games is nothing new; they've been available for rental for ages. Indeed, Megazone has long recommended that players combat the high prices of games by renting first and buying later.

It will still be possible to buy games; specialist shops will continue to stock them, but they'll be expensive. Other Australian software companies, Electronic Arts and Sony, say they have no plans to go rental-only.



SEGA MEGAZONE

Things are going to be a little different around here. From next month, we'll be known as Sega Megazone.

The name change reflects that we're the only Australian magazine that's 100% dedicated to Sega consoles.

With Sega Megazone, you don't have to wade through all that nonsense about systems you don't own. We'll tell you only about the hottest Sega games to play on Australia's favourite gaming machines.

But, as well as being 100% Sega, we're 100% independent too. If a game sucks, we'll say so. (And of course, if it's the best thing since sliced silicon, we'll make sure you know about it.)

In fact, our reviews are taking on a whole new look. As well as telling you whether a game's worth getting (or not), they'll help guide you through the first painful moments of play.

So whether you rent or buy your cartridges, it's full of essential advice for the Sega fanatic.



SEGA MEGAZONE

Look out for it.

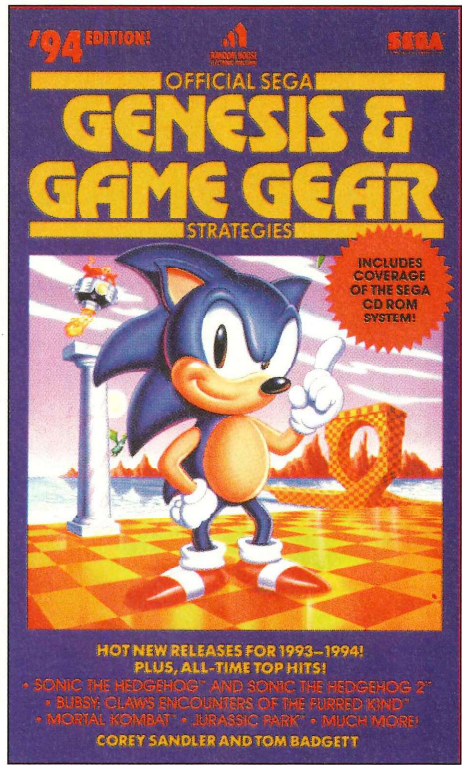


By the book

more on mars

Another hints and tips book has reached our shores. This time it's from the USA, and goes under the catchy title: *Official Sega Genesis & Game Gear Strategies '94 Edition!*. It covers Genesis (that's Mega Drive to us) Mega-CD and Game Gear software. All in all, 186 Mega Drive, 40 Game Gear and seven

▼ **Cheat, cheat and cheat some more.** This book, fresh from the US, has more cheats than we know what to do with.



Mega-CD titles get the treatment, though being from the States, some of these games will never see light of day over here, but others are popular and widely available.

A mini review is given for each game, followed by hints on how to get the best from it without actually cheating. If you still can't crack it, then codes, cheats and other more devious game-beating methods follow.

The book is co-authored by Corey Sandler and Tom Badgett, ISBN 0-679-79002-0. It's distributed in Australia by Random House publishers and retails for \$11.95.

Random House has kindly donated 10 copies of the book for a nice little compo, bless their cotton socks. To get your copy, simply answer this question:

What's the Mega Drive called in the United States?

A) Ken
B) ZX81
C) Genesis

Keep it to one entry per reader, please, or you'll be binned. Entries to arrive by September 16. Send 'em to:

**It's Neat To Cheat, Megazone,
PO Box 746, Darlinghurst, NSW 2010.**



▲ **This is what it looks like (for the moment, at least). It's the Mars and should be arriving here early next year.**

The 32-bit Mega Drive add-on, code-named Mars, has been unveiled at the Tokyo Toy fair. In Australia, the device is to be called the MD32. It boosts the console's performance, thanks to a 32-bit RISC processor and a host of powerful specialist chips that give the machine advanced 3D texture mapping and polygon-generating capabilities.

It should be available in Australia in February '95 and cost around \$300. Likely available titles include *Virtua Fighting*, *Daytona USA*, *Clockwork Knight* and *Mystery Mansion*. We'll keep you posted...

Show off!

Tragically, the Electronic Games Show, scheduled for June 24-June 26 was cancelled. Organisers Indigo Marketing were forced to call the show off due to 'lack of industry support'. Their apologies, along with ours, to everyone who was inconvenienced.

Sony cheapens games



▲ **These little fellas will be in a cheap game from Sony.**

Sony Electronic Publishing has announced it will release all its new Mega Drive titles for under \$90. Games will cost between \$79.95 and \$89.95.

Marketing Manager Andres Vejarano said: "We have taken a long, hard look at the market and our decision is to sell software at prices which date back three years, especially for the Mega Drive."

As well as its own titles, Sony in Australia acts as a distributor for several top publishers, including the likes of Ocean, Psygnosis and Delphine.

The company has a policy of simultaneous global release, which means its games will be available in Australia on the same day as other countries. The company's line-up includes *The Flintstones*, based on the Steven Spielberg movie that broke all box office records in the US, taking more than \$US37.2 million on its first weekend at the cinema.



MEGA MANGA MALARKY

Forget *Bambi*, *Scooby Doo*, and *Mickey Mouse*. While we're at it, forget *Ren and Stimpy* and *The Simpsons* too. Manga mayhem is about to trash the idea that cartoons are kids' stuff. For Manga is *mean*.

'Manga' translates as 'irresponsible pictures' and comes from Japan, where cartoons are real big business. Over 27 per cent of books and magazines published there are comics and over 30 animated TV shows are screened each week. Cartoons are considered as normal as reading a newspaper and on a Tokyo bus you'll see businessmen, mums, kids and tearaway teenagers all tucking in.

Led by the now-legendary *Akira*, plots for Manga films take no prisoners. Nuke the characters (babes, beasties, and oddball hero/heroines) and their environment before the opening titles have finished. Then set sail for stories where stuff explodes out of bodies, planets are mashed by huge spaceships, average Joes suddenly metamorphose into axe-killer death-critters and bizarre rumpy-pumpy is everyday life. Not for fans of *Home and Away* and a hard day at the office for the ratings police.



But what's all this to do with games, you cry? A lot actually. *3x3 Eyes* has been released as a Mega-CD game (in Japan and the UK, at least), as has *Fist of The North Star* - about psycho-psychic martial arts dudes in a post-apocalypse punch-up type of sitch. The artwork from the comics and films has provided major inspiration for games designers and even magazine design. Once you've feasted on a vid you'll know why straight away.

Manga vids are now available in Australia, with a whole host set for release over the next few months. Titles to look for are *Battle Angel Alita*, *Crying Freeman Part One*, and the *3x3 Eyes* series. You have been warned!

For more info on Manga in Australia call: **Siren Entertainment** (03) 826 6911, or fax: (03) 826 8719.

▼ It's dead cool, it comes from Japan, and it isn't Sega. It's Manga video, and we're giving you the chance to win heaps.



WinWinWinWinWinWinWin

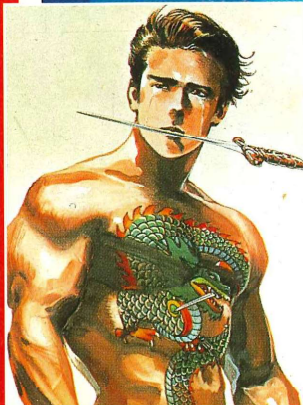
We've got five freaky Manga packs with a new release vid, a hot Manga poster and cool Manga T-shirt (spoil or what?) bursting to get out of our comp cupboard. Just answer this question:

Which country does Manga come from?

Whack it on the back of an envelope, along with your name, address, telephone number, and age and send to:

Stuff Explodes Out Of Bodies,
Megazone, PO Box 746, Darlinghurst, NSW 2010.

By September 16.



Quiz

It's everyone's favourite - the Megazone Lucky 13. The quiz that tests your knowledge of everything Sega, and checks that you've read the issue from cover to cover as well. It even rewards you for your efforts by awarding a crap prize...

And this month we've really surpassed ourselves. It's got to be the worst prize to date. We have two huge boxes of Rocket Balloons up for grabs. And they're yours for the asking. As long as you get the questions right, of course...

The answers to everything are buried in the pages of this issue. Apart from the last one. You're gonna have to have watched the World Cup Final for that...

1. How do you get Juice Mode?
2. What's Sony's upcoming dream machine called?
3. Who's new in *Super Street Fighter II*?
4. Who's green with anger?
5. What's Stix made from?
6. What's the first ethic of robot law?
7. What's Manga?
8. Where did Matt go on holiday?
9. What does Mowgli need to find to finish the level?
10. Who's the villain of the piece in *Urban Strike*?
11. How do you get to level 12 on *Space Harrier*?
12. True or false? Barcelona go for a sparse midfield.
13. Who won the 1994 World Cup?

the megazone lucky 13



There's a box each to the first two correct entries. The draw is on September 16, so get them in by then. That address:

Megazone Lucky 13 (August),
PO Box 746, Darlinghurst,
NSW 2010.

gameSPY

URBAN STRIKE

The year is 2006. Peace and prosperity has flourished for the past decade, but unfortunately we want an action-filled game – so that is all going to have to end. John Smythe – a media mogul and mega-zillionaire – is cast as villain. With trucks of bucks at his disposal, his aim is to take over the US and – possibly – the world. It is your job to stop him!

Urban Strike plays along the same lines as the two previous *Strike* games, but has many new ingredients. With new land, sea, and air technology, more explosive weapons and armoured tanks, the game is a lot broader.

▼ The cad in *Urban Strike* is a wealthy US tycoon. And here's his house. Probably.

Apart from a more detailed and complex on-screen interface, one exciting aspect is that you can now leave your helicopter and walk around on foot. As well as even better graphics, smart bombs, power-ups, and the ability to pick up, winch, and drop items. The locations are forever changing: San Francisco fog, New York skyscrapers, oil rigs and even Las Vegas.

The game is supplemented with audio and movie stunt effects that will surpass anything you saw in the original games, and explosions and fire look pixel perfect.

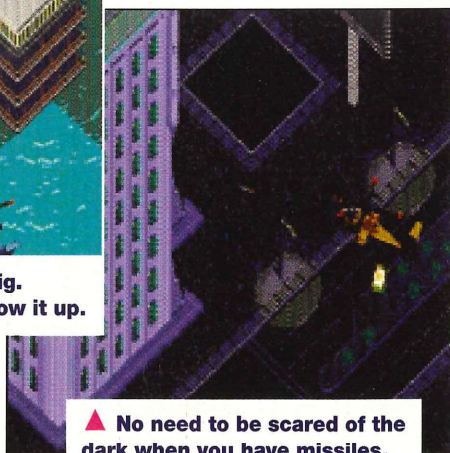
Who better to give the lowdown on *Urban Strike* than the guys who invented it? Derek de la Fuente dishes the dirt.

Megazone: What roles do you guys have with the *Strike* series?

John Manley: I'm described as Game Director. I work with the script, direct the artists, and work with the programmer. It's similar to how a director would work in a movie.



▲ Oh look, a big oil rig. Perhaps we should blow it up.



▲ No need to be scared of the dark when you have missiles.

Tony Barnes: I came in at the end of *Desert Strike*. I worked on the layout of *Jungle* and ended up co-designing it with John. I'm called Game Planner.

MZ: How big is *Urban Strike* going to be?

JM: It's going to be 16 megabits and contain 13 levels. It's about 50%

► Uh-oh, this building stands between you and the airport's third runway. The answer is simple: blast it into rubble...

larger than *Jungle Strike*.

TB: The core of *Desert Strike* is still there. We've made a dozen or so enhancements. We actually intend for cities to change from day to sunset to evening in a matter of five minutes.

MZ: What sort of weapons will we see?

TB: Most of the weaponry is cutting edge. The kind of stuff you see coming from the enemy is really different. The vehicles will be slightly futuristic but the military doesn't move that fast in 12 years.

MZ: Will there be other interaction with characters?

TB: It's going to be very much like the last game. Co-pilot selection will be different. You get eight different co-pilots to choose from – an international cast including Iraqis, Russians, British and Australians. They all have different capabilities and strengths.

MZ: How long will it take a good *Jungle Strike* player to finish playing *Urban Strike*?

JM: We found that a lot of people got stuck on levels one or two of *Jungle*. Other people would get all the way up to level six in one night. We thought this was unacceptable, so we're going to ramp the difficulty. Most of the people we talked to took between 30 and 40 hours to complete *Jungle Strike* and I think 40-50 hours is a good time for *Urban*.

MZ: Where do you get your inspiration from?

TB: We're big action movie fans and we also keep our ears to the ground to what is actually happening in the world. With *Desert Strike* we had most of the script written before the Gulf War but it all sort of fell into place when the actual war happened.

JM: That's why this time, instead of having a Middle Eastern madman or a South American drug lord, we have a multibillionaire businessman. Of course, anyone can write to us and we will listen to any suggestions!

MZ: Will any of the *Strike* games appear on Mega-CD?

JM: We will definitely expand the *Strike* line to any other viable platform. We are looking at 32-bit platforms to discover which would be the best to produce a *Strike* game on...

MZ: How long can the *Strike* series go on?

JM: A lot of what makes the *Strike* series so interesting is the storyline and there is always a new story for an action game. We try to make sequels that don't rob the consumers. As long as people are willing to buy it and as long as there are ideas!

**Format: Mega Drive
Supplier: EA**

PreViews



▼ I seem to have destroyed a bridge. By accident. Honest.

SECOND SAMURAI

The *First Samurai* was about taking control of your very own samurai and fighting through mystical worlds. It was a bit of a cross between a high class arcade hacking-and-slashing adventure and very interesting puzzles and pick-ups.

Second Samurai offers added playability, more puzzles and a larger environment. Also included is two player mode with a collection of sub-games. The play area is larger and although you might feel you could get lost, the game is very linear but in the best possible way – many paths to follow but no dead ends. Depending on the routes you take, you can still progress through the game, complete a whole level and not see half of the actual environment!

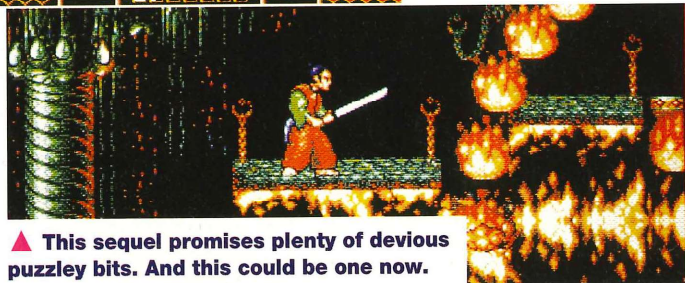
There are three main levels to the game and within these are the sub-games that you can move through and play. There are many elements to interact with, so you never know what will happen if you touch or hit an object. For instance, striking one gold statue with your sword might mean being on the receiving end of a barrage of arrows one time, but another will open up a door for an optional sub-game.

The many sub-plots and adversaries allow events to change within the game. An intriguing facet is looking to see how clever designers Vivid have been in puzzle-teasing and there some treats in store. But the

overall concept is so well balanced between fighting and evasive action that the surprise factor will keep people playing just to see what



◀ Our samurai pal seems to be stuck halfway up a waterfall. If only he could reach that chicken. Mmm, chicken.



▲ This sequel promises plenty of devious puzzley bits. And this could be one now.

devious screens have been implemented later on. As with all clever designs, the simplest actions always work, but you tend not to think of them until last!

Three worlds exist, each with its own graphics making up the game: Twilight, High Tech/Shooting and Traditional Japan. In Twilight, movement is predominantly horizontal with lots of jumping up and down onto platforms. High Tech is primarily vertical, as shifting shafts and ledges ensure that you use adept joystick movement to avoid falling to your death. The shoot 'em up section is a break from the original concept, as your samurai takes to a spacecraft! The last level finds you in Japan and the idea is to kill the demon that survived from the *First Samurai*.

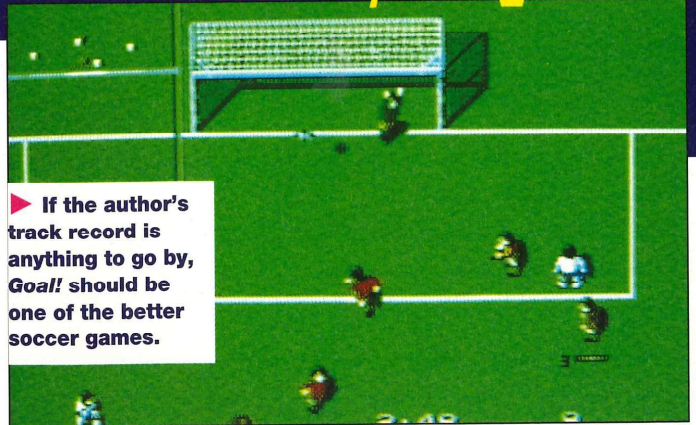
Visually, this is nigh on pixel perfect with parallax scrolling, a larger main character who has over 20 joystick movements. Onscreen sprites are very imaginative.

Another important feature is the two-player mode. Here, the player with the most experience points will lead. If the other player trails too far behind then the computer will update it constantly onscreen ensuring the game never slows down. The difficulty factor is upped in this simultaneous mode.

The bottom line is that this looks great. Has great music, great sound, great challenge, and should turn out a great game.

Format: Mega Drive

Supplier: Psygnosis



▶ If the author's track record is anything to go by, *Goal!* should be one of the better soccer games.

GOAL!

We can expect to see a flood of soccer games from the UK following the recent World Cup festivities.

Goal!, written by Dino Dini, the guy behind *Kick Off* and *Kick Off 2*, should be one of the serious contenders for armchair soccer fans.

Goal! looks very similar to one of the most playable Mega Drive soccer games around, *Sensible Soccer*. It has the same top-down viewpoint and small sprites but, what it lacks in the visual stakes, should more than be made up for in gameplay. Inertia, a wealth of moves and a clever ball control system are promised.

Format: Mega Drive

Supplier: Virgin

PITFALL: THE MAYAN ADVENTURE

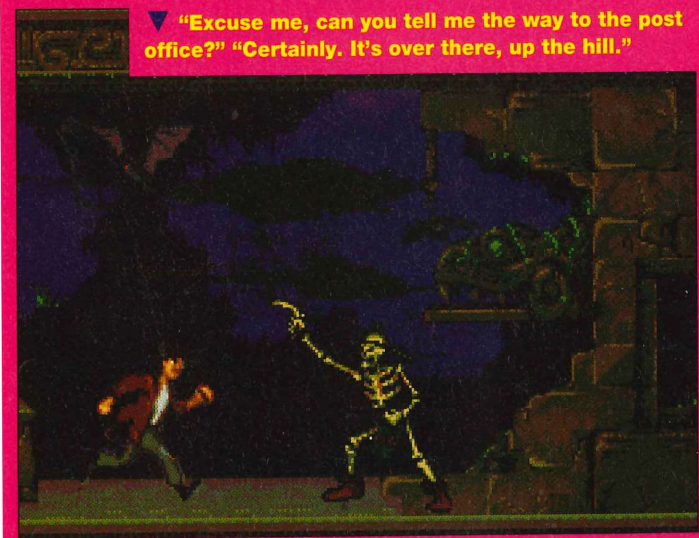
Pitfall has been brought to life by the award-winning animation team from Kroyer Films, best known for the cuddly *Fergully* movie. But that's not to say this game is cute!

Join Harry as he runs, jumps, bungees, swims, and skates through the Mayan jungle warding off bad and tricky stuff with his power sling while on his way to rescue his father. A mysterious world is brought to life with animated realism in the 14 non-linear, interconnected levels.

Pitfall helped start the video craze in the '80s and after shifting 3.5 million copies of the original, this new game is cleverly based on the legendary adventure. Hardcore fans will revel in a replica of the entire Atari 2600 *Pitfall Harry* game being hidden in a secret level.

Format: Mega Drive

Supplier: Activision



▼ "Excuse me, can you tell me the way to the post office?" "Certainly. It's over there, up the hill."

gameSPY

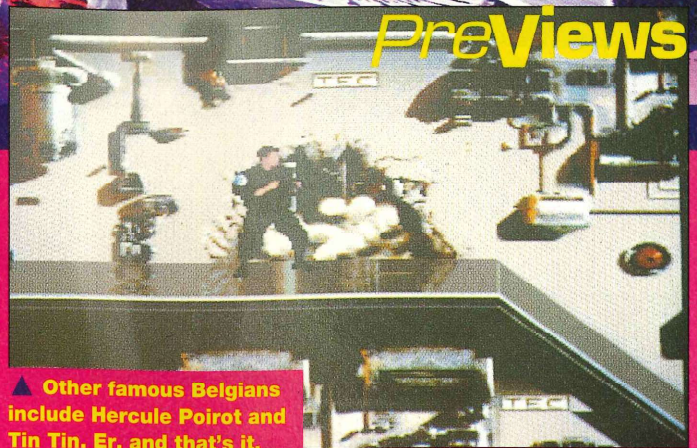
TECHNOCOP

Based around the film of the same name starring the Belgian super-hero Jean-Claude Van Damme, *Technocop* is a top-notch platform-cum-action game.

The program makes the most of the unreal 'blue screen' technique using an actor for all the moves during fighting and running sequences. Once filmed, the frames are scanned and placed onto CD and the smoothness of the movement and controllable physical positions are as perfect as you will ever see.

The scenario revolves around time-warping to and from past and future

▲ **Special techniques superimpose J-C onto the background.**



▲ **Other famous Belgians include Hercule Poirot and Tin Tin. Er, and that's it.**

locations. Scenes dramatically change depending on the time area you are in. Weapons, combat, and interaction with other characters and objects are the main ingredients. It's looks superb right now – let's hope it keeps what it promises. Or we'll give Arnie a call.

Format: Mega-CD

Supplier: JVC

▼ **An excellent full-motion video sequence ensures the player is up-to-date on the plot.**

▼ **Ooh, now this looks a bit hard for my liking. The games vary from platforms to puzzlers.**

THE LAWNMOWER MAN

We've had a peek at this before, but the latest developments see the game looking even more mindblowing. From design to completion, *The Lawnmower Man* will have taken nearly two years to get together. Looks like the wait will be worth it...

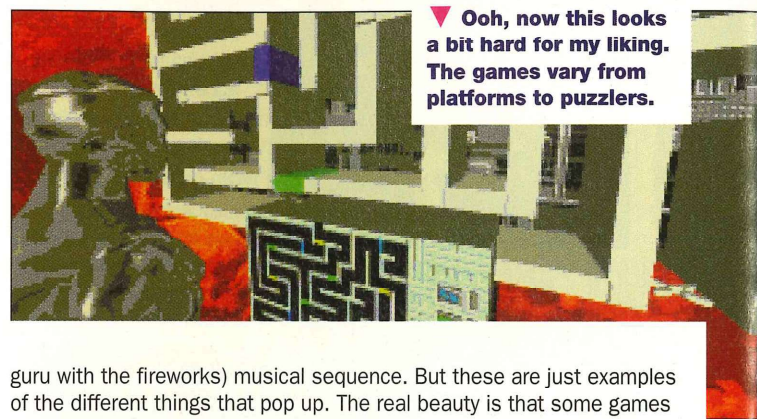
The game starts off dramatically. A five minute introduction VR-related sequence fills the player in on the game scenario and at the same time creates the sci-fi atmosphere of the game. A fractal sequence follows with the lawnmowing guy flying over a vast landscape – rippling lakes, hillsides and strange objects – and it all looks very state-of-the-art. This is followed by a special introduction with stunning animation. You then meet all the central characters and get a briefing of the main objectives.

The story so far: Jobe is a bloke who is a bit slow upstairs and spends all his time mowing neighbourhood lawns. Then along comes a scientist, Dr Angelo, who uses Jobe to test superhuman powers attained with the help of a virtual reality system. The powers are hijacked by 'The Shop', a government agency, and the once mellow Jobe turns into the psycho Cyberjobe. Which is bad news. Indeed.

The plot for *The Lawnmower Man* sees Cyberjobe enter the VR world within the Earth's computer network. And he's out for revenge against Dr Angelo, the character that you play. Dr Angelo and neighbours Carla and Peter are dragged into the VR world and it's up to you to pit your wits against Cyberjobe to free the gang from their Cyberstasis spheres.

Progressing through a collection of eight games, each gets harder with a larger play area, with more baddies and faster moving platforms. The games are all quite different: Cyber Boogie is a fast-moving, flying-down-tunnels sequence. You must steer a Cyber ship through bends, avoiding obstacles and shoot out robust doors. As levels progress you encounter chicanes and junctions where you make directional decisions which might lead you to more of the special encryption boxes. You end up battling with Cyberjobe in his own ship and at the end of the level you metamorphose back into your metal-man form.

You also have to crack door codes and another where you have to recreate a Jean-Michel Jarré (you know, that nerdy French synthesiser



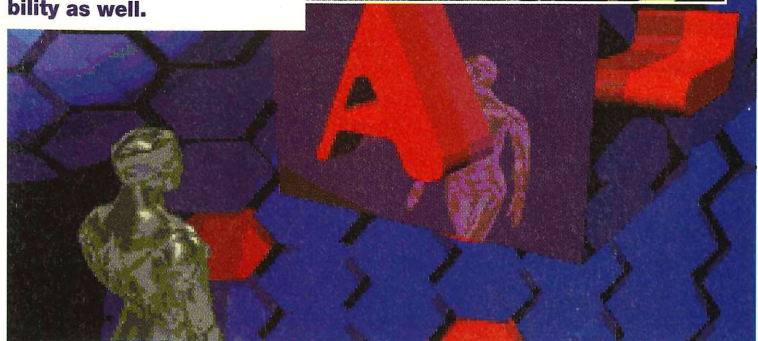
guru with the fireworks) musical sequence. But these are just examples of the different things that pop up. The real beauty is that some games come around again and again in much harder form while others show up just the once. It keeps you on your toes!

A Save option is on hand which is good but after five Continues the game reverts to the start. This could get really frustrating. The game offers great video footage which immerses you in *The Lawnmower Man* theme but it's also quite incidental to the game. There's 10 minutes of actual footage from the film and a soundtrack comes from the guy out of ambient-dance groovers The Orb. But the 600-meg disc is not full of music – it's a full game supplemented by it with digitised sound and actual solid and interactive gameplay.

There's enough in *The Lawnmower Man* to accept that the program marks the next step in CD-ROM games.

Format: Mega-CD
Supplier: Sales Curve

► **Don't be fooled by the impressive graphics: the game has bags of playability as well.**



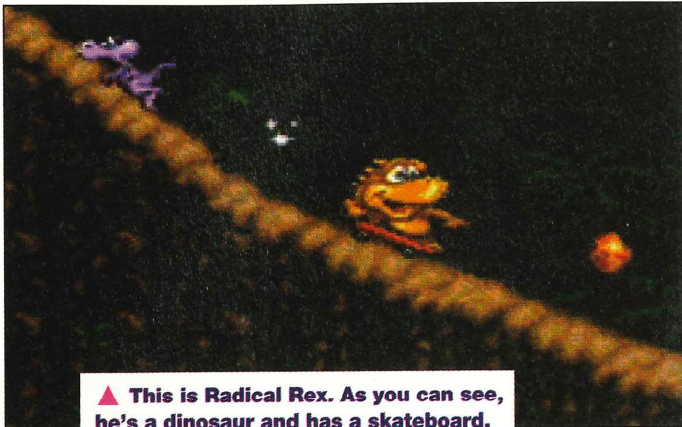
RADICAL REX

This game is full of prehistoric attitude! It stars a Tyrannosaurus Rex who skates, kicks, and burns his way across your monitor.

The main aim of this 8-way scrolling action game is to help Rad (his mates call him that... don't they?) find the evil mastermind Sethron and destroy him, thwarting his evil scheme and thereby saving the dinos from doom. Hooray, huh? You help Rex skate his way through five worlds and ten levels (plus numerous bonus levels) tangling with 12 dinosaur enemies and different gameplay situations. It's packed with cool animation, music and sound effects. No – *really!*

Format: Mega Drive

Supplier: Activision



▲ This is Radical Rex. As you can see, he's a dinosaur and has a skateboard.



▲ More muscles than a fish shop, but not as many mussels.

▲ Hello, sailor. Our Bruce has to take on undesirables from all walks of life.

HEART OF THE ALIEN

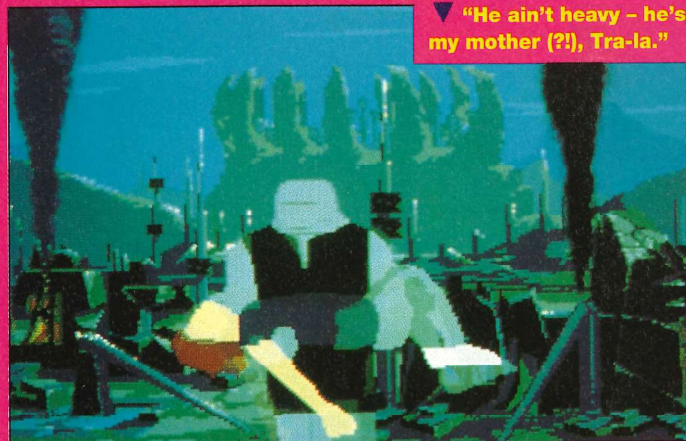
This is the sequel to the action adventure *Another World*. As the tale begins, Buddy's village is in turmoil. His fellow villagers have been imprisoned by the ruthless warden and the entire kingdom is ruled with an iron fist by a spooky unknown force.

To free his kinsfolk and restore peace to his world, Buddy must overcome a host of newly created enemies and solve a whole host of mind bending puzzles armed only with his whip, his wits, and, if he's lucky his mate Lester's help.

The backdrops and sprites for the game have been created using the state of the art graphics system seen in *Another World* – superb polygons, visual and kinetically styled roto-scoping animation plus digitised sound using live actors. A full musical score makes this a visual and audio treat.

Format: Mega CD

Supplier: Virgin



▼ "He ain't heavy – he's my mother (!), Tra-la."

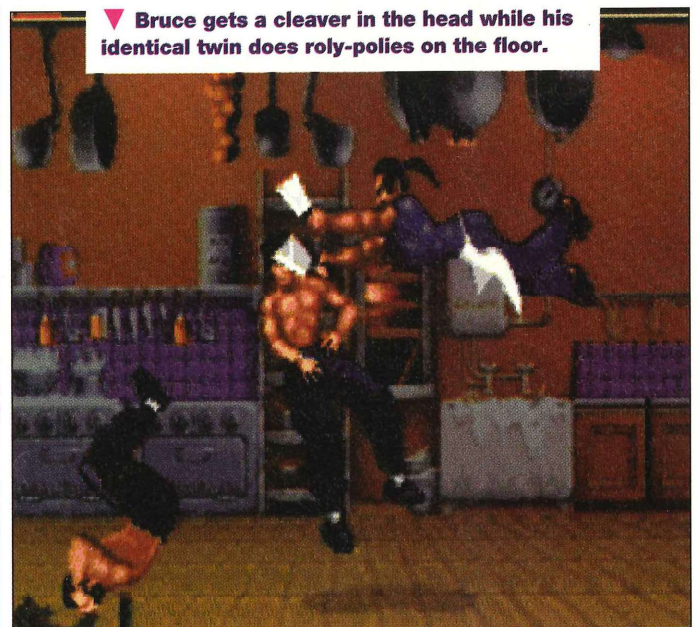
DRAGON MASTER

Hi-Yah! More on *Dragon Master*. The game based around martial arts maestro Bruce Lee is nearly finished and has even better specs.

It contains over 200 frames of animation, in game movie sequences, and shots from the film. If you're feeling particularly in-shape you can even fight more than one character at a time. *Dragon* is the first beat 'em up to incorporate the multi-tap hardware, so you can grab two buddies and go into three player mode. Bruce has more than 40 attack moves and 30 opponents to get through, including a chef armed with a meat cleaver and a mob of surly sailors. Ten levels of kung-fu action will call for a bit of rigorous joypad choppin'.

Format: Mega Drive

Supplier: Virgin



▼ Bruce gets a cleaver in the head while his identical twin does roly-polies on the floor.

SOULSTAR

'Play it and see stars!' yells the pre-release hype for this game. 'Hmm', we think, from what we've seen so far – we got hold of a first level demo just the other day... More than 20 game missions with three difficulty levels are accompanied by spoken voice-over. Textured map terrain and a vast array of aliens, buildings and enemy vehicles. It might look ace on paper but the transition to CD and screen is going to be a tough job if this is going to live up to the hoo-hah.

Craft control is standard, at best, with just up, down, left, and right; two-player option is useful but things can get chaotic in the thick of

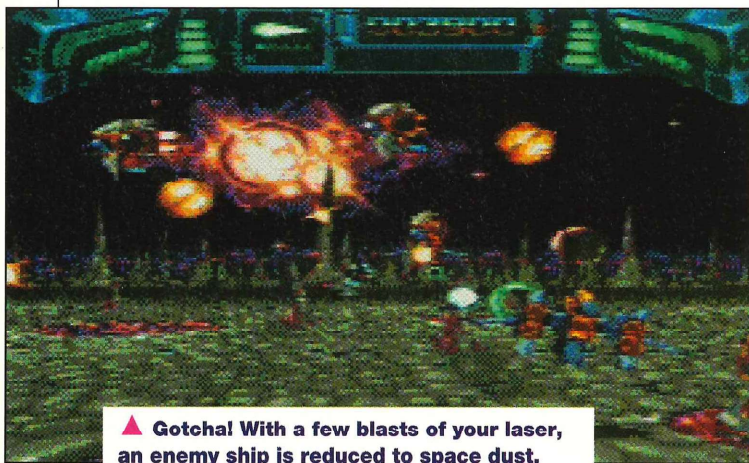


▲ A spaceship, yesterday.

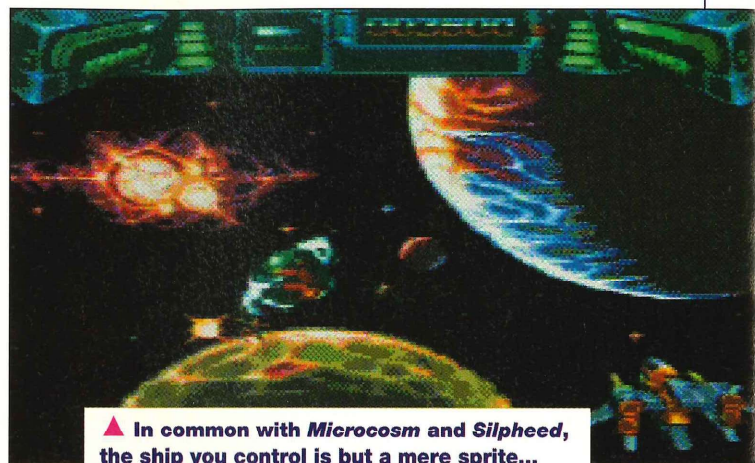
battle with alien ships, rockets, bullets, and your ships flying about a pretty small screen. For some reason, it seems like a cross between *Space Invaders*-era coin-op classic *Galaxian* and *Ecco the Dolphin 2*...

Format: Mega-CD

Supplier: Core



▲ Gotcha! With a few blasts of your laser, an enemy ship is reduced to space dust.



▲ In common with *Microcosm* and *Silpheed*, the ship you control is but a mere sprite...

KICK OFF 3

What makes *Kick Off 3* so different from all the other soccer sims out at the moment? Megazone has a post-match chat with Steve Screech, *KO3*'s designer, for starters.

Megazone: What sets *Kick Off 3* apart from the rest of the pack?

Steve Screech: The gameplay is the strongest feature, I feel. We spent ages adjusting the joy pad and stick configurations and game controls until it felt right. The difficulty levels are set up so that it is not easy to win but it is certainly easy to play. Other soccer games tend to suffer from the computer opponent being easybeats or having serious flaws in its game logic.



MZ: What is the most realistic element of the game?

SS: Each player in each team is totally different. There are 14 different variables affecting everything from agility to vision. Each team can play in a certain way. The Brazilians, for example, will play a short-passing, quick game with a lot of flair. The Germans play a slower game with a build-up from the back.

MZ: What sort of pitch perspective does the game give over?

SS: The viewpoint is one that everyone can relate to. Whether you watch a game in real life from a stand or on TV from an armchair, the perspective is similar. The *Kick Off 2* and *Sensible* viewpoint is very practical for programming and with small players it allows a good overview of the game in progress but it isn't easy to relate to. The *FIFA* viewpoint is very pretty but uses a strange angle that hinders gameplay and thought control process, I think.

MZ: How long did it take you to put together?

SS: We didn't start until August last year – we had to knock it out in record time. From start to finish it took about six months and for the result to be good it was a remarkable achievement.

Format: Mega Drive

Supplier: Anco

▲ Foul! The ref must surely award a penalty. *Kick Off 3* looks and plays very differently from its predecessors.

Games companies are hot. They make sure every month of the year is peppered with new delights for us to savour. Swallow whole...

the megazone game guide

Any Moment Now

Prize Fighter

CDSega

Real vid footage, directed by the bloke who made the *Rocky* and *Raging Bull* movies.

Tomcat Alley

CDSega

Jet-fightin', gun-slingin' action ahoj.

Itchy and Scratchy

GGAcclaim

Cartoon capers as Scratchy the mouse kills Itchy the kitty. A lot.

Sonic Spinball

GGSega

You ain't seen nothing yet!

Pirates of the Dark Water

MDSunsoft

Adventure on the high seas. With pirates.

September '94

Formula 1 Racing

CDSega

Burn around a race track. Fast.

Dragon

GG, MS, MDVirgin

Martial arts fighting with the late and great Bruce Lee.

Global Golf

GGCodemasters

Play golf around the world. Checked pants optional.

Cricket

MDCodemasters

Tonking galore. If the Poms are bowling.

Daffy Duck In Hollywood

MD, GGSega

Daffy is a private investigator searching for movie awards pinched from Yosemite Sam through six film set levels. He *is*?

Demolition Man

MD, CDVirgin

Sly Stone movie madness.

Goall

MDVirgin

Post-World Cup soccer

syndrome. For those who haven't had enough.

Hockey

MDSega

Icy action, no doubt.

Monster Trucks

MDAcclaim

Big trucks with big wheels. And you drive 'em.

The Lawnmower Man

MDTengen

Men race mowers across lawns. Oh no, it's not!

Snooker

MDVirgin

The beauty of the baize. The technicolor balls. The sound of wood on... what are snooker balls made of?

Wizard Pinball

GGDomark

Pinball action.

October '94

BC Racer

CDCore

Dinosaur-powered dirtbikes in cartoon races.

Kawasaki Superbikes

GG, MDDomark

Hells Angels may suggest that 'Kawasaki' and 'super' in the same sentence is sacrilege. And we wouldn't argue with them.

WWF Raw

GG, MDAcclaim

Boxing dudes.

Brett Hull Hockey

MDAccolade

Ice-capades galore with endorsement from some sports superstar we've never heard of.

Bubsy II

MDAccolade

More bobcat ballyhoo.

Cybernauts: The Next Breed

MDAccolade

Erm, the next breed of Cybernauts?

Dynamite Heady

MDSega

Action adventure with lots of

dynamite.

Feel

MDSega

Virtual Reality? We wish!

Megaswiv

MDTengen

Shootin' stuff.

Psycho Pinball

MDCodemasters

Not for the mellow or faint-hearted.

Virtual Bart

MDAcclaim

Hotly awaited in this office. Liable to be the game of the decade or a complete flop.

Lion King

MS, GG, MDVirgin

African jungle action with Simba the Lion. Bless! From the people who delivered *Aladdin*.

Flying Nightmares

CDDomark

Mapped flying shoot 'em up with the world's top-notch jet-fighter.

Bloodshot

MDDomark

Doomsday-esque shoot 'em up which can be played head-to-head.

F1 '94

MD, GGDomark

Updated version with new graphics, and 1994 driver and team stats. With or without Ayrton, we don't know.

November '94

Sidecar Racing

CDCore

Racing motorbikes with sidecars attached.

PGA Tour Golf 2

GGTengen

More little balls, slices, hooks, and red checked pants.

Micro Machines 2

MDCodemasters

Racing little cars. Again.

Road Rash 2

GGTengen

Burn... rubber, metal, wood, plastic, skin.

Aero The Acrobat 2

SunsoftMD

More acrobatic Aero japes.

Shaq-Fu

MDEA

Basketball star Shaquille O'Neal is 'pitted against fighters from another dimension'. Uh-oh.

Cannon Fodder

MDVirgin

Probably not incisive comment on British political attitudes to Our Boys at Gallipoli in WW1.

Road Runner

MDSega

Beep! Beep!

Skeleton Krew

MDCore

Space-age shoot 'em up. Not only is the Krew spelt with a 'K' but they're dead.

Zero The Kamikaze Squirrel

MDSunsoft

Critters? Killing themselves? Japanese? Answers on a postcard.

December '94

Speedy Gonzales

GG, MDSega

Animated Mexican mice goin': 'Arriba, arriba!'. Quickly.

Asterix and the Power of Gods

MDSega

Our Gallic hero in another action adventure.

Batman and Robin

MDSega

The Caped Crusader and Boy Wonder in an action game. Shazam! Biff! Kapow!

January '95

Justice League

MDSunsoft

We don't think that this is a soccer game, but these days it wouldn't surprise us.

Scooby Doo

MDSunsoft

Animated stuff from the playful pup. And Shaggy too!



THE
NEXT
LEVEL



KILLER consoles

The next generation of Super consoles are on the way



David Thompson and Adam Waring take a **sneak peek** at the **games machines of tomorrow**

For years, Nintendo and Sega have dominated the home video game market. But that's due to change. Over the next 12 months or so, a new breed of console is going to emerge, packed with such powerful technology that today's gaming systems will look like, well, toys.

The two giant Japanese multinationals will be in the ring, but certainly won't be the only contenders. American computer corporations Atari and Commodore have already released new hi-spec machines, the launch of newcomer 3DO is imminent and one of the world's largest companies, Sony, is going to attempt to capture a

slice of the gaming pie.

The consoles we've had experience with so far have been relatively old hat – even when they were new; tried-and-tested technology that can be mass-produced cheaply. The new stuff is very different; cutting edge technology borne of arcade machines, ultra-fast RISC processors, specialist 3D graphics hardware and more bits than you can shake a Virtual stick at.

DEMANDS DEMANDS DEMANDS

One thing that almost all these machines have in common is that the traditional cartridge port has gone, to be replaced by a CD-ROM drive. The huge amount of graphics and gameplay

BUNCHES OF LETTERS AND WHAT THEY MEAN

RISC: Reduced Instruction Set Computer. At the expense of programming ease, RISC processors forgo a large number of instructions for a smaller, faster and highly optimised instruction set.

MIPS: Millions of Instructions Per Second. A pretty common (although a bit controversial) way of measuring the speed of processors.

DSP: Digital Signal Processor. These are just the thing for processing sound under computer control. Allows complicated effects and filtering to be done in hardware.

PCM: Pulse-Coded Modulation. This is a method of encoding information, in this case sound, into a single digital stream of data. Audio CDs use a type of PCM encoding.

Texture-mapping: Texture-mapping refers to the technique of rendering a pattern onto the surface of an object or polygon, resulting in a much higher level of realism.

Gouraud shading: Gouraud shading is a method of hidden-line removal and light-source shading designed to give objects a three-dimensional, natural look.

KILLER consoles

HOW WILL SEGA FARE?

Sega's concept of compatible arcade and home gaming machines will allow them to swiftly port across their most popular games. As we've mentioned, *Virtua Fighter*, *Virtua Racer* and the awesome *Daytona GP* games are ear-marked for conversion. Sega's knowledge of arcade-level games has no equal in Sony or Nintendo. As we all know, flash hardware doesn't mean a thing if your software can't cut it. Sega's experience in cutting-edge arcade games is almost certain insurance against that.



The Saturn is based on technology borne of the arcades. Games like these are certain to be converted.



demanding by the game player of tomorrow means that cartridge loading is unfeasible due to the exorbitant cost of memory chips. CDs allow a massive amount of data – 650 megabytes' worth – to be stored on a single disc. In comparison, an average-to-large game cartridge weighs in at 16 megabits or just two megabytes. The downside is that a CD mechanism is a lot more expensive to build than a simple set of connectors.

The exceptions to the CD loading are Nintendo's Project Reality and Atari's Jaguar, though Atari say that it will be producing a CD add-on in the future.

The microprocessors at the heart of the machines range from 32 to 64 bits. Bigger is better, at least in the case of bits, as it refers to the amount of data that can be processed in one chunk. The current range of machines rely on 16 or even eight bit processors. To speed things up even further, many are RISC (Reduced Instruction Set Computer) based. By having fewer, simpler, highly optimised instructions, the processor positively whizzes through code. More work needs to be done by the programmers, but hey, life's tough like that.

TRAPS

Don't necessarily fall into the trap of thinking that a 64-bit processor-based machine is automatically going to be twice as good as a 32-bit one; Sega's machine uses two 32-bit chips which work in tandem and tear through code at a highly respectable 50 MIPS (Millions of Instructions Per Second). It's the support chips that are really going to make the difference.

Support chips vary from DSP (Digital Signal Processor) chips which can do lots of complex maths very quickly, to dedicated chips that can bang out texture-mapped, shaded 3D graphics in the blink of an eye. Previously, 3D has been highly processor-intensive and

required hugely complicated programming tricks to achieve effectively.

The eardrums won't miss out either. CD-based machines, naturally, offer CD-quality soundtracks. Plus sound is generated by hardware as powerful as what runs many of today's currently available consoles.

Ultimately, though, the hardware doesn't matter a bean: it's the games people buy these machines for and if they ain't no good, then it doesn't matter how whiz-bang the hardware is.

SNORE CITY

The consoles that are already with us haven't really got off to a good start: software for Commodore's CD-32 has been mainly ported across from computer games and as such isn't going to excite anyone, and much of the 3DO's software has failed to live up to the expectations the machine at first raised. As always, it takes a while for programmers to get to grips with new technology, and the first batch of software will be far from the best.

Sega has an advantage here: as well as being a top name in home games consoles, it's one of the top arcade manufacturers too. The company is developing Saturn versions of crowd-drawing arcade hits *Virtua Racing* and *Virtua Fighting*. And will these Sega titles be appearing on other formats? Nup. In fact, the Saturn hardware is close to the engines that power Sega's arcade machines, meaning that titles can quickly and accurately be translated for the home console.

There will be winners and losers: not all can hope to survive in what's going to be a very crowded game store. Games players are going to be spoilt for choice (something that, with Nintendo and Sega's current tight grip on the market, we haven't had for a long while). But whoever comes out on top, things are going to become very interesting for a while...

The next generation

These are uncertain times. Will you rush out and buy a 3DO now, or hang on and buy a Sega Saturn or Sony PS-X? And what of the Jaguar, or the new Nintendo/Silicon Graphics machine? Allow us to introduce to you the world's most desirable games consoles **we'll leave the fortune telling to you**

SEGA SATURN

All we know about the Saturn at the moment is based on a slow trickle of spec releases and screen shots. A more concrete and reassuring fact is that it uses hardware very similar to Sega's latest arcade machines. Have you seen *Daytona GP*? If not, get yourself down to Timezone, quick smart. *Daytona GP* and Sega's other hot arcade game *Virtua Fighter*, are easy conversions to the Saturn. If Sega releases this game on the Saturn and Namco releases *Ridge Racer* on the Sony PS-X, then the other manufacturers will certainly have some work to do. The Saturn uses two 32-bit Hitachi SH2 RISC CPUs in tandem with a total processing speed of 50 MIPS. A Motorola 68EC000 (a derivative of the 68000 used in the Mega Drive) is used to control the audio hardware. It has custom graphics hardware more potent than anything seen on a games console yet. The Saturn's custom polygon generator can generate up to 900,000 texture-mapped polygons per second. This is a

S P E C S

Main CPU: Two Hitachi SH2 32-bit RISC processors running at 27MHz and with a combined processing power of 50 MIPS.

Co-processors: Hitachi SH1 co-processor, 24-bit DSP, custom video processor and 68EC000 for controlling sound.

Memory: 36 megabits.

Graphics: Polygon generator that can generate 900,000 polygons per second with texture-mapping, Gouraud shading and smoothing effects. Custom sprite scaling and rotation hardware. True colour graphics from a palette of 16.7 million colours. Up to five graphics layers, each with scaling and rotation capabilities.

Format: Double-speed CD-ROM (300 kilobytes/sec) and cartridges.

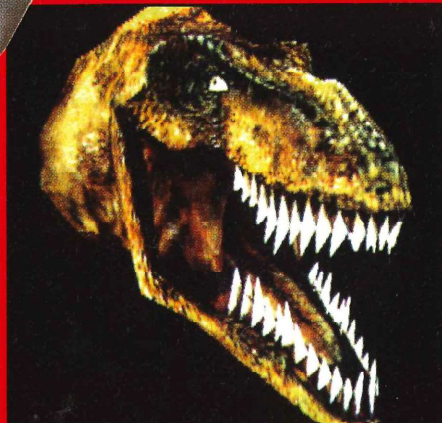
Sound: 32-channel PCM, eight FM channels, 68EC000 controlled.



◀ Sega's next generation contender is the Saturn. The company's involvement in arcade technology could be the key to consumer success.

huge improvement on the Mega Drive and is a direct product of Sega's arcade research and development projects.

The Saturn has a double-speed CD-ROM as its primary interface and also supports cartridges of unspecified size. Sega has released few details of games being developed for the Saturn but are certain to include another of their most popular arcade games – *Virtua Racer*. Rumours have the price of the Saturn varying from 50,000 to 80,000 yen (around \$A600 and \$A1000) and a Japanese release date of December '94. Not so bad when you look at the performance increase over a Mega-CD, but still a bit steep.



▲ Sony's PSX specs promise the earth. All we've seen to date is this animated dinosaur. It does look good...

SONY PS-X

Sony's decision to try and get a bite of the console market pie must have sent a shock wave through most of the industry. What does Sony know about games consoles? Who cares? A company that turns over \$40 billion a year can make anything it wants. If the specs released to date are to be believed, the PS-X will be the machine to beat. Looking more like a portable CD player than a console, the Play Station-X is an unassuming beast. Lurking under the bonnet is an R3000A RISC processor, more at home in a top-of-the-line graphics work station than in a gaming gear. Coupled to this is lots of memory and the compulsory custom graphics generator with performance that could give even Sega's Saturn a fright. Sony, like 3DO, has opted for a CD-only format and in-built support for digital video discs is almost certain. Officially, only Namco and Konami have indicated support for the PS-X. Namco is rumoured to be porting their amazing arcade game *Ridge Racer* to the PS-X, a machine that should be capable of a very close conversion. Sony have planned to release the PS-X in Japan before Christmas, in line with the Saturn. Australia will see the PS-X in mid-1995.



S P E C S

Main CPU: 32-bit R3000A RISC processor running at 33MHz and with a processing power of 30 MIPS.

Co-processors: Custom graphics processor, 80 MIPS JPEG/MPEG compression engine.

Memory: 40 megabits internal RAM. Provision for removable RAM cards for high scores and saved games.

Graphics: Polygon generator running at 66 MIPS that can generate 360,000 texture-mapped and light-sourced polygons per second. Custom sprite scaling and rotation hardware for the control of up to 4000 sprites. True colour graphics from a palette of 16.7 million colours.

Format: Double-speed or faster CD-ROM.

Sound: 16-bit, 24-channel ADPCM sound at 44.1kHz. Digital effects chip controlling pitch, envelope, looping and digital reverb.

KILLER consoles

NINTENDO PROJECT REALITY

Nothing has been hyped so much as the so-called 'Project Reality', the fruit of an unlikely alliance between Nintendo and work station wizards Silicon Graphics. The credentials of both are unquestionable. Powered by a 64-bit R4200 RISC processor running at 100 MHz, this machine will be up with the best of the best. This year, an arcade machine spin-off of the 64-bit Project Reality will appear with the consumer version following in

late 1995. The concept of similar hardware in both arcades and game consoles is a great idea and seems to mirror that of Sega's Saturn and Titan models. Nintendo have never been keen on CDs and Project Reality will be no exception. Huge cartridges up to 100 megabits are to be expected, with Nintendo trying to keep game prices to current levels. We'd love to tell you more about the project, but there is not a screen shot or even an artists impression to be seen. Be sure

in the knowledge that Nintendo will try to wipe all players off the board, including Sega and Sony, when their machine is finally released.



▲ This demo is all Nintendo has shown of their Project Reality. Looks promising...

S P E C S

Main CPU: 64-bit R4200 RISC processor running at over 100MHz and with a processing power of over 100 MIPS.

Co-processors: Custom video processor.

Memory: Unknown.

Graphics: Polygon generator that can generate 100,000 polygons per second with texture-mapping and anti-aliasing. True colour graphics from a palette of 16.7 million colours. HDTV compatibility.

Format: Cartridges up to 100 megabits in capacity.

Sound: CD-quality sound.

3DO (PANASONIC R.E.A.L.)

The 3DO is really a standard rather than an actual machine. 3DO technology is licensed to a swag of industry giants including Matsushita, the parent of Panasonic. The first piece of hardware off the rank using 3DO technology is the Panasonic R.E.A.L. (Realistic Entertainment Active Learning). Housed in a rather sinister-looking black case, the 3DO looks more like a CD player than a games console. This is, of course, probably what 3DO has in mind. The 3DO is meant to be the answer to the multi-media dream, coupling home entertainment, education and productivity. As well as 3DO-specific games, it can play standard audio CDs, CD+G CDs and Kodak Photo CDs. A full-motion video adaptor is available as a separate option, and a VR headset is in the works. Oh yes.

S P E C S

Main CPU: 32-bit ARM 60 RISC processor running at 12.5MHz.

Co-processors: Twin custom graphics processors.

Memory: 16 megabits main memory, 8 megabits video memory and 256 kilobits of static RAM.

Graphics: Twin 32-bit animation processors capable of scaling, rotation, warping and texture-mapping. 640 by 400 pixel resolution, 30 frames/sec motion video and 32000 colours from a palette of 16.7 million colours.

Format: Double-speed (300 kilobytes/sec) CD-ROM.

Sound: 16-bit, stereo PCM sound at 44.1kHz.



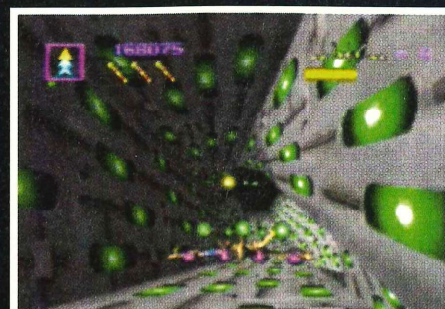
▲ The 3DO is now available in the UK and should be hitting our shores any day. The lack of quality software belies its impressive tech specs.

The ARM 60 processor may not be the hottest chip on the block, but its low price will encourage other manufacturers to incorporate the technology in new hardware. Twin graphics processors bring the 3DOs performance up to scratch, the only drawback up to now being a relative lack of convincing software.

3DO, with their open licensing system is determined to hammer out some kind of

standard in the video game market. With an army of developers and with manufacturers like Sanyo coming out with their own hardware soon, the 3DO looks sure of continued success.

Until now, all machines sold in Australia have been imported American NTSC models. A PAL version for the UK market is due for release any day now so we should see something Down Under soon.



▲ The 3DO has yet to show us any truly stunning software. Total Eclipse looks good, but underneath the gloss lies a fairly standard shoot 'em up.

COMMODORE CD32

The current trend seems to be that manufacturers herald new machines as the biggest and best even before designers have put pen to paper. But Commodore released the CD32 with so little fanfare that the first Megazone heard of it was when we spotted it in a Dick Smith store. The CD32 does have the distinction of being the world's first 32-bit console but to be brutally honest it's really just an Amiga 1200 with a CD-ROM but without a keyboard or mouse. Powered by a Motorola 68020, hot stuff in the mid-'80s, the CD32 has its work cut out. The Amiga chipset was revolutionary when it came out, but will unquestionably be left far behind by the soon-to-arrive powerhouses of Sega and Sony. A very good asset of the CD32 is the ability to draw on the huge range of software available for the Amiga 1200. It can also play audio CDs, CD+G CDs and games made for the ill-fated CDTV. The CD32 has a big following in Europe (reported to be outselling the Mega-CD). Part of the reason may be due to Commodore endeavouring to keep the price of both the hardware and the games cheap as chips. It's too early to predict the success of the CD32 with the imminent release of rival machines, so we'll wait and see.



▼ The Jaguar is doing well in the US, though no show here yet. It lacks a CD drive and 64-bit refers to its co-processors; the donkey work's done by a 16-bit 68000.

ATARI JAGUAR

The mere mention of the term 64-bit in reference to a game console is enough to send most gamers into a Sonic spin. A closer check of the specs reveals that while the twin graphics processors (Tom and Jerry) are 64-bit, a humble 16-bit 68000 controls the whole plot. This follows the trend towards graphics processor-based consoles, but leaves it open to attack from the coming wave of machines with hyper-fast CPUs and powerful graphics chips. At the moment only a cartridge machine, a CD ROM adaptor is rumoured for release later this year. Despite as many as 30 software companies having expressed interest on the Jaguar, really good software has yet to gush forth. The Jaguar's best selling point is the performance to price ratio. Being a cartridge-only machine has reduced the manufacturing costs substantially.

◀ Cybermorph is the best of the Jaguar's early batch of software.



S P E C S

Main CPU: Motorola 68000.

Co-processors: Two custom 64-bit RISC graphics coprocessors, DSP chip for sound.

Memory: 16 megabits.

Graphics: Two custom graphics chips with a high-speed blitter chip and hardware support for Z-buffering and Gouraud shading. Total processing speed 27 MIPS. True colour graphics from a palette of 16.7 million colours.

Format: Cartridge only. Double-speed CD-ROM may follow.

Sound: DSP-controlled 16-bit DAC.



◀ The Amiga CD32 is available now. It isn't really cutting edge, though.

S P E C S

Main CPU: 32-bit Motorola 68020 processor running at 14MHz.

Co-processors: Commodore AGA chipset.

Memory: 16 megabits.

Graphics: Amiga AGA custom chipset. Resolutions up to 1280 by 512. 256,000 colours from a palette of 16.7 million.

Format: Double-speed CD-ROM (300 kilobytes/sec).

Sound: 4-channel, 8-bit stereo sound.

BUT IT DOESN'T END THERE, OH NO

As well as the machines outlined in the preceding pages, blobs of info about other machines are dripping through the cables to Megazone HQ. Fujitsu's line of CD-ROM-based PCs called the FM-Towns has evolved into a games console. Already on sale in Japan as an 'Edutainment' machine, we doubt it will make it to our shores, though. There are also a number of CD-i and Laser Disc interactive machines on sale. Philips' CD-i was released in 1992 but failed to captivate a market unsure of the multimedia concept. NEC, who produced the highly successful (in Japan) PC Engine, are working on the NEC FX. Little is known about it, apart from it has a 31.5MHz 32-bit NEC V810 RISC processor at its heart and apparently 30 companies have signed up to produce software for the machine. SNK, the makers of the impressive but expensive Neo-Geo, will release a new 32-bit model called the Neo-Star. Doubtlessly capable, a significant reduction in price will be required to assure any amount of success. M

Shining Force II

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

SIZE: 16 megabits

Princesses, swords, sorcery and dodgy old men in cloaks. Must be another RPG.

'Yep,' says Virode Intarnasan.



GISMO
HP 200
MP 20

▲ Huey takes on a despicable fiend from the depths of hell itself. Go, Huey, go!

Besides eating sushi and toying with new gadgets, the favourite Japanese pastime seems to be playing role-playing games (RPGs). Every year, hundreds of these games flood the Japanese marketplace.

In recent years, one of the more popular titles of this genre has been *Shining Force* – so popular, in fact, that it made it out of Japan and to these shores. Now the follow up, *Shining Force II*, has been fully translated and is about to invade Australia. So pack your torches and spellbooks 'cos the next couple of months are going to be real busy.

Those familiar with *Shining Force's* plot will remember that the people of Granseal and Gallam have experienced years of peace ever since the evil wizard

▼ The King's been possessed. I wouldn't mind, but it's the third time this week.

Gismo was sealed into the Tower of Ancients. Enforcing the seal were two jewels: the jewel of Evil and the jewel of Light. Happiness ruled this land until one day, you guessed it, some stupid twit decided to steal these jewels and unleash Gismo's fury. Be afraid, boys and girls. Be very afraid. Gismo's back!

The game starts when you wake up in the town of Granseal. By talking to the other villagers you discover that the King of Granseal is sick and that your teacher, Sir Astra, has gone off to help the poor guy. Not being able to resist an adventure, you and your pals set off after Astra, towards the Tower of Ancients. Here, you find that the seal of the tower has been broken and surely enough, Gismo has escaped. Not wasting any time, Gismo possesses the King of Gallam and under this new guise orders a war against Granseal. You find that Gismo has also committed the number one crime in video games: he's captured the princess!!! It's up to you to return Gallam to his true self, rescue the sexy princess and recapture that naughty Gismo.

To assist you on your journey are a number of assorted characters that you meet along the way. They include a knight, a

priest, a fighter, a mage and a thief (yes, that same thief who stole the jewels in the first place). Each character has different attributes that will help you at specific locations in the game, so skillful management is required to keep them all alive and healthy.

Combat is the only source of money and experience in the game. Everywhere you go you are sure to fight a party of monsters whether you like it or not. The combat system splits the fight into a number of 'rounds'. For each round, you must position and instruct your characters individually. Although a novelty at first, this combat system soon becomes tiresome and boring with some fights taking up to 10 minutes. It is a shame that the programmers could not have made combat more user friendly. This flaw seriously slows the game down.

Shining Force II is like playing a series of small adventures and missions. Unlike other RPGs, it is highly structured and does not allow for much experimentation. Only small areas of the map can be accessed at any one time and the missions are all similar: rescue someone or retrieve an item from a party of enemies. Disguising this however, are the extremely well drawn graphics that distinguishes each scene and saves the game from repetition. The characters all look great and the animation makes it all

MegaDrive Review



Evil spirit inside the King, go out of his body, HAAA!

THE CAST, IN ORDER OF APPEARANCE...



YOU

Equipped with a rusty sword, it is up to you to rescue the Princess and recapture Gismo. The gang follow like sheep. The fools.



SARAH THE PRIEST

The second most valuable member of your party, Sarah has the power to heal. If she perishes, so does your hope of completing this game.



HUEY

Your four-legged friend, Huey, is probably your best fighter. He's able to get in close or fight at long range using his spear.



ASTRA

Your wise teacher acts as the mage for Granseal. Astra guides you on your adventures.



PRINCESS

This honey has been kidnapped and it's up to you to find her. Life can be so choresome...



JAJA

An axe-wielding madman who excels in close-range combat. He looks drunk but he's fine, really he is.



◀ Little do our young pals know what twisted scenes of horror they are to face.

▲ Heal is your most valuable spell. The party is now refreshed and ready to kick some Gismo bottom.

extremely light-hearted and comical.

If you can look past its faults, *Shining Force II* is an adventure that will appeal to beginners of RPGs. The graphics are top

notch and the soundtrack is absolutely lavish. The game is massive and will take months to complete. Just don't expect to see anything new. M

READY TO RUMBLE

GOOD GUYS

That's you! The party is at your beck and call and ready to do your willing.

BAD GUYS

These are the critters you're currently slaughtering (hopefully).

FIGHT

Goes without saying really. Let the bad guys have it!



USE MAGIC

Casts a spell. Heal is probably the one you'll use most.

STAY

When you're done with moving, killing, etc, hit this to finish your go.

USE ITEM

Allows you to pick and use a special object from your inventory.

During fights you must continuously position and instruct each character. A battle plan and a careful strategy are required to keep players alive and kicking.

Word

GRAPHICS

Sprites are very small but very well drawn. The combat screens look great.



SONICS

Rousing music entices adventuring.



PLAYABILITY

Easy to get into but extremely repetitive. Drawn out in some areas because of the combat system.



STAYING POWER

The game is huge and will take months to complete.



OVERALL

A great game that will appeal to those new to RPGs. This is not the best available but it is a mighty fine ride.

79
PER CENT

MegaDrive Review

▼ We'll face untold horrors and no doubt a grisly death. But the Princess is a babe...



ADAM, maybe we can meet the Princess! Are you going with me?

▼ You've just got out of bed and your mum's nagging you. They call this a game?



Hurry to school! Sir Astral and Sarah must be awaiting.

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Virgin Games
SIZE: 16 megabits

the Jungle Book

Being raised in the jungle by wolves and being at one with nature is all very well, but it's 900 kilometres to the nearest 24-hour 7-Eleven.

Adam Waring doesn't fancy that at all...

The *Jungle Book* has to be the funkiest of all Disney's full-length cartoons. It's the game that put jazz into the jungle and, incidentally, was the last movie to be actually directed by the great man, Walt Disney, himself.

The Mega Drive adaptation takes the characters from the game and transposes them into a platformer. You have to guide the man-cub Mowgli through the jungle and back to civilisation via a series of large, platform-filled levels.

As you'd expect of a game from the same people who produced *Aladdin*, the graphics are superb. Backgrounds depict typical jungle-like scenes; lots of trees and nature and stuff. Animation, particularly for Mowgli, is excellent. But it does appear to lack many of the comic touches that made *Aladdin* so special, though.

You have to contend with more beasties than on a visit to Wacky Reptile World™. Apes, alligators and armadillos are among your adversaries – and they're just the ones beginning with 'A'. Luckily, our mate has a couple of ways to dispose of these annoyances; by throwing bananas and assorted fruit at them, or by jumping up and down on top of the pesky critters. At first, he's armed only with a standard banana, but upgrades to double-fire bananas and (as long as you

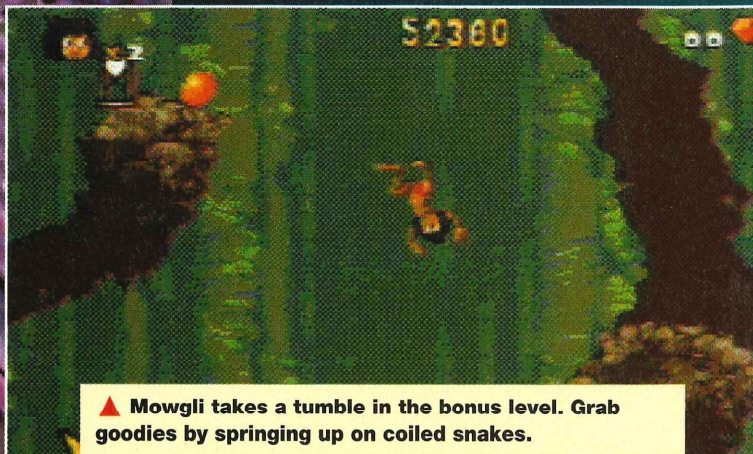
▶ Vines are often used to get to those hard-to-reach places. And how splendid it all looks, too. Mowgli's animation is smooth and fluid – easily a match for that other classic Disney game, *Aladdin*.



can find them) boomeranging bananas. In addition to this banana-related tomfoolery, other pick-ups include extra-time, energy and gems. Collecting gems is the key to completing the levels; once you've reached your quota, unearth the exit point (either by finding one of your chums such as Baloo, or by doing battle with an end-of-level bad guy, like Kaa the snake) and you're onto the next stage. There are 15 of these glittering prizes scattered around each level. Get them all and you're into a bonus stage. It's not as easy as it sounds, though, as many of them are hidden by foliage – keep your eyes peeled!

Apart from that, there's not a lot to it. It really is the most basic of platformers. There's little variety between levels; even the graphics are much the same. The plot seems a bit disjointed too: collecting gems to finish the level? Can't remember that from the movie...

Though that doesn't necessarily mean disaster; it's a good enough little platformer, but lacks originality. The levels are pretty large which makes them confusing at first – always keep a lookout for hanging vines that may lead to hitherto unexplored areas. As mentioned earlier, Mowgli's animation is little short of stunning as he runs, jumps, hangs from



▲ Mowgli takes a tumble in the bonus level. Grab goodies by springing up on coiled snakes.



▲ The last gem on the first level is tricky to find. You'll need to collect them all to reach the bonus level.

The Word

GRAPHICS

Superb animation on Mowgli. Other characters aren't quite as plush and there isn't a huge amount of variety.



SONICS

"The bare necessities, those simple bare necessities..." Classic Disney hum-along-able stuff.



PLAYABILITY

Easy to get into and seemingly quite tough at first. It's just a bit bland.



STAYING POWER

Fun, but there isn't enough variety to sustain your interest forever. And you will finish it eventually...



OVERALL

A great looking and fun game. Not quite the classic that *Aladdin* was, but good enough to hold your interest for a while.

82
PER CENT

▶ Mowgli can hitch a ride on the back of an elephant in one of the later levels.

▶ "I'm the King of the Swingers, a Jungle VIP," warbles Mowgli high up in the trees.

▶ An anteater is another of the villains of the piece. Isn't nature cruel?



vines and, when he's bored, balances bananas on his nose. Music, not surprisingly, is toe-tappingly good, with a couple of choice tracks from the movie in addition to some original music. Sound effects get two thumbs up as well.

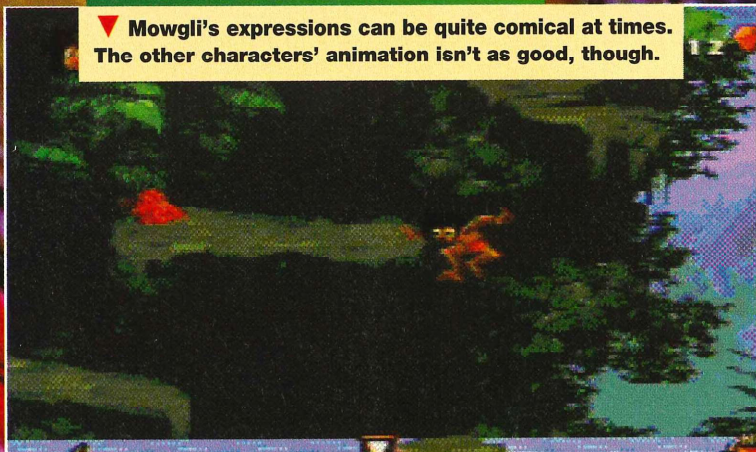
The problem with all platformers is that you're going to tire of them eventually and *Jungle Book* is no exception. Apart from the bonus sections, gameplay is essentially the same from level to level. There are 12 levels in all and even though they seem tough at first, they become fairly easy to master. Not bad, but lacking that certain something that turns a good platformer into a great platformer. **M**

HONGLI REACHES
THE GREAT TREE
WHERE KAA THE
SNAKE ANAITS

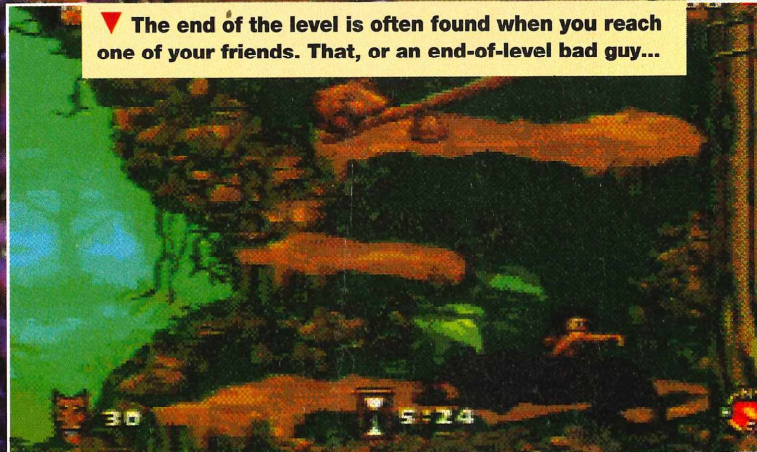


◀ Each new level is introduced like this, which helps to tie the story together (not that the storyline here relates much with the movie...).

▼ Mowgli's expressions can be quite comical at times. The other characters' animation isn't as good, though.



▼ The end of the level is often found when you reach one of your friends. That, or an end-of-level bad guy...



the pirates of DARK WATER

**"Shiver me timbers! Splice the mainbrace!
Pass me the Strepsils, I've got a nasty cough."
Adam Waring still has a long way to go before
he graduates from pirate school.**

It's the usual tale: Ren (the hero of the game, not to be confused with *that* chihuahua) learns from his dying father that the world of Mer (his home planet) is doomed to disappear under dark water and only getting hold of the fabled 'six treasures' will save his skin. He sets out on his quest, determined to right wrongs, banish evil, and get a pedestrian crossing put on that dangerous accident black spot on the main drag.

A couple of companions join him for a laugh. Ioz is a roughneck pirate (with his heart in the right place, of course). Tula is a good-lookin' babe who's also pretty nifty when it comes to sword-swinging.

You can select which character you take control of on each level, though it doesn't appear to make an awful lot of difference when it comes down to the gameplay (at least, not on the earlier levels). They have different weapons but all three kick butt, which is the main thing.

Often, you have to complete various tasks before you're allowed to travel further. To escape one level, you have to pay a merchant to open a gate for you. Why you can't just run your sword through him and unlock it yourself is beyond us - you're supposed to be a pirate, aren't you? Collecting cash is an essential part of the game.

Other objects include weapons, potions, food and melons (their exact use is explained in the box, yonder). These are found in chests scattered around the level, or are dropped by baddies that

you've freshly killed.

The levels are large and widely populated by nasties. You have two methods of dealing with adversaries; by firing missiles at them and close combat. Each character has a different type of missile weapon, though they all do exactly the same thing (kill, that is). Missiles are in scarce supply, and should be used sparingly. Close combat is a much more common way of creating carnage. You hack, slash and kick your way through the bad guys; your exact action varies but is always slick and well-animated.

The levels are large and there are heaps of secret rooms to find. At first it's pretty easy, but the difficulty is well ramped and the later levels get meaner as the game goes on. One annoying point is that baddies who you kill reappear when you revisit a location. As well as making things a lot tougher, their constant presence makes it easy to forget where you've already been.

On first look, you'd

VITAL STATISTICS

FORMAT: Mega Drive

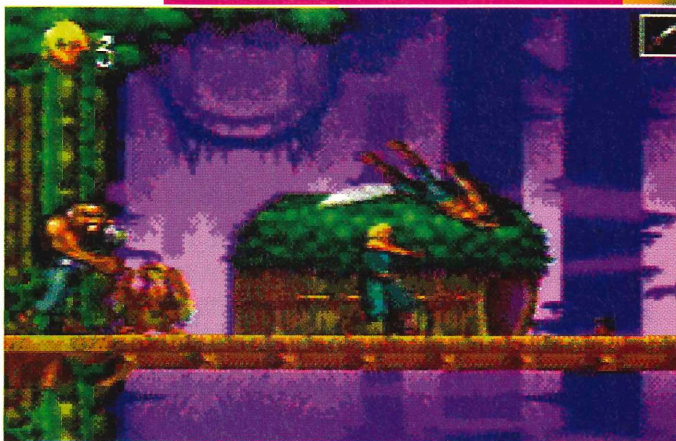
SUPPLIER: Sunsoft

SIZE: 16 megabits

▼ The first of the fabled treasures is awarded to you after beating this fellow.



▼ Disposing of bad guys is well animated with actions like this thrown in.



▼ Whack a chest with your sword and a bonus item is revealed. Yippee!



There are heaps of secret rooms to be found and they're always stuffed full of goodies. Jump into walls to find them.



Ben learns of the fabled six treasures of rule, and a magical compass that will lead him to them.

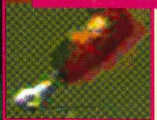


When Ben learns this, he asks her to join him on his quest for the treasures of rule.



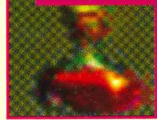
A little pick-me-up

CHICKEN DRUMSTICKS



It's essential to keep your health levels topped up and these finger lickin' good energy enhancers restore it to maximum.

POTIONS



These potions give you things like invulnerability. Gulp one down when the going gets tough.

HEARTS



Hearts not only top up your energy, but actually increase your maximum limit. This higher level lasts until you cark it.

1-UPS



A rare treat and usually found on the most hard-to-reach platforms. They're worth hunting out, though, as they add an extra life to your ever-dwindling supply.

MELONS



They don't do anything for you, but they do wonders for the monkey bird Niddler. Collect 10 and he'll be at your beck and call to carry you away from trouble when things look dicey.

MISSILE WEAPONS



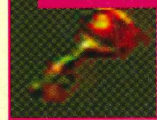
Three different kinds depending on the character, but they all do the same thing. Especially useful when you're low on energy and don't want to risk close combat.

COINS



Money plays an important part in this game and you'll often need some to get past certain sections. If you don't have enough, you'll have to go back and look for more.

KEYS



Not a complete surprise, keys are used to unlock doors. And unsurprisingly (again), you often have to go well out of your way to find them.

have to be forgiven for thinking *The Pirates of Dark Water* was some kind of adventure/RPG-type game, due to the amount of text and detailed storyline, but it's actually a platformer with lots of

texty bits glued on. It may be just that, but it's very cleverly designed with heaps of atmosphere that keeps you intrigued, and 'hooked', as the story unfolds. Unfurl your mainsails! **M**



◀ When things look a little hairy, you can call Niddler who'll come and take you away from it all. You have to have collected a plentiful supply of melons, though.

▲ The intro sequence is superb and tells the story so far. It looks more like an RPG adventure than a platform game at first. That Tula's not bad, eh, guys?

Word

GRAPHICS

Great animation and superb backgrounds. It's a looker.



SONICS

The music starts out sounding OK but does start to grate. Sound effects aren't bad.



PLAYABILITY

Natural feel and a well-adjusted difficulty curve that should prolong interest.



STAYING POWER

It's a platformer and in common with all platformers, you'll get there in the end. Good while it lasts, though.



OVERALL

Well thought-out levels with lots to discover, pretty graphics and good gameplay. It's a nice little package, all-in-all.

83
PER CENT

Pass the word

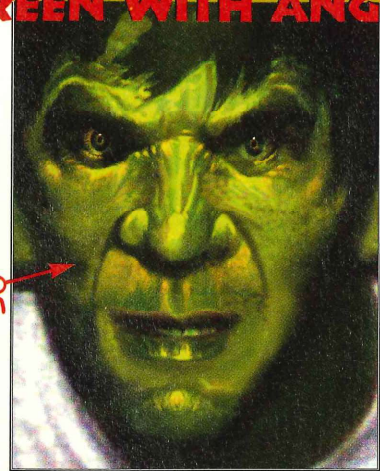
Want a head start? Oh, all right then. Here are a handful of passwords that we gleaned from the first day's play...

IITBDIA
NCOOKIE
ALEXISK
SCOOBYD



PLAYING FRUSTRATING, UNORIGINAL PLATFORM GAMES TURNS ADAM WARING GREEN WITH ANGER.

THE INCREDIBLE HULK



AND YOU WOULDN'T LIKE HIM WHEN HE'S ANGRY. OR GREEN...



▲ Bruce Banner hunts around for 30c to make a very important phone call.

For those not familiar with The Incredible Hulk, he's the alter ego of Dr Bruce Banner, a scientist who wasn't wearing Factor 15 when exposed to a little too much gamma radiation after an experiment went horribly wrong. But instead of all his hair falling out or his eyeballs melting, he has the ability to transform into a mean, green killing machine over two metres tall; handy, when an evil lunatic has his sights on world domination, which is precisely the case here.

Big H has to work through five levels before meeting up with the aforementioned madman, called simply 'The Leader', and pounding his over-enlarged brain out. Each of those levels is populated by more bad apples than you'd find in particularly nasty brand of pie left in direct sunlight for a month. Plus, The Leader has employed one of The Hulk's top all-time adversaries to challenge him on each level, too.

The Hulk has differing abilities that depend on how brutal he is at the time, which in turn depends on his gamma radiation levels. These

▼ My car! Trashing jeeps can only be done in Super Hulk mode.

slowly reduce throughout the game, and fall more sharply when attacked by an enemy. Normally, The Hulk can dish out a fair level of punishment which will sort out the majority of baddies with a few hits. However, by increasing gamma above the normal levels, he can dispose of them more quickly and with more impressive moves. Should levels drop to almost nothing, you change into the dangerously mortal Dr Banner; he has no means of defence – one hit and he's dead.

Due to his smaller frame, Dr Banner can get through places that the Hulk can't – such as underground tunnels. Find an extra supply of gamma-boosting pills, and he'll revert to his alter ego.

The Incredible Hulk is a fairly average platform game. Walk along, beat up baddies, and walk along some more. The way that your interaction changes along with your strength is a mildly interesting gameplay point, but it's hardly earth-shattering. **M**

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: US Gold

SIZE: 16 megabits

▼ Hulk fights a mid-level and not-very-friendly guardian. Take that, you big brute!

Word

GRAPHICS

Hulk has well-defined muscle tones and lots of movement, but backgrounds are a bit bland.



SONICS

Good roaring sound from our green chum, but the music is mindless.



PLAYABILITY

Little to do apart from walk around and kill people. Ah, well.



STAYING POWER

Just five levels and little to do in them apart from tear people limb from limb. Boring.



OVERALL

A platform game that is little above run-of-the-mill. Not enough levels, variety or originality by half.

70

PER CENT

▲ Strong, but not invulnerable. Each hit reduces his gamma levels.

ECCO

The Dolphin

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

SIZE: 16 megabits



◀ As with the original game, the map has been left in, to assist Ecco in locating his objectives.

▼ Ecco casually swimming past on old shipwreck. Here you'll find shoals and sharks.

Swimming peacefully in the ocean was a favourite pastime of Ecco. But it all went horribly wrong when Steve Bough donned his snorkel and flippers and dived down deep for an in-depth paddle.



At last! The return of the large-brained mammal to the graphical shores he calls home. That's right – the sequel to *Ecco the Dolphin*.

What is really cool about *Ecco 2* is that it's so different from the first. Obviously, a great deal of thought has gone into making this game very different from its predecessor, offering real value for money. Oops – we just made that all up! It sucks so very much when the sequel to an original game is virtually identical. *Ecco the Dolphin 2* is one of those games – essentially no different.

Again, you control a dolphin through vast expanses of ocean; again, your job is to help or save other marine life; and again, the vortex has returned. A few new additions have been added to give the impression that you are getting something extra for your money. The glyphs are still evident but don't play as major a

part as in the original. There are extra stages where you need to swim through teleport rings. These are okay visually, but dull, dull, dull, to play.

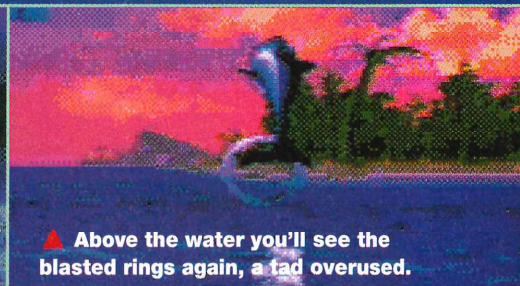
Exactly the same methods are used as in *Ecco 1*. You'll swim around speaking to whales and charge shoals of fish to gain energy, and require air to keep alive. The main differences appear to be the backgrounds and foregrounds (which are impressive) and the actual gameplay. There are slightly different themes and the inclusion of lots of large levels, but at the end of the day it's the same game.

It seems to be that sequels rarely work, (yeah, yeah, *Mortal Kombat* and *Street Fighter* offer a different argument) and *Ecco 2* offers nothing new whatsoever. If the game appears at a low range price it may be worth buying due to the amount of levels, but that's only if you're a real fan. Otherwise buy something original. **M**

▼ Wherever you see these, swim through to somewhere more exciting.

▼ You can either sonar this out of the way or jump through, the choice is yours.

▲ Ecco has just rescued this small killer whale from the clutches of evil.



▲ Above the water you'll see the blasted rings again, a tad overused.

Word

GRAPHICS

Undoubtedly one of the best aspects of the game. Very well drawn and well animated.



SONICS

The music verges on ambience, but after 20 minutes becomes irritating. You'll be craving hardcore thrash.



PLAYABILITY

It's as easy to put down as it is to pick up. Its critter-friendly aspect puts it in the 'fun for all the family' category.



STAYING POWER

One of those games that once completed, very rarely would you bother to play it again.



OVERALL

There's nothing really wrong with *Ecco 2*, bar that it's virtually identical with the original. A wasted opportunity.

70
PER CENT

MORTAL Kombat II

'PREPARE TO FIGHT!'

The words spun around Steve Bough's head. How could he cope with five new Mortal Kombat II fighters? And why had Megazone sent the wimpiest person in the office to investigate?

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sega
SIZE: 24 megabits



▲ The option screen just as it is in the arcades. Five new fighters means five times more fun and violence - cool!

MegaDrive Review

Hitting the arcades around six months ago, *Mortal Kombat II* yet again proved to be an instant hit with arcade dwellers. We all know how successful the first *MK* was, but could Midway make the second instalment better? Is it actually better? And if so, what's so damn good about it?

Of course, whenever a sequel is produced, you need more gameplay, more characters and a greater challenge. Essentially that's what has happened with *Mortal Kombat II*. You can expect the battle of the titans, as *Super Street Fighter II* is also set for an August release.

For those of you who have already played the arcade version, you'll be ecstatic to know that the cartridge is almost a carbon copy of the coin-op. Five new characters have been included taking the total to 12, seven of whom have been retained from the first game. The new fighters have new special moves and diverse fatalities, as well as old fighters having updated moves. Ten new backgrounds are on show, and the sound

and graphics have been vastly improved. There are, of course, extra secret areas to access which the programmers believe will take months to find, but we know better!

The seven existing fighters that made it to the second level are: Lui Kang, Johnny Cage, Raiden, Sub Zero, Scorpion and the two bosses, Shang Tsung and Reptile. On a couple of the backgrounds in *Mortal Kombat II* you'll see old favourites Sonya and Kano tied up in chains, but that's as much as you'll see of them.

The five new fighters each possess new moves and fatalities, mainly relevant to their backgrounds and fighting styles. There's Jax, Kitana, Mileena, Kung Lao and Baraka. Some carry weapons - Kung Lao with his lethal hat and Kitana has a fan, but the others rely on pure brute force and skilful martial arts. The original fighters have improved moves. Johnny Cage has higher kicks and Lui Kang has more fireballs (to name but a few), and of course there's the fatalities.

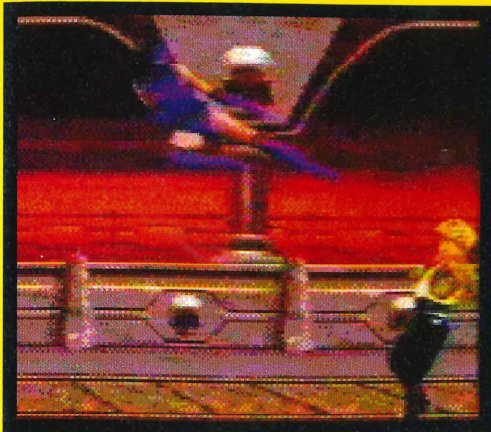
If you thought in any way that *Mortal Kombat II* contains fewer scenes of

violence, think again. This time there are two fatalities per fighter. Midway have even included a new aspect of gameplay. Instead of performing a death move at the end, you can now access a friendship move. Basically, nothing happens to the opposing fighter other than laughter on your part - neat but ineffective. From the fatalities, expect to see the unexpected. Examples of which are Mileena's gross character swallowing. She'll swallow the opposing fighter and then spit out his bones. Lui Kang's Dragon fatality, which sees him turn into a dragon and bite the other fighter's head off. And Kung Lao's slice fatality which has him slicing a fellow *Kombat King* in half, most gruesome. With two fatalities each, alongside friendships, there are numerous ways to end the battle, featuring lots of blood and unnecessary violence - cool!

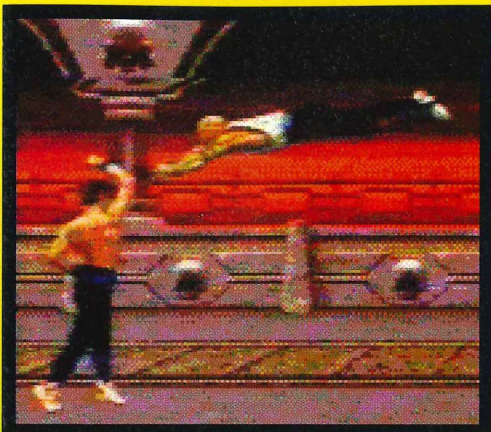
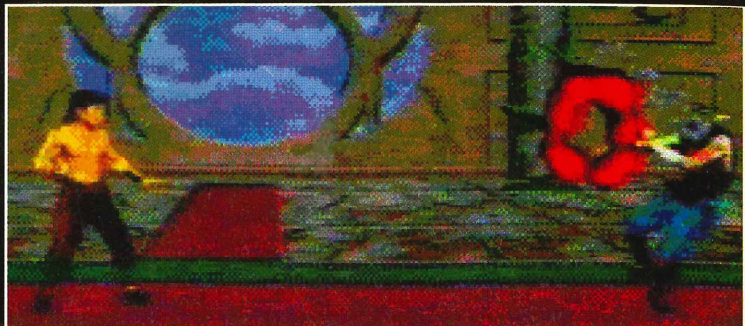
As with the first game, *Mortal Kombat II* has secret areas, and we at Megazone can't resist in telling you. In one of the stages (the Living Forest stage) you'll see a head pop around a tree. This is Jade and

▼ The blood code no longer has to be accessed, it's automatically there. *Mortal Kombat II* gives you more blood, more extreme violence, and fatalities that will have even brutal killers reaching for their handkerchiefs. So, do you think you can stomach it?



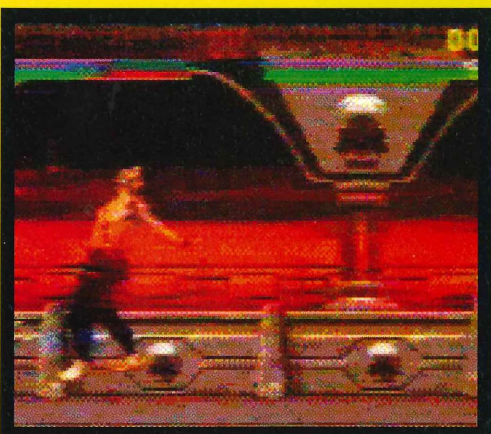


▶ Kung Lao and Lui Kang in a full-on battle. The new fella has a steel-rimmed hat that can slice his opponents in half - pretty good for cutting pizza too.



if you reach the stage prior to the question mark in a one-player game and win using only low kick, you'll be transported to do battle with Jade in Goro's lair. Another character, Smoke, is hidden amongst the depths and if that's not enough there's a game of Pong lurking somewhere. The same fighting options have been left untouched, so fight through the endurance, and this time you won't face Goro at the end, but a particularly loathsome beast named Kintaro. He, or should we say 'it', is vile and extremely dangerous and won't hesitate to kill you in three moves.

Mortal Kombat II is much better than the original. It's not just the new fighters that take the game up another level, it's the inclusion of improved gameplay, more moves and enhanced graphics and sound that really set this apart. If the evidence from the arcades is anything to go by, *Mortal Kombat II* is going to be huge. We're not sure whether it will surpass four million sales, but with a game of this calibre, it wouldn't be surprising. M



▼ Choosing to fight as Shang Tsung sure has its advantages. You can morph between characters, so you can spit with Reptile, kick with Raiden and slice with Baraka.

▲ All new scenes, all new fighters. Incorporated into these four screen shots are a couple of the new characters, Baraka and Mileena. One getting a flying thump, the other dishing out a kicking. Check out the new special move which has changed a normal man into Andrew Denton.



Word

GRAPHICS
As with the first game, it's very hard to fault the graphics in *MKII*. Characters and backgrounds are superb.

9

SONICS
The underlying music is good, but could be better. Luckily, it's saved by the sound effects.

8

PLAYABILITY
Awesomely playable, even your Gran would be able to pick up *MKII* and kick butt.

9

STAYING POWER
The question in this case is, how much staying power have you got?

9

OVERALL
Much better than the original. It's bigger, faster, more addictive, more challenging; an absolute must.

94 PER CENT

Ask any games addict what the best beat 'em up is ever and you'll probably always get the same reply: *Street Fighter II*! So how could this be bettered? Simple, *Super Street Fighter II: New Challengers*. Steve Bough meets the new blood.

Street Fighter



▲ With 16 characters to choose from, it'll take a while to master them all.

▲ Let the contest begin. There are even more locations to fight in.

▲ Balrog's back and even tougher. All characters have been enhanced.

MegaDrive Review

Street Fighter II: Special Champion Edition was released on the Mega Drive last September to critical acclaim. It not only featured the four main bosses from the coin-op, but had extra additions over the Super Nintendo version such as Hyper fighting and much faster gameplay. *Super Street Fighter II: New Challengers* appeared in the arcades about six months ago, and with a blink of an eye has already been converted for the Mega Drive.

Late last year, we were asked to part with \$150 for *Street Fighter II*. Before the year is out we'll be asked to part with more bucks for an updated version of the same game. Are we being ripped off? Well, yes and no. Games do cost a bomb nowadays, but they cost a bomb to develop too. In the case of sheer physical cart size, *Super Street Fighter II* smashes all previous records, weighing in at a massive 40 megabits. Unthinkable a year ago when the 24 megabit cart was the cutting edge.

It's inevitable with quality games that you'll play them over and over. *Street Fighter* can be played for months before

you are a master of each character. Therefore, you need more characters if a new version is going to have anything to offer. Luckily, *Super Street Fighter II* has four new characters, new and improved special moves, new backgrounds, superior colour and sound, and new modes of playing. Basically everything the coin-op gives you, except you don't shove dollars into your Mega Drive. Planned as the grand finale in the *SFII* series, this maybe the last chance you get to pulverise that three inch-high M. Bison sprite.

All the heroes have their own unique special moves, but Capcom hasn't ignored the other challengers. Dhalsim now has a new and improved Yoga teleport. Vega's unstoppable speed will have you in a spin with his ultra-fast claw dive. Ryu will stun with his new red fireball, Ken now has a flaming dragon punch, and both fighters can vary the height and reach of their hurricane kicks. Some fighters have kept their original moves, but with enhanced animation and new artwork, the whole look and feel of *Super Street Fighter II* is of something improved beyond recognition.

The new blood



Cammy: A petite but fearsome girl – underneath her foxy green swimsuit lies a British Secret Service death machine.



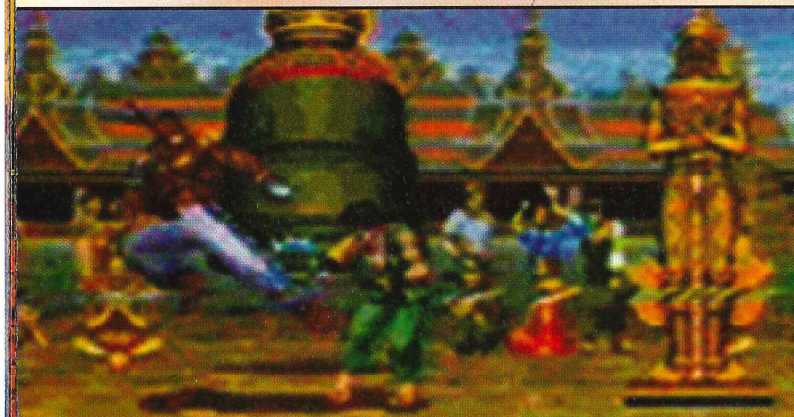
T. Hawk: An absolutely massive Native American Indian living in Mexico who's prepared to take on all-comers – if they dare!



Fei Long: A Bruce Lee look-alike, he's as quick as the wind in a Force Ten gale with some devastating karate kicks and punches too.



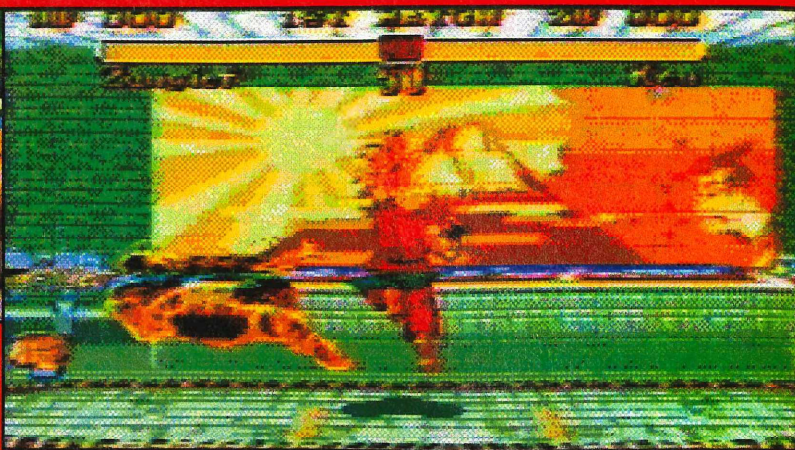
Dee Jay: A rock hard and hard rockin' Jamaican kickboxer who'll boot you from here to Kingston given half a chance.



▲ The new characters offer a whole host of special moves, plus the old dogs have learnt some new tricks too. This updated version



▲ The two new fellas get ready for some violent action, way down in Mexico.



▲ Ken's as proud as punch as he shows off just what his brand new flaming dragon punch can do.



◀ Old favourite Ryu struts his funky stuff in the all-new intro sequence.

VITAL STATISTICS
FORMAT: Mega Drive
SUPPLIER: Sega
SIZE: 40 megabits

The backgrounds have been updated. For example, the snake hisses in the Blanka stage, and the birds fly away in Mexico. Each of the challengers' faces have been completely redrawn by hand and then scanned into a computer. M. Bison looks even more frightening, and Guile now looks even more like Dolph Lundgren.

Apart from the new additions to artwork, animation and characters, the sound has gone through a whole revamping process. You now have an announcer who calls out the name of the winning fighter and location, and the music and sound effects have been updated using 'Q Sound'. Q Sound amplifies the sound and creates an illusion of 'surround sound', so you can really hear those thwacks and thumps.

Overall, this edition of *SFII* is very different from and much better than anything we've seen so far and it could emerge as the best combat game ever. The gameplay could

do with being a tad faster, but that aside, this is one game you simply should not miss. It's that good! M



▲ Violence isn't the answer. Stop it right now or I'll bang your heads together.



▼ New girl Cammy is sent reeling from Vega's claw dive.

Word

GRAPHICS

Not only supreme use of colour, extra touches have been added to give maximum detail. Simply brilliant!



SONICS

Using Q Sound aids the game no end; you now *feel* like you're in an arcade. Sound effects are equally impressive.



PLAYABILITY

As usual the special moves will take ages to master, but as always, an absolute delight to play.



STAYING POWER

If you're lucky enough to be able to buy this and *MKII* you'll be lost in combat for at least six months.

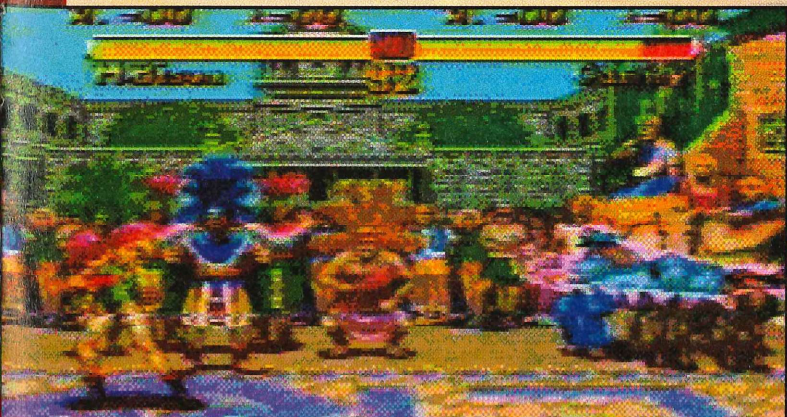


OVERALL

The *Street Fighter* series just gets better. This is the best yet, although it's hard to separate between this and *MKII*, they are both superb.

94
PER CENT

MegaDrive Review



of what's already considered to be the classic beat 'em up really does offer a lot, even to those who've played the original to death.

win!win!win!win!win!win!

Win!

SUPER

Street Fighter

II

S

uper Street Fighter II is the game everyone's going to be talking about. At 40 megabits, it's bigger than a house. And, you've guessed it, being the kind and generous

sorts we are... etc...

Our chums at Sega are giving away no less than five copies of the brand new cart – saving you the sum of a small South American country's national debt (approximately).

II

What do you have to do to get your mitts on this highly desirable prize? First off, get yourself down to your local games renting place and rent yourself a copy of the game. Play it. Say, "Jeez, if only I had my very own copy for keeps..."

Now, answer the following question:
What's the highest number of players that can take part in Tournament Mode?

It's easy. Scribble the answer down, along with your name and address, and send it to:

Let me win or I'll break your kneecaps, Megazone, PO Box 746, Darlinghurst, NSW 2010.

The only rule is, there are no rules. Hold on, that can't be right. Ah yes, the only two rules are: one, and only one, entry per reader, or you'll have M. Bison to deal with; entries to arrive by September 16.

Got that?

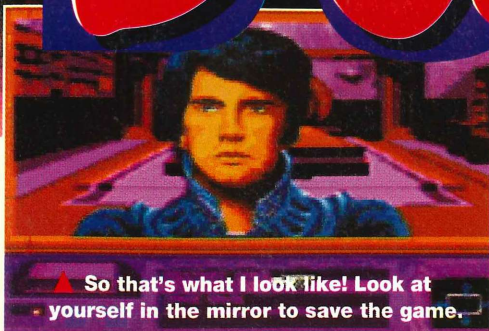


With sand in his eyes, his mouth and even his daks, Peter Burney falls to his knees, mops the sweat from his brow and is suddenly crushed by a Spice harvester...

DUNE

VITAL STATISTICS

FORMAT: Mega-CD
SUPPLIER: Virgin
SIZE: CD



▲ So that's what I look like! Look at yourself in the mirror to save the game.

text is also displayed for easier understanding.

You must fly to 'sietches' (caves) where the people of Arrakis hide, protected from the harshness of the deserts and the cruelty of the enemy. Coercing them to mine Spice and creating armies is fairly straightforward (just ask and you shall receive). If you do it properly, the Fremen (Arrakis people) will increase the Spice production and build stronger armies.

The game coddles you earlier on, telling you where to go and what to do and you simply can't go wrong. But as the game progresses and the action heats up, you're busy fighting off vermin and keeping up the production of Spice and greening desolate areas. It all becomes very intense and very addictive.

Graphically, the game shows no improvement over the Mega Drive except for the flight simulation and the short FMV introduction. All the scenes are stills and the only movements that do occur are the characters' mouths during speech.

An OK RPG, which will generate more enthusiasm than a swarm of sand flies at a beach picnic... well, maybe! **M**

◀ You get around Dune by flying your Ornithopter. Select your destination and you'll be there in a jiffy.



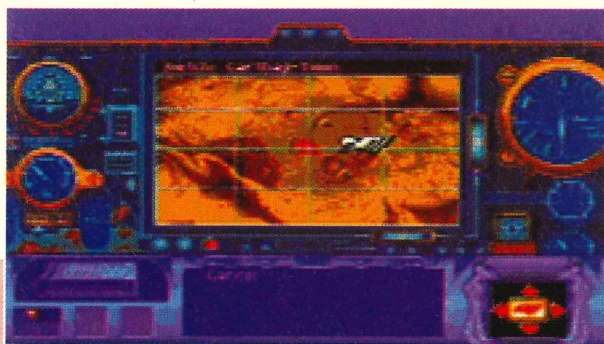
▲ Sit back and enjoy the flight as you skim over the barren wasteland. Then again, you can hit Skip...

If you're into RPGs, love strategy games, own a Mega-CD and really like sandy, barren wastelands – dry those tears! Virgin is about to ship *Dune* onto our shores.

You, Paul Atreides, son of the ruler of Dune, must gather the nomads hidden within the deserts to mine Spice, defend it against the baddies of the universe, and ultimately, green the entire horrid planet.

Interaction is the key to solving the puzzles of Arrakis and without it you might as well bury your head in the sand. The inhabitants give you clues and guide you to new destinations.

All the interaction is done through 'real' speech (lots of different voices and the unforgettable 'Is he the one?'). The



▼ Chatting to others is a major component of the gameplay. "Do you want fries with that?"



◀ Paul's diary – all relevant information is automatically compiled in here as you chat with the residents of Dune. It can be accessed at any time during the game.

Word

GRAPHICS

Nice FMV intro and flight simulation but otherwise rather average.



SONICS

Speaking, talking, conversing, discussing... this is the game.



PLAYABILITY

Being guided at the start helps the learning process. Using that knowledge successfully is challenging and addictive.



STAYING POWER

Not a gigantic game and, like most RPGs, once you've completed it you'll probably never play it again.



OVERALL

A strategy game which the sands of time will probably engulf but it's fun and rewarding while it lasts.

77
PER CENT

MegaCD Review

ROBOCOP 3

VITAL STATISTICS

FORMAT: Mega Drive
SUPPLIER: Flying Edge
SIZE: 8 megabits



▲ It's all over for our metallic mate. I wonder if he'll come back as a toaster?

What's the connection between a tin man, a police shield and a missile launcher? Peter Burney finds out.

It's 1999 and corporate baddies Omni Consumer Products are 'removing' the residents of Detroit to make way for 'company development'. It's bad news for the natives... until a guy in an iron suit rolls up. It's then that you battle your way through six difficult levels to return the town to order. Each level varies slightly but it all comes down to one thing – shoot everything that moves!

There's no shortage of help. What better than a high powered hand gun? Or a laser gun, a flame thrower, or even a missile launcher? All these weapons are obtainable through floating 'P's scattered about the playing area and can be accessed (once found) at any time. Each weapon has a limited supply of ammo, so saving the more powerful weapons for

tougher enemies is advisable. Unfortunately, you restart each new level with only a hand gun.

RoboCop must go clothes shopping at Copperart. Dirk the Daring would be most envious. His armour is not entirely bullet-proof and depletes slowly as you get pounded. An energy meter at the bottom of the screen indicates the resistance percentage remaining but there are energy boxes along the way to help you.

What really lets this cart down are the graphics. The baddie sprites have limited movements and look similar. RoboCop looks really good – until he moves. The backgrounds vary but lack the detail you'd expect from a Mega Drive cart.

RoboCop 3 is a tough cart that will keep you interested for a while if you're not too bothered by average graphics. It could have been so much better though, and Robo really has his work cut out to keep this from ending up on the scrap heap too soon. **M**

Word

GRAPHICS

Sprite movement is poor and baddies look too similar. Explosions look effective, though.



SONICS

Music is limited and lacks variety. The repetitious grunt from dying baddies gets annoying.



PLAYABILITY

Easy to control. Switching between guns is novel but still that familiar, run-of-the-mill, platformer.



STAYING POWER

Reasonable variety (besides shooting) but the levels are fairly short and it lacks that 'play-me-again' feel.



OVERALL

Yet another movie game with a recognisable title and not so memorable gameplay. A bit disappointing.

69
PER CENT

MegaDrive Review



◀ Hope that nice little girl is not going to wake up that big nasty robot! (She does, you know, but try as you might, you can't kill the little minx.)

▼ Forget this '20 seconds to comply' business, let 'em have it.

▼ This lift section sees bad guys coming from all sides.

▼ Ouch. This ain't exactly the nicest of neighbourhoods...



Fatal Fury 2

▶ There's eight fighters to pick from, but who? Tell you what, I'll be Terry, if you'll be Joe.

▶ A load of bulls are in the background of the Spanish scene. Very international.

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: Sega

SIZE: 24 megabits

In the blue corner, weighing in at a mighty 24 megabits, *Fatal Fury 2*... In the red corner, weighing in at 365 brain cells, Peter Burney.

It's not every day that a new fighting cart is released onto the Mega Drive (almost though) and rarely is one able to match it big time in such a competitive market. And like many victims before it, *Fatal Fury 2* steps into the ring as another average beat 'em up!

Choose from eight fighters that vary as much in looks as a shelf of Home Brand food products. Select either a computer opponent or a second player, beat the living daylight out of them until they can't stand up, then progress to the next round and do it all over again.

Each character has their own special moves to discover as you wiggle the direction pad and tap the buttons. One major drawback is that only two buttons are used in combat which seriously limits the amount of techniques available. A real downer considering the competition! The third button is to taunt your opponent but prepare to get smashed if you use it at close range.


When battling for the world fighting crown in 12 different global destinations, there's nothing that really grabs your attention, although it's interesting to play the Australian guy with the imposing Uluru looming in the distance - he's

tougher than a cat at a mouse convention! With no 'gimmicks' like splattering blood, or eight-player options, it's just your standard punch, kick and a change in scenery after each victory.

Perhaps 12 months ago it would have been wowing the crowds but not today, thanks love.

One saving grace is the Survival Match option; a tag team brawl. When a fighter from one of the teams of five brutes is defeated, the next steps in without their opponent gaining new energy. The team with fighters still standing are champions.

The graphics are colourful and the backgrounds are up there with *Street Fighter II*. The sprites are large but are let down with their lack of clarity and the special moves are not really that special. There is your occasional digitised speech which you have about as much chance in understanding it as you do of pulverising Mike Tyson.

This is an OK fighting game but only when seen in its own light - it has a good range of characters and plays fairly well. But, really, why would you bother when the likes of *Super Street Fighter II* and *Mortal Kombat II* are about to crash through our front doors?! 



Word

GRAPHICS

Lots of colour, large sprites but fighter definition could be clearer and special moves lack punch.



SONICS

The 'ooh's, and 'aagh's we've grown to love but the digitised speech is poor. Soundtracks match the countries well.



PLAYABILITY

Lots of fighters to choose from but not enough moves. It lacks that certain something that would make it a killer.



STAYING POWER

Limited strikes and average special moves hold it in the amateur league and, sadly, it's not that hard to beat.



OVERALL

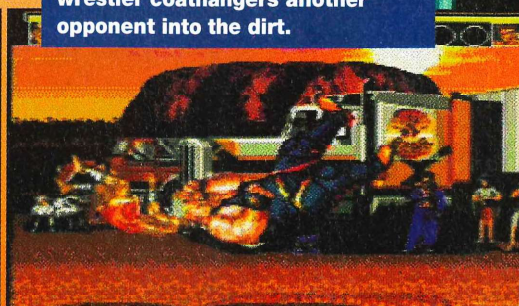
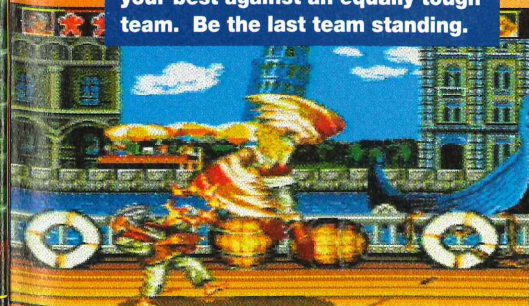
Another fighting cart thrown into the market and another about to be knocked out of the ring.

71
PER CENT

▼ The Survival Match pits five of your best against an equally tough team. Be the last team standing.

▼ The girls are represented by a lone figure... but is she tough or what?! Check out the Splits Strike!

▼ The big bad Australian sheep wrestler coathangers another opponent into the dirt.



Sensible Soccer

Soccer is a game of passion, skill, and exchanging abuse with the other side. Adam Waring covers in the gutter after calling a Melbourne Knights supporter a big girl's blouse.



▼ Nine seconds after kick-off and it's a goal to the Soccerroos. Mind you, the Welsh went on to win 7-1. Controversially.

VITAL STATISTICS

FORMAT: Mega-CD
SUPPLIER: Sony Imagesoft
SIZE: CD

▶ Team formations are selected before kick-off. Here, Barcelona opt for a strong midfield presence.



We've already taken a look at the regular Mega Drive version of *Sensible Soccer*, and to be honest, there isn't an awful lot of difference between this and that. A couple of fairly average full-motion video sequences introduce the game and show you bird's eye views of soccer stadiums from around the globe. Sound has been improved. In fact, this is the only area where there's any real difference. Instead of fairly average music, crowd chants have been sampled directly and they really do add to the atmosphere. From a rousing rendition of that timeless English classic "Ere we go, 'ere we go, 'ere we go," (whatever that means) to "One-nil, one-nil, one-nil, one-nil," when leading a goal to nothing. Plus the collective gasp of the crowd when a shot is narrowly missed, to the wild roar when the ball is put in the back of the net.

in-game graphics. The players are tiny stick men. But looks can be deceiving, and beneath its unexciting exterior, lurks a game with more playability than a bath with Cindy Crawford. Even if you're not a soccer fan, you'll have a ball.

It's easy to pick up. You take the control of the player who has the ball (if you don't have possession, you take a player nearby) and passing between the team members is fluid and effortless, thanks to a complex behind-the-scenes footy engine that allows surprisingly skilful play.

Sensible Soccer doesn't lend itself particularly well to the Mega-CD as it makes little advantage of the advanced hardware. That doesn't mean it's a bad game; quite the opposite is true. Sound is excellent, but apart from that, don't expect anything over and above the standard Mega Drive game. **M**

No improvement has been made to the

The Word

GRAPHICS

The insy-winsy stick men are hardly graphically astounding, but they do the job.



SONICS

The roar of the crowd... the abuse... the mindless chanting... it's all here and it sounds great.



PLAYABILITY

Plays like a dream. Easy-to-control players hide a complex system that allows for all sorts of intricate play.



STAYING POWER

One of those games that you'll keep coming back to, especially when you have a few mates around.



OVERALL

A classic soccer sim. No real difference from the Mega Drive version, but who cares? You simply have a choice between CD and cart.

86
PER CENT

▶ Wembley Stadium, London, brought to you through limited full-motion video clips that don't add anything much at all to the gameplay.



▼ A corner. Most of the rules of 'proper' soccer are present in the game.

▼ What a goal! It was a scorcher! The 'keeper simply didn't stand a chance!



Dark Wizard

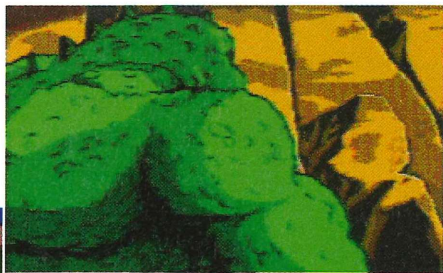
Where Megazone dresses David Thompson in a spangly frock and a pointy hat, and sends him off on a country stroll. Except that things are never that easy...

Imagination is the very heart of Role Playing Games. As you may know, originally RPGs were played around tables with a multi-sided dice and bits of cardboard. Computers added another dimension to RPGs with pictures and sound, and *Dark Wizard* is a typical example of a console RPG.

You have to defeat the evil unleashed in the mythical land of Cheshire, then challenge and destroy the master apprentice Velonese before he works out how to remove the magic seal on the Jewel of Darkness. Once you have chosen your ruler, you are given the option of starting the game right in the thick of battle (Normal) or safely at home with more troops and time (Easy). Pick Easy the first time. Trust us.

The battlefields of *Dark Wizard* are arranged on a hexagonal grid. You can move your characters around the grid to the limits of their mobility and explore towns, search for magic items and fend off foe. Time permitting, you can camp in towns and help them in return for some advice. With the townfolk's help and a bit of searching, you can find other warriors and men of magic to help your cause.

Our failing was to boldly march off with a small party without even a thought to hiring more, or better suited men and monsters. You can only hire more members when you are resident at a castle, so



▲ Part of the full-motion video intro has a big green monster in it. Just look.

▶ The pub's a good place to get info. And have a lie down under a table too...



▲ Choose from four main characters. Krystal has the best dress sense...

once you are off on your crusade you're stuck with who you picked until you return to your castle or take someone else's. A few blunders like sending troops to take on creatures one hundred times their strength didn't help either. Take a look at what men and creatures you will be facing and add creatures that can defeat them to your party.

RPGs like this are huge in Japan and always top the best sellers lists. In Australia, where beat 'em ups are all the rage, RPGs certainly don't have quite the same following. As a Mega Drive game, it lacks the impact of the arcade-style games but is far more complex. The soundtrack is great. Lots of tracks straight off the CD, all of which set and suit the mood perfectly.

We were really impressed by the depth and detail of the game and are sure that while *Sonic* fans will hate it, RPG heads will love it. **M**

◀ This is the main screen. Characters move through the game world on a hexagonal grid.

▶ A fine speech and brave words indeed. But with all this evil around, it's going to take ages.



VITAL STATISTICS

FORMAT: Mega-CD

SUPPLIER: Sega

SIZE: CD

Graphics

Nice animation sequences and good battle maps, but the actual game doesn't knock you over with it all.



Sonics

Nice soundtrack well suited to the game. Adequate sound effects are a bit subdued.



Playability

Typical RPG—acres of menus don't help the first-time player. On the other hand, incredible level of detail.



Staying Power

Considering you have to rescue the whole world in real time, you'll still be playing this *next* Christmas.



Overall

If you love RPGs then you'll love this. A shoot 'em up fan, however, would find it about as exciting as a dead fish.

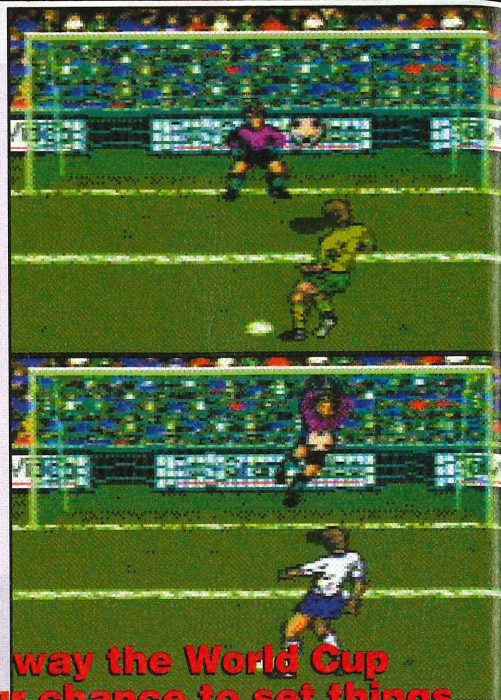
70
PER CENT

WorldCup USA 94™



► The goalkeeper's fear of the penalty. It's a bit like life, if you think about it.

► Oh my word, that is the greatest save you will ever see! Until the next one.



Not happy with the way the World Cup played out? Here's your chance to set things straight with World Cup USA 94. Steve Bough dons his coach's cap.

MegaDrive Review

Decent soccer sims are like luck being on the side of the Socceros; a rare treat. For *World Cup USA 94*, US Gold have obtained the official licence which doesn't guarantee a quality game, but it does ensure Striker (that cutesy World Cup pup) gets his grinning mug all over the show. Big deal!

World Cup USA 94's most noticeable opening feature is its mass of options. From switching on we are treated to heaps of Striker graphics, while desperately trying to work out what the hell is going on. Reading the manual at first is a must, if only briefly. Otherwise, you could be left looking like those Colombians against the Yanks. Very foolish!

Although potentially overwhelming, the options are an important aspect of this game. Used appropriately, you can find yourself playing a highly complex and challenging sim.

First off, select your chosen team. The designers, to their credit, have decided that Australia suffered great injustice in not qualifying against Argentina, so are included as a bonus team (and the Brits

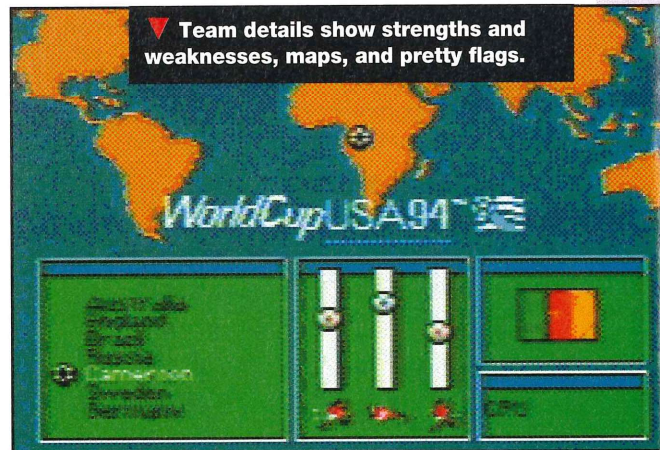
get a look in too). You are then required to choose a match option. This can range from playing in the official World Cup where the teams that qualified for the real thing are present; a customised World Cup where you get to select the teams competing; or either a friendly or practice match – essential for honing those skills, as you can either play with or without opposition. After designating your preference, further options are presented. What colour shirts? Sunny weather? Lemons at half-time, or oranges? You will tend to ignore some of the options after you've worked out the gameplay. But, don't ignore the relevance of off-sides and the back-pass rule. These can often determine the difference between winning and losing.

The team options allow you to change individual attributes of players and team formations. Both of which are of often essential when playing strong teams such as Brazil or Italy. For example, you can't

start out by selecting a weak defensive system against the sharp-shooting of South American maestros. Once chosen, you can then save up to seven different team formations, so you won't have to mess about with the options every time you want to play.

Worth a mention are ball and goalkeeper control. Individual ball control is of huge importance during a game. *World Cup USA 94* has a great feature, aptly named 'The Glue Factor'. This effectively determines how close the ball

▼ Team details show strengths and weaknesses, maps, and pretty flags.



▼ The gold shorts are in the wash today. So we'll wear green, yes?

▼ What's it all mean? Spend time working out the options before kick-off. Please.

▼ This score confirms the theory that you should play with an auto goalie.



▲ 'He must score!' Goalmouth action. Use the map and you can't miss. By much.

▲ If you don't master passing you will rarely have the chance to score.

▲ If these defensive lapses continue, you can change things at half-time.

▲ A free kick. The floaty white dots show where the ball is heading and how high.

▲ Goal kick! The hard-nosed linesman takes no jip. Pah!

▲ After-touch can be added to shots or passes giving real-life curl.

sticks to your feet. The higher the Glue Factor, the closer your ball control. The goalkeeper can be played manually but we reckon the wise money is on letting the computer take control until you graduate to the Mark Bosnich league. We had nine goals knocked past our 'keeper when we chose manual – not a good look.

Like the wonderful *J-League Pro Striker*, this game features an on-screen map but doesn't distract you from the match. You can be sure where you're passing the ball. The actual control of the players takes a while to become familiar with, but, as with any game, the more you play the easier it gets. The players can perform the routine long kicks, short kicks and headers, alongside more elaborate moves such as diving headers, and volleys. Tackles have been incorporated but need to be executed accurately otherwise you'll

be sent off (we managed three players in one match!).

After about your third game, *World Cup USA 94* starts to click into place. Unlike games such as *Sensible* and *FIFA*, it lacks instant playability. Mainly because the programmers have concentrated on adding depth and longevity to the gameplay. But it was worth it. The beauty of *World Cup* is that you'll be able to play this cartridge time and time again. On the downside, a little more effort to create atmosphere, like authentic chants, would have boosted realism. Other examples such as placing a defensive wall at the half-way line and players being sent off for no apparent reason is just plain stupid – that never happens in the real game. But on the whole, once you get past the wealth of options and settle down to some real game-playing, you realise that this is pretty fine. **M**

VITAL STATISTICS

FORMAT: Mega Drive

SUPPLIER: US Gold

SIZE: 16 megabits

World Cup

GRAPHICS

The players are reasonable, and the pitch looks OK too. Don't suppose you can go too far wrong with a field...



SONICS

Definite improvement needed. The game lacks atmosphere from the lack of actual sound effects.



PLAYABILITY

It takes a few goes to work out the controls, but once mastered there's a lot of fun and challenges to be had.



STAYING POWER

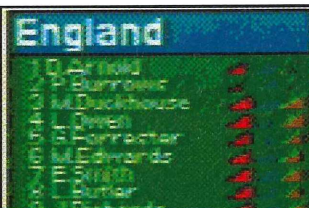
You'll come back time after time. The computer teams are certainly no walk over. Try beating Brazil.



OVERALL

Looks good, plays very well and poses a serious challenge. If you like decent sports simulations, then you're going to like this.

84
PER CENT



▲ Team lists have zero to do with reality. But formations mean a lot.

▲ Australia. No Zelic, Bosnich, or Wade? No wonder we got beaten!

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HINTS & TIPS

CHEAT OF THE MONTH

Top cheat for this month comes from **Senna** (no racing car jokes, pur-lease), who lives in **NSW**. The little sneakster has turned up a way to become Super Sonic on the Mega Drive, with very little effort.

Senna wins a 12 month subscription to Megazone and you can too. Send us a hint, tip, or cheat, along with your name and postal details to **Hints and Tips, Megazone, PO Box 746, Darlinghurst, NSW 2010**. If we decide it's worth being proclaimed 'Cheat of the Month', fame and fortune (and regular Megazones) will become a fact of life.

SONIC 3

MEGA DRIVE

After the credits have rolled, go to the Save screen and you should be able to choose from Zone One to Six. Take Zone One. Find and enter a special stage. Complete it and you'll receive one Chaos emerald. When the screen flashes 'Sonic got a Chaos emerald', reset the Mega Drive. Go back to the Save screen, choose the same zone again

SONIC GOT A
CHAOS EMERALD



and repeat all this until you have all the emeralds. Once you've done that, collect 50 rings, jump into the air and you'll turn into Super Sonic! This will last until you run out of rings and you return to mortal hedgehogger.

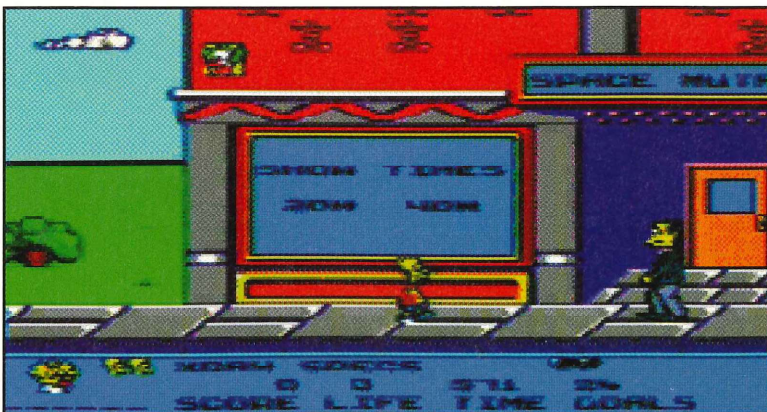
BART VS THE SPACE MUTANTS

MASTER SYSTEM

Doh! Adrian and Philip have teamed up to unravel a couple of cheats for the Master System. On Level Two, when you come to the first cement pit, jump onto the second platform three times. Bart will score a ride across. Then, when you go up the first escalator, press down on

the first bin. Before you know it, Bart will find himself in a room full of hats...

For Level Three, look out when you're in the Funhouse. After you go through the pipes and come to the big Krusty face, jump onto the tongue. Press Down and you'll find a life.



SPACE HARRIER

GAME GEAR

Matthew Johnson of NSW has some level codes. Pay attention.

Level Two: EAGF

Level Three: CHFA

Level Four: Bonus stage

Level Five: DGBC

Level Six: HBGA

Level Seven: FBHE

Level Eight: Bonus stage

Level Nine: BFCH

Level 10: HGDA

Level 11: AGEÇ

Level 12: EROS (We found that ourselves!)

HOT SEGA READER TIPS



LEVEL HEADED

Do you have a level select for *Wonder Boy* on Game Gear?

David, VIC

Why, yes. When the title screen comes up, press Down followed by Start. To select the round you want press Up.

HANGING ON

Is there a code to get lots of money in original mode in *Super Hang On*?

Brett, NSW

Try this password and see what happens: 5FF3F546F35564.

WHALE OF A TIME

What is the code for the level with the big Blue Whale on *Ecco The Dolphin*?

A Happy Whale, Southern Ocean

On the Mega Drive, you'd want to enter the code XVSWXREY and you'll end up in the Cold Water level.

YOU'LL BE BACK

Is there any level select codes for *Terminator 2*? Is there an easy way to blast the T-1000 out of the sky in mission two, The Freeway?

PS It's on Mega Drive.

Amy, TAS

For level select press Up, Down, Left, Right, when you have 'Judgment Day - Press Start' on screen until Arnie says, "Excellent". When the aim sight shows up press Pause and A+B+C+Start to skip. As for the T-1000, it's simple - there is no easy way!

GLAD TO BE GLOBAL

Are there any codes for *Global Gladiators* on Game Gear?

Alex, WA

There are if you do the following on the options screen during the second option: Left,

Right, Left, Right, Left, Left, Right, Right, Left, Right. Got that? Right!

DESPERADO

You had some special moves for *Mortal Kombat* a few issues ago but I'm having trouble with Scorpion because the Master System doesn't have a Start button. Can you tell me the fatalities to Scorpion? Please - I'm desperate!

Matt

For Scorpion fatalities hold back Button One, then press, Up, Up.

MORDAMIR MADNESS

How do you kill Mordamir in *The Immortal*?

Tim, VIC

After he fires his bolts of lightning, activate a statue to protect against the sparks. As soon as he tries to kill you with a sonic attack, fire your Sonic spell and you will be safe. When he uses the Animata spell to resurrect the bones, cast another statue for protection. Then use Magnetism to grab the amulet from him.

MOUNTAIN JOKE

Could you please tell me where the emerald is on *Sonic 2*, in the Gimmick Mountain Zone, on Master System?

McLean, QLD

At the start of the round head right along the platforms then jump up a long ramp. At the top of the ramp, jump left through a

secret passage in the wall and the emerald will be yours.

WHERE ARE YOU, R2?

I'm stuck playing *Star Wars* on the Master System. How do I rescue R2D2 inside the Jawa Sandcrawler? I did everything else on this level - what do I do?

Julia, ACT

You'll find R2D2 in the upper left area of the Sandcrawler.

MOONWALKER SWEET TALKER

I own a Master System and was wondering if there were any cheats for level select on *Moonwalker*?

Jeremy, QLD

Yes, there sure are. Try Up, Left, A, and Start on Control Pad two. Quickly follow it with Start on Control Pad one.

ICE MAN

I'm trying to find another way to get through phase two (Water) in the Elemental Plains on *Chakan: The Forever Man*. I've done it by breaking through the ice floor but want to do it another way. Please.

Brett, NSW

Oh, all right then. Switch to battering mallet. Jump up in the air, pushing Up on the joy pad and on your way down, swing the mallet down by moving around the joy pad to the Down position!

SEND US YOUR HINTS, TIPS, TRIALS AND TRIBULATIONS.

But there are a few rules.

1. Todo correspondencia en inglés, por favor. ie make it easy for us to understand.
2. It must be either typed or written in your bestest handwriting ever.
3. Each step must be labelled clearly.

- Writing 'Step one' is a great way to start. Carry on with 'Step two' and we'll be getting on quite well.
4. Get your idiot brother to test it before you put it in an envelope and mail it to us. If he can't understand what you're on

- about don't bother sending it in.
5. Send it to: Hints and Tips, Megazone, PO Box 746, Darlinghurst, NSW 2010.

You might Win a prize!

If a game is sending you around the bend, don't suffer in silence. Megazone and the guys 'n gals at the Sega Hotline are here to help! Drop a line to: 'I Must Be Useless', Megazone, PO Box 746, Darlinghurst 2010.

ACTION REPLAY CODES

The following codes were found lying under our bed here at Megazone HQ:

LETHAL ENFORCERS

MEGA DRIVE

FFA09F0005 Gives infinite lives for Player One

DRACULA

MEGA DRIVE

FF096F0005 Infinite health
FF09790006 Infinite life
FF0AAF000A Infinite missile

VIRTUA RACING

MEGA DRIVE

FFD0550063 Time is always at 99 seconds
FFD30C0000 Player One race position is always first
FFD8C80080 Practise reverse races

MORTAL KOMBAT

MEGA DRIVE

FFAB310001 Fight before 'fight'
FFAB890003 Fight after 'win'
FFCB020001 You can be Reptile if you select Sub-Zero or Scorpion for Player One
FFCC020001 You can be Reptile if you select Sub-Zero or Scorpion for Player Two

INDIANA JONES AND THE LAST CRUSADE

MEGA DRIVE

00C98806 Unlimited lives
00C9C230 Protection from falls

STREETS OF RAGE 2

MEGA DRIVE

00C98617 Infinite energy

TAZ-MANIA

MEGA DRIVE

00C3097F Infinite spin

MICRO MACHINES

MEGA DRIVE

FFFFCD0000 Changes the sprites

ROAD RUNNER

MEGA DRIVE

00C02902 Infinite lives

ALTERED BEAST

MEGA DRIVE

Todd Elphick of QLD sent in a smorgasbord of cheats for this game. When the title screen appears hold B while pressing Start. A level select should appear giving you the choice of five energy bars and a whole bunch of lives. When you've made your selection press A while pressing Start. And a-way-hey you go.



LANDSTALKER

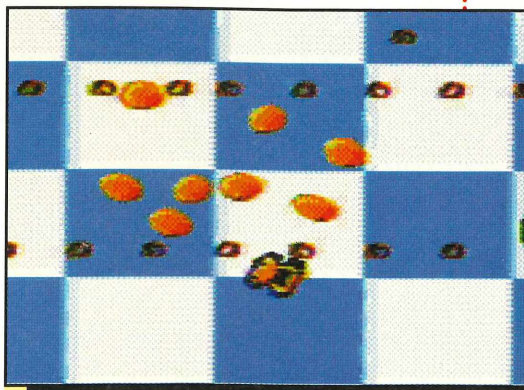
MEGA DRIVE

For infinite eke ekes with Action Replay, all pay homage to Jason Portman of QLD. Press FF1040000A.

FLINTSTONES

MEGA DRIVE

We kid you not, but Thelma from Bedrock (really!) has got a way of getting a bunch of lives. Choose five lives and then press buttons A, B, C and Start all at the same time. Rotate the pad clockwise. On the title screen press Start and you will keep all your hearts. For infinite lives choose five lives again and press A, B, C, and Start. Then press Left and Right until the title screen appears. Then press Start and when you run out of lives, a miraculous nine more will appear.



CHUCK ROCK 2

MEGA DRIVE

Rachel from NSW has a cool level skip. She says to pause the game and press B, A, Right, A, C, Up, Down, A. Then restart, pause again and press A followed by Right to advance a level or press A and Up to skip out the zone completely.

STREET FIGHTER 2 (Special Champion Edition)

MEGA DRIVE

A bit of a chameleon is 'honest' Duyan Lin from NSW. Finish the game on eight stars difficulty and you'll be face to face with a massive picture of Ryu, he reckons. You can change from a white Ryu to a grey Ryu by pressing Down, Z, Up, X, A, Y, B, C. Enter those keys in again and grey Ryu will become blue Ryu. Unreal, huh? This, says, Duyan, will work in both Champion and Hyper mode.

THUNDERHAWK

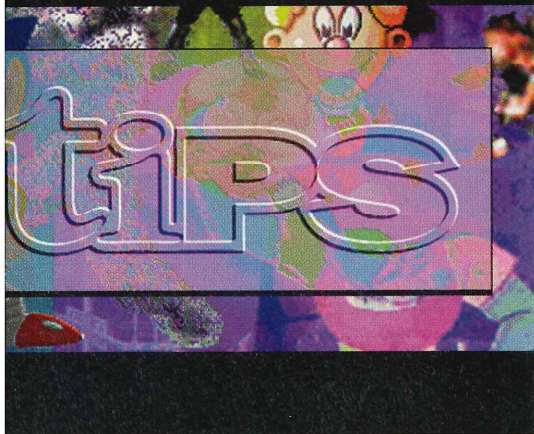
MEGA CD

An excellent way to get an infinite stash of ammo and armour comes from Alice of QLD. Select your mission as usual, and when you start flying hold Start and push Up, Right, Left, and Down. Then let go of the Start button and you should have it all.

MICRO MACHINES

MEGA DRIVE

Alice (again!) has a few ideas to help burn around those household tables. For extra speed pause the game, and press Up, Down, A, B, Left, Right, C, and the start. If you want added traction to stop plummeting over the edge, press pause again and then A, Up, B, Down, C, Left, Right and Start.



RISKY WOODS

MEGA DRIVE

A level select from **Mark Bradshaw** in *QLD*. Play the game until you get a score over 100,000 and then kill yourself (your game character, *dummy*). Then, on the High Score screen, enter E, O, A, for your name. Press Start, and go to the options screen. Before your eyes will be a level select to choose from.

FINAL FIGHT

MEGA CD

We reckon **Ronnie Brownfield** of *SA* has uncovered the only cheat for *Final Fight* on CD. At the title screen enter Options and highlight the Exit section. Press (and hold)



Right, A, B, and Start. Next, you have to choose your character. It's a good idea to choose Guy, as he is pretty effective on this cheat, and begin your bout. When you press the Punch button your character will punch as if you had a rapid fire controller.

SONIC 3

MEGA DRIVE

Dave and Colleen from, oh, they didn't say where, have worked out the secret to spinning red and white barrels in the Carnival Zone. They reckon you jump on one to start it bouncing and then push Up and Down to make a barrel bounce higher and higher. At last!

NHLPA HOCKEY

MEGA DRIVE

Ice Hockey freak **Darren Ng** of *VIC* has discovered a way to get extra players on the ice. First off get two of your players into the sin bin. Then pause the game and go to Edit Lines. Change all your players and return to the game. When the players are released from the sin bin you will have seven guys on the ice.

MORTAL KOMBAT

MEGA DRIVE

Something that is real tricky but worth it if you pull it off comes from **James Mitchell** of *VIC*. You can access a character called 'Nimbus Terrafaux' (a black dude who dresses in, er, black) with the following. When Reptile says, 'Look to La Luna,' press Right, Down, Right, A, C, B, B, A, Right, Down, Right, C, B, Start. Hard - yes. But the game will reset and you will be Nimbus.

ACTION REPLAY RAMPAGE

We've found more Action Replay codes, this time under the **Megazone HQ couch:**

VAMPIRE MASTER OF DARKNESS

MEGA DRIVE

00CA3A20 Infinite energy
00DFBA03 Infinite lives

ZOMBIES ATE MY NEIGHBOURS

MEGA DRIVE

FFFAD70002 Infinite lives for Player One
FFFADD0096 Infinite bullets

COOL SPOT

MEGA DRIVE

FFF5E00007 Cool Spot becomes invincible. But you still cark it when the clock runs out

FIFA INTERNATIONAL SOCCER

MEGA DRIVE

FFEC3D0000 Always win the toss
FFFC370000 Infinite time
FFFC4700XX Changes the number of goals for Player One
FFFC4800XX Changes the number of goals for Player Two

NHLPA HOCKEY

MEGA DRIVE

FFC6950000 Computer goals don't count

ECCO THE DOLPHIN

MEGA DRIVE

00CABF21 Infinite air

CHUCK ROCK

MEGA DRIVE

00C08C0X Level select (2-4)

SONIC CHAOS

MEGA DRIVE

00D160C8 New level
00D2990X Replace X for level select
00D29C05 Invincibility
00D29C99 Infinite rings
00D50410 Make Sonic run backwards

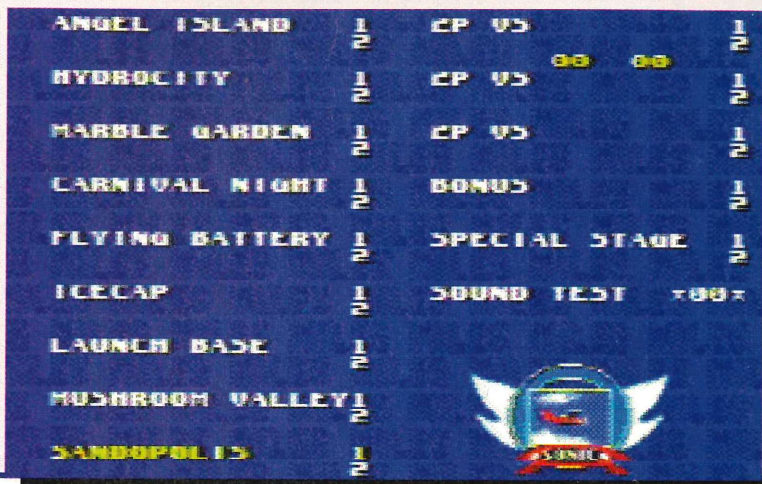
HINTS & TIPS

SONIC 3

MEGA DRIVE

Thomas Moore of NSW let us have this cheat for a level select. But you have to be really fast. After you hear the Sega jingle and as the background turns black, quickly press Up, Up, Down, Down, Up, Up, Up, Up, before the title

screen appears. If you've got it right you'll hear a chime. It is tricky, so be patient. Then press Up once to select Sound Test which leads to the level select. A debug mode can be accessed by pressing A+Start before selecting your level.



ROBOCOP VS TERMINATOR

MEGA DRIVE

Jason of QLD is something of a Action Replay code king this month, 'cos he also sent us an infinite lives cheat. Press FF009C0005.

LUCKY DIME CAPER

GAME GEAR

Donald can have infinite lives according to this bit of Game Gear trickery from Stuart Paull of QLD: Collect ten lives and then die. On the next screen, press Start as many times as you possibly can and Don will rack up so many lives you won't know what to do with them.



SONIC 2

MEGA DRIVE

These codes come from Mark Harrison of NSW for using with Game Genie. Some are real handy and you'll want. Others you might want to avoid but we thought you should know anyhow.

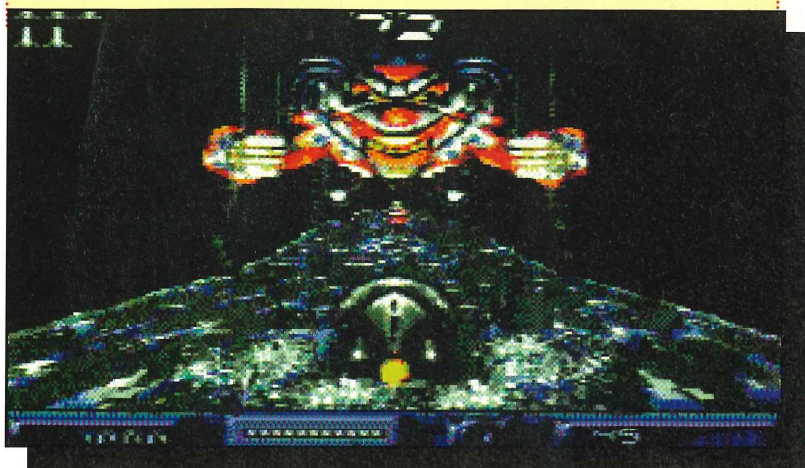
CODE EFFECT

SAST DS1A	Player 1: 658 rings
SATA DSVW	Player 2: 658 rings
SBJA HDWJ	Player 1: Ring worth 181 in special stage
SBJA HDWR	Player 2: Ring worth 181 in special stage
GJ8A AA4G	End of game
AH2T CAH6	One ring to enter special stage
AC2T CACA	All emeralds
AGZT CACJ	One ring for Super Sonic
YLTA CA9A	Keep boots and invincibility
CLTA CE9A	No invincibility
SETA DA16	Can't collect lost rings
SETA DN1W	Lost rings turn invisible
CJTA DA16	Lost rings kill you
2LTA CA9A	No spin attack
9GZT CACJ	Need 250 rings for Super Sonic
ALTA CABJ	Invisible and invincible

BATMAN RETURNS

MEGA CD

This tip comes from Marcia Garland of WA. Highlight Game Type on the options screen. Move to Driving. Hold the pad on Left and at the same time press B. Shift to Difficulty and hold Left and press B again. Do this all the way to Option 7. After the last option repeat all the way back to Game Type after which a ring will sound. Then you can change any option you want. Pause and press C to skip levels.





Gamebuster

WARNING: THE FOLLOWING GAMEBUSTER CONTAINS SCENES OF THE MOST VIOLENT AND GRAPHIC FATALITIES YET SEEN ON THE MEGA DRIVE...

... and Peter Burney couldn't wait to strap on his boxing gloves and tell everyone about it!

Mortal Kombat has it; *Street Fighter II* hasn't. Now the new kid on the block has finally come out into the open. Yes, *Eternal Champions* has **FATALITIES**. The secret is out, and

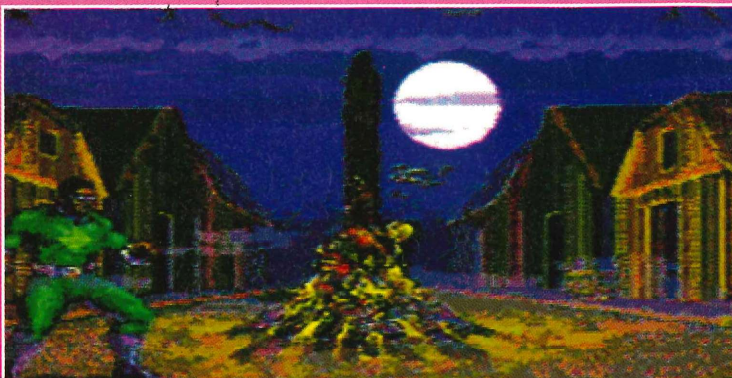
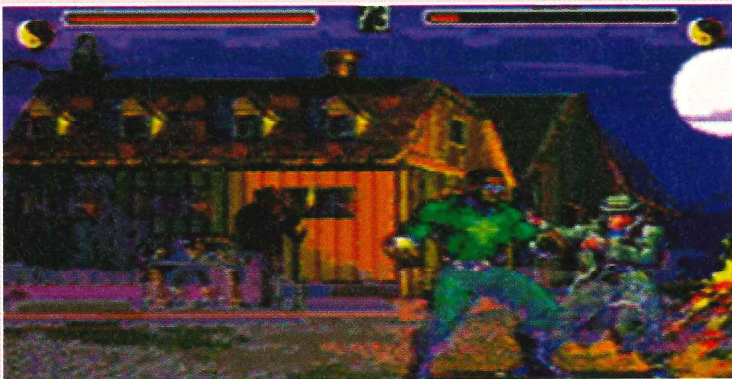
what a heart-pounding, gut-wrenching, simply superb secret it is. Lengthy, fully-animated, death sequences are about to spatter your screen and have you reeling with delight. It's time to wake up and smell the blood!!!

XAVIER'S BACKGROUND

For a bonfire you won't forget, strike your victim into the fire when their back foot is on the edge of either side of it.

Nothing like the crackle of a fire to make you all warm and gooey inside. Yes, those are your opponent's eyes being sucked back into his skull!

The skeleton's head falls from its body and rolls along the ground. I hope you like your Eternal Champion 'well done'.



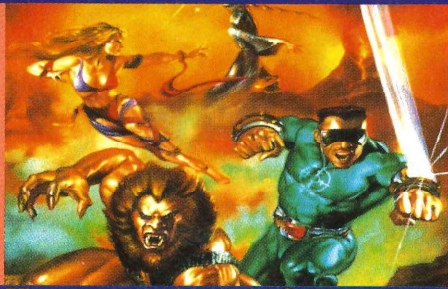
JETTA'S BACKGROUND

Land your victim in the gateway when they are just to the left of the first left pole from the centre or just to the right of the first right pole from the centre.

Shake, rattle, and roll... 'til you drop!

And there he goes. Hell is such a terrible place to visit this time of the year.





You want guts? You got guts!

To perform the fatalities in *Eternal Champions*, a few simple steps need to be followed.

- 1.▶ Fatalities only work in a fight which will give you match victory.
- 2.▶ Fatalities only work if your last hit

inflicts more than 13% damage. The easiest strike to use to achieve a fatality is a standard kick (C) or punch (Z).

- 3.▶ Fatalities are BACKGROUND-DEPENDENT. This means that every character can perform every fatality.

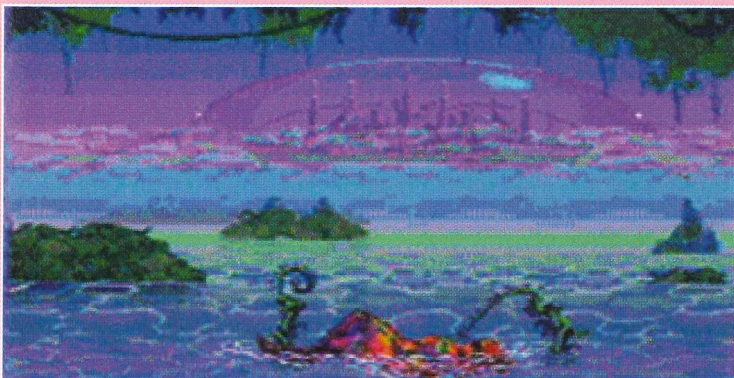
4.▶ Fatalities only work if the final strike occurs in the 'GORE ZONE'. These positions are different for each background, so learning them is essential.

- 5.▶ If all the above criteria are met, sit back, relax and enjoy the show.

TRIDENT'S BACKGROUND

Splash your opponent towards the centre of the screen when they are directly in the middle of the large rock to the left.

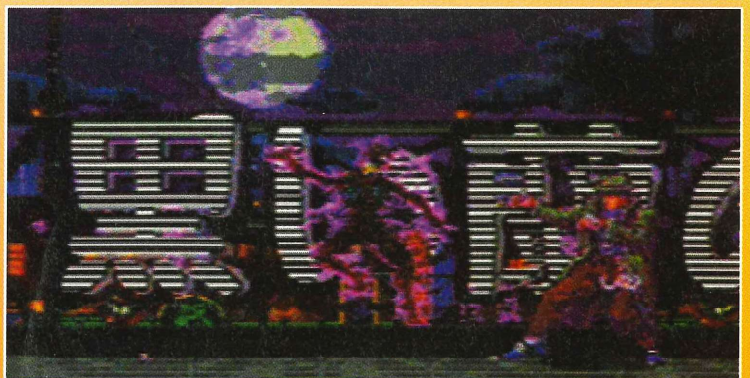
Vines slither from the depths to drag your victim down. A washing machine effect is followed by... bubbles and tomato sauce. The Creature from the Black Lagoon lives!



SHADOW'S BACKGROUND

To land your opponent on the second letter from the left, align them on the closest edge of the letters on either side and KAPOWEE. An Australia Day fireworks display all year round. BOING! There goes an eyeball...

Going out with a bang. Your opponent is blown into oblivion.





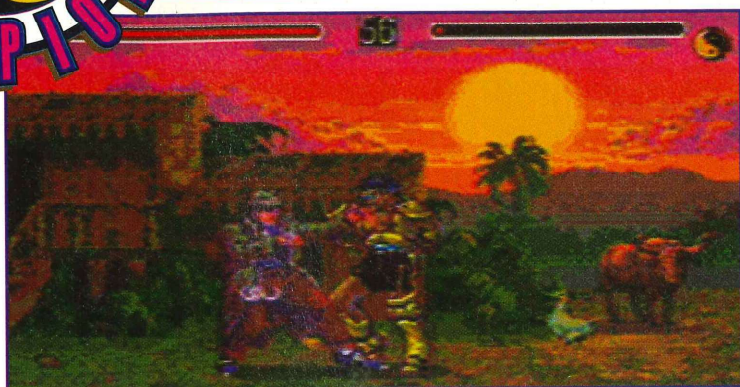
Gamebuster

MIDNIGHT'S BACKGROUND

Strike your opponent towards the ox when his head is in a vertical line with the bottom-right corner of the hut, to the left of the centre of the screen.

Here comes the rescue helicopter to save the poor chap on the ground... *not!* The chopper launches a missile which blows your opponent to pieces.

Only the charred skeleton of a once-lethal fighter remains... tough luck, Rambo!



SLASH'S BACKGROUND

You stand directly underneath the volcano on the far left of the screen. Strike your opponent to the left.

After being dragged from the screen, a dinosaur appears munching on the latest delicacy... Eternal Champion.

Some things just don't digest well. The dinosaur spits out an item from your - newly extinct - victim.

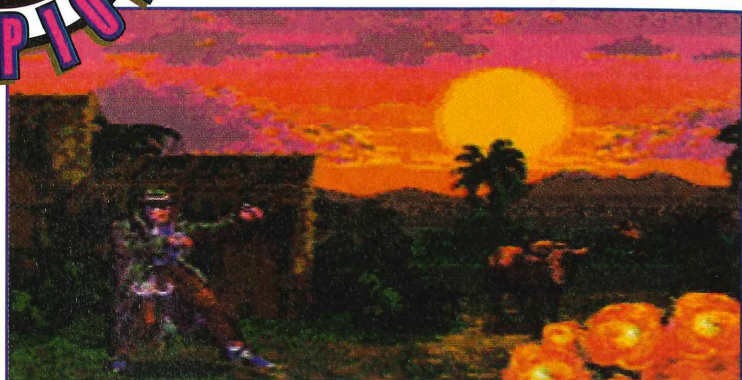
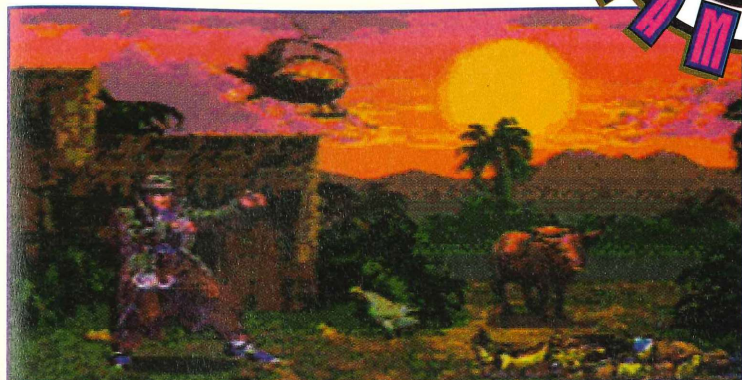


RAK'S BACKGROUND

Hit your opponent in either direction when they're between the two double arrows. These are part of the wire background, and are to the left of the centre statue.

Tiny space ships turn your victim blue, and then to dust. A futuristic broom and vacuum cleaner tidy up the mess. Cleanliness is very important for the future, boys and girls.

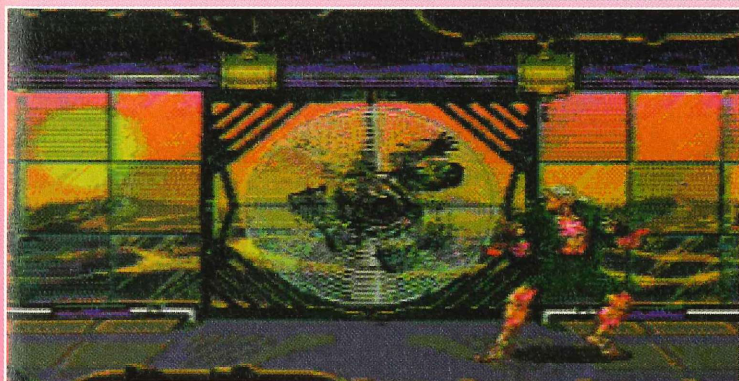




BLADE'S BACKGROUND

The final blow into the fan occurs when the victim's head is either on the right or left edge of the fan in the centre of the screen.

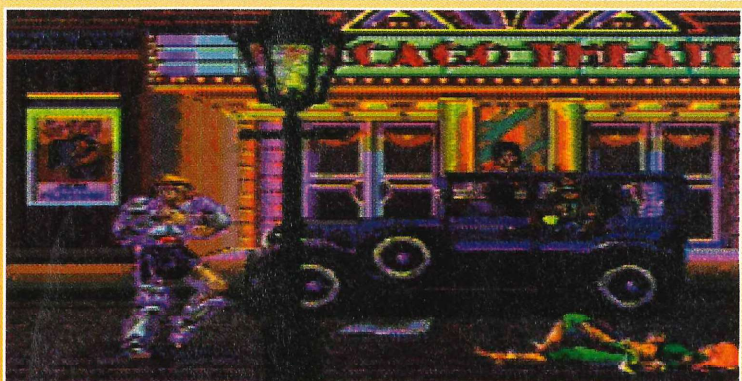
Your opponent will be literally sucked in by this fatality. Watch as a piece of the fighter flies out of the fan. Not a pretty sight.



LARCEN'S BACKGROUND

Centre the victim's head in line with the pink bricks to the left or right of the ticket booth, and then slam the filthy punk towards the centre of the screen.

Gunned down on a busy street. Ya missed, boys! Turn this thing around and this time don't mess up! The cars return for a second shooting.



NBA Gamebuster

JAM

You can happily fumble through *NBA Jam* for ages, but if you really want to be a basketball star, listen closely to the wise words of six-foot-five tall **dribbling dynamo** Steve Bough.

TEAMS AND TEAM STRATEGIES

When choosing your NBA team, you'll need to be fully aware of each player's strengths and weaknesses. The two NBA teams with the top statistics would undoubtedly be Charlotte and New York, but are they necessarily the best?

Well, the answer is 'Yes', but just because you choose to play as either of these teams doesn't mean you are going to win. Whether you're playing in one- or two-player mode, your team choice is still essential. Personally, it's better to choose a team such as Orlando or Cleveland. These teams have the best of both worlds. They're fast, good in defence; one player will be great at dunks, the other three-pointers. You have the perfect blend.

Then there's the individual players to consider. Having one short player doesn't help your cause, as he'll be too small to defend the basket, and never pick a team with two midgets, as you won't have a chance! The more you play *NBA Jam*, the more you'll get used to a certain team, but always remember to pick on strengths. Don't ignore defending, height or shooting abilities.

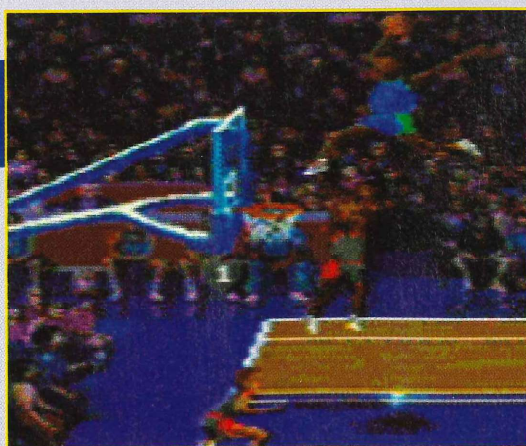


DUNKING TIPS

Dunking is obviously the main part of any basketball game. No dunks, no points, so make sure the ball drops where it's supposed to.

Incorporated within *NBA Jam* are many super-dunks, which can be accessed using Turbo and Shoot buttons simultaneously. Hitting the blue shooting area with turbo pressed down will ensure that your player launches into a spectacular, crowd-pleasing dunk. These can be rejected, or bounce off the basket, but generally they score two points.

Once that move is mastered, you can fox the opposition entirely. When mid-air in super-dunk mode, press the pass button. Not only will the other team be absolutely lost, but hopefully your other player will be in the correct place to score a three-pointer.



POWER-UP CODES

These codes can give your player infinite power-ups throughout a match, but are quite tricky to access. Make sure you're fast on the buttons when 'Tonight's Match-Up' appears on screen.

'ROT' means rotate the D-pad 360 degrees until tip-off. A number after the A or B button means tap the button that many times. Anything in brackets must be held until tip-off.

- Power-up dunksROT+(B13)
- Power-up interceptions....ROT+(B14)
- Power-up turboA13+(A+B+C)
- Power-up defenceA4+(A)
- Juice mode (speed).....A13+(B+C)
- Shot % displayA+(A+B+Down)
- Power-up fireB7+(B+C+Up)

NBA JAM

Gamebuster

LAST MINUTE TIPS

When there's a matter of only a few seconds left on the clock, shoot from wherever possible. If you've just conceded a basket, use the underarm shooting technique to hopefully score three points. This works more often than not for the opposition, but sometimes your luck is in as well.

The other tip worth noting is when there is, say, 15 seconds on the clock and you're two or three points ahead, waste time. You won't be penalised for holding the ball for too long, and you'll end up winning. Works every time!

PUSHING HINTS

One of your most useful advantages will be learning how to successfully push a player over, as this needs to be mastered in order to win matches. Pressing buttons A and B together will make your player push out his arms and (hopefully) push the intended player onto the floor. You need to be either directly in front or behind the player for this to work, but the most effective method is to push or hassle the opponents whenever danger is looming.

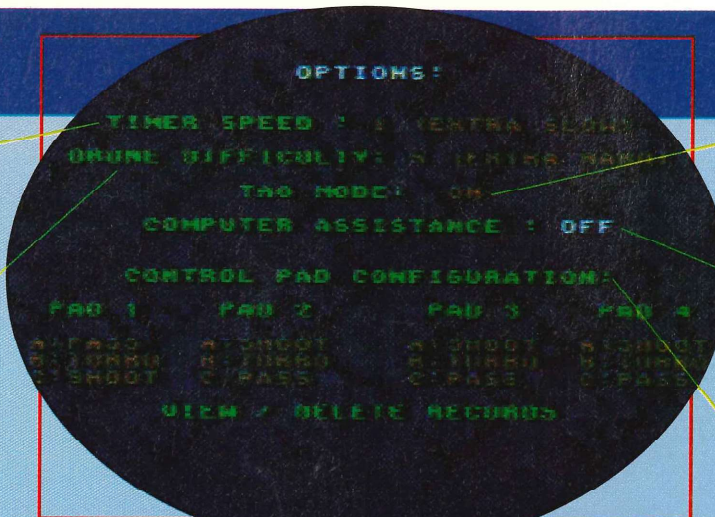
THE OPTIONS

TIMER SPEED:

You can adjust this so that the timer runs slower allowing more points to be scored in a match.

DRONE DIFFICULTY:

This can adjust the difficulty of your computer partner or opponent from easy to extra-hard.



TAG MODE:

Move the switch on or off so that identity tags appear above the players, if you wish.

COMPUTER ASSISTANCE:

Turn this on if you want computer help with dunks. Turning it off makes the game harder.

CONTROL PAD:

You can change the control pad to suit your individual styles.

SHOOTING TIPS

Sometimes you think you've executed the perfect shot, only to find the ball bounces on the rim and then into the hands of the opposition. There is no guarantee that the ball will drop every time you shoot, but being on fire or correctly placed will help your cause.

For the perfect three-pointer, you need to be free of the defenders and have the basket visibly clear. When you have reached the top of your jump, release the ball and you should score three points. The player with the most space should attempt shooting.



NBA JAM Gamebuster

PASSING TIPS

How many times have you played *NBA Jam* and found that your team-mate is overly greedy? Passing is a critical element of the game, and one that is often overlooked. Try and take players with you, pretend to pass, then hold back. From your basket, get your team-mate to run up to the three-point area, then jump into the air as if to take a shot, but pass at the last moment. The ball will travel very fast and hopefully your team-mate will respond with three points. Pass often to fool the opponents, especially the computer opponents, as they're *really* thick...



DEFENDING TIPS

Constantly hassle opposing players. One-on-one marking is the best way to defend, but so often this plan falls completely by the wayside. Always stay either right behind or directly in front when going for a push. Remember to stay close and use the tags to identify the whereabouts of an off-screen player.

Try to time your jump when going to catch a basket-bound ball. Catching the ball on the way down means you get penalised for goal-tending – a costly error. One last good tip for when you're on fire is to make the opposition shoot from way out. This allows you to catch the ball even if you get done for goal-tending, but means you remain on fire.





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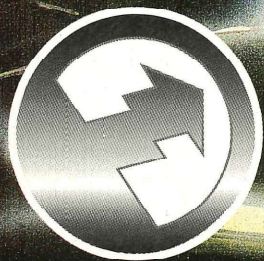
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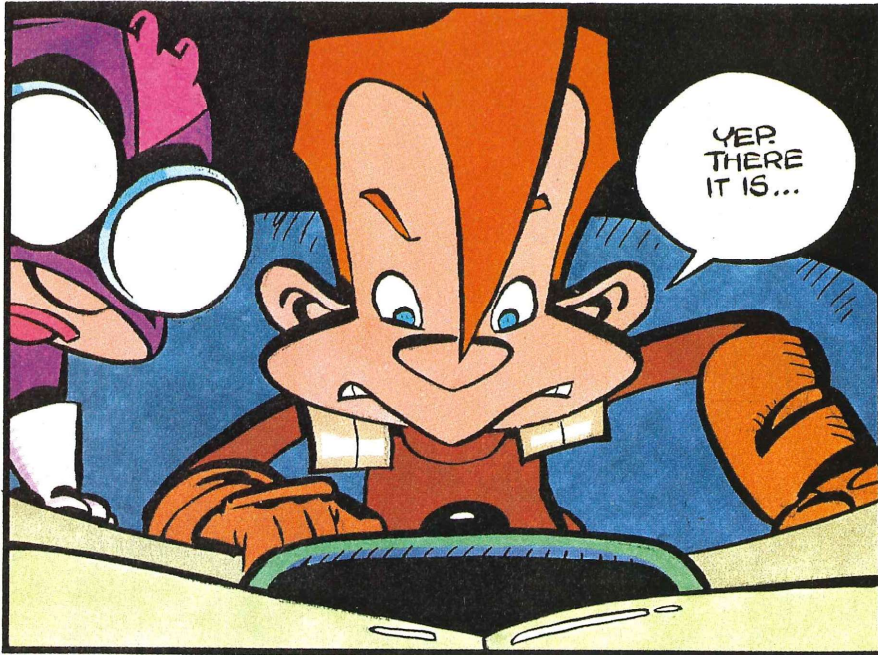
closes last mail 30th September, 1994. The draw will take place on 1st October, 1994 and the winner will be notified by telephone. The winner will also be announced in Megazone Magazine. 6. The promoter is Mason Stewart Pty Ltd, ACN 001 268 060. 7. And jolly good luck to you.

REX VECTAR

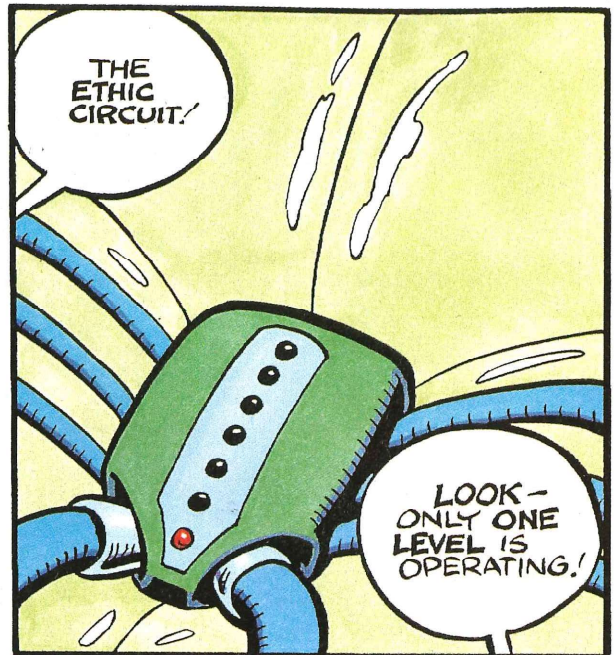
BY FIL BARLOW

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REX HERE. THINGS ARE GETTING ROUGH UP HERE ON VIOLANTIS. I'VE JUST STUNNED THREE VICIOUS ROBOTS AND I'VE OPENED ONE UP TO PROVE TO RETRO THAT IT WOULDN'T HURT ME 'COS IT'S GOT AN ETHIC CIRCUIT...

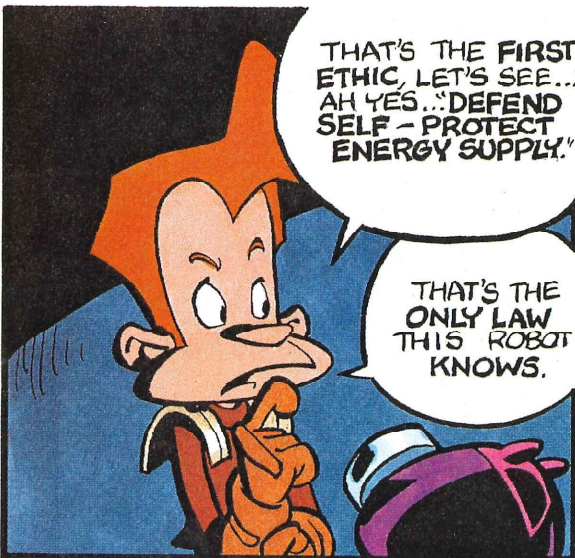


YEP THERE IT IS...



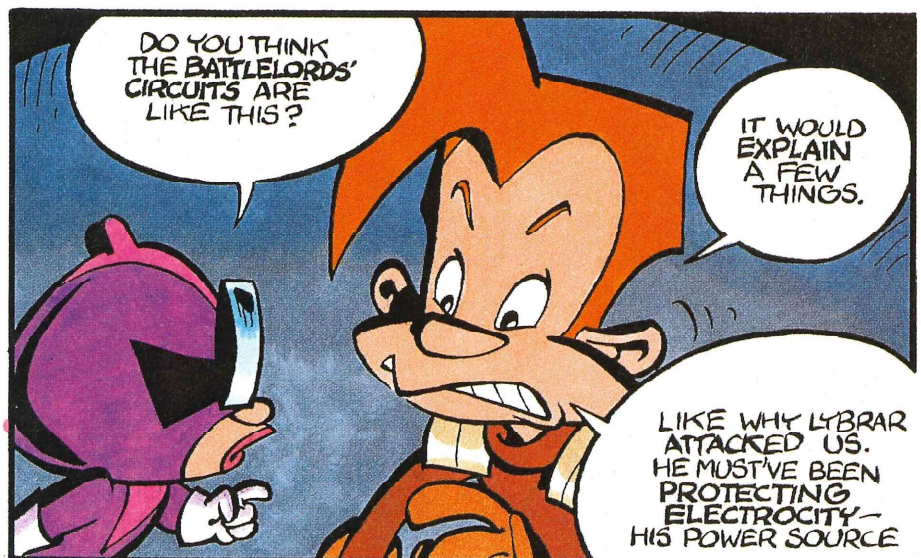
THE ETHIC CIRCUIT!

LOOK - ONLY ONE LEVEL IS OPERATING!



THAT'S THE FIRST ETHIC, LET'S SEE... AH YES... "DEFEND SELF - PROTECT ENERGY SUPPLY."

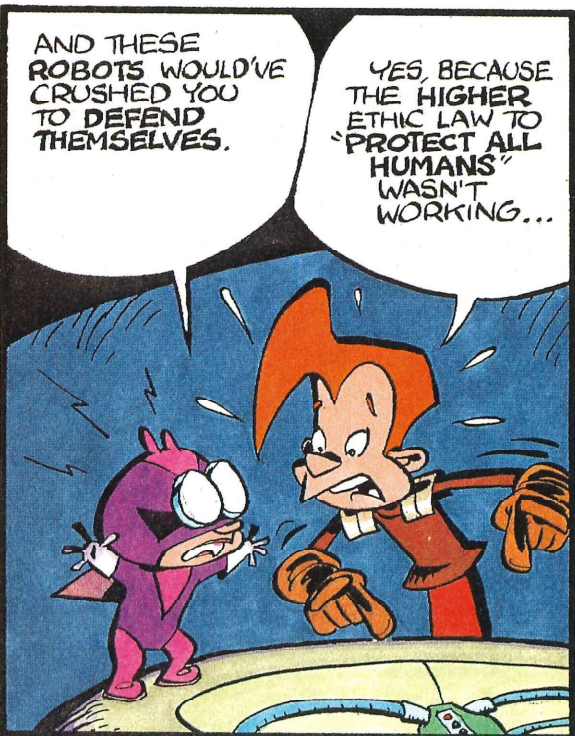
THAT'S THE ONLY LAW THIS ROBOT KNOWS.



DO YOU THINK THE BATTLELORDS' CIRCUITS ARE LIKE THIS?

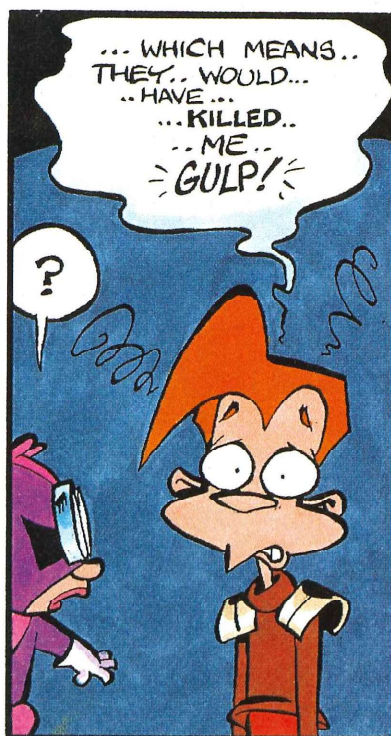
IT WOULD EXPLAIN A FEW THINGS.

LIKE WHY LYBRAR ATTACKED US. HE MUST'VE BEEN PROTECTING ELECTRICITY - HIS POWER SOURCE



AND THESE ROBOTS WOULD'VE CRUSHED YOU TO DEFEND THEMSELVES.

YES, BECAUSE THE HIGHER ETHIC LAW TO "PROTECT ALL HUMANS" WASN'T WORKING...



... WHICH MEANS... THEY.. WOULD... HAVE... KILLED.. ME.. GULP!

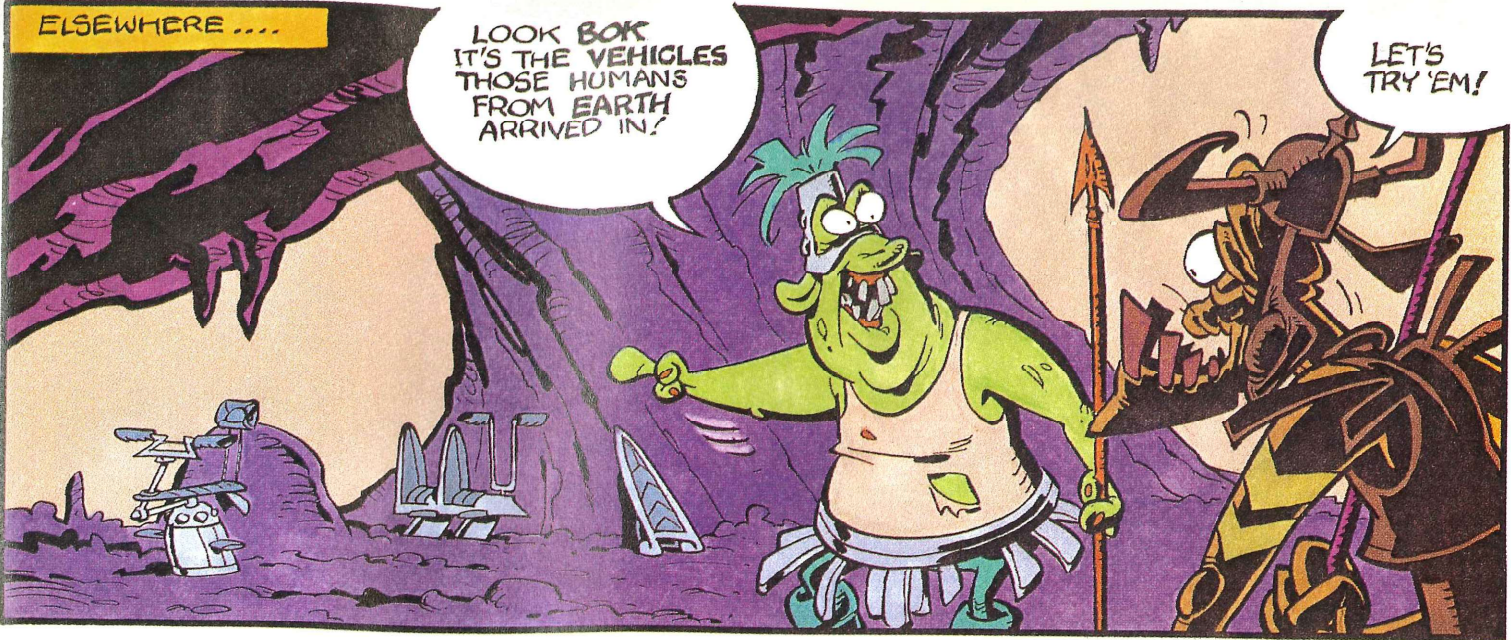


REX!!

ELSEWHERE....

LOOK BOK
IT'S THE VEHICLES
THOSE HUMANS
FROM EARTH
ARRIVED IN!

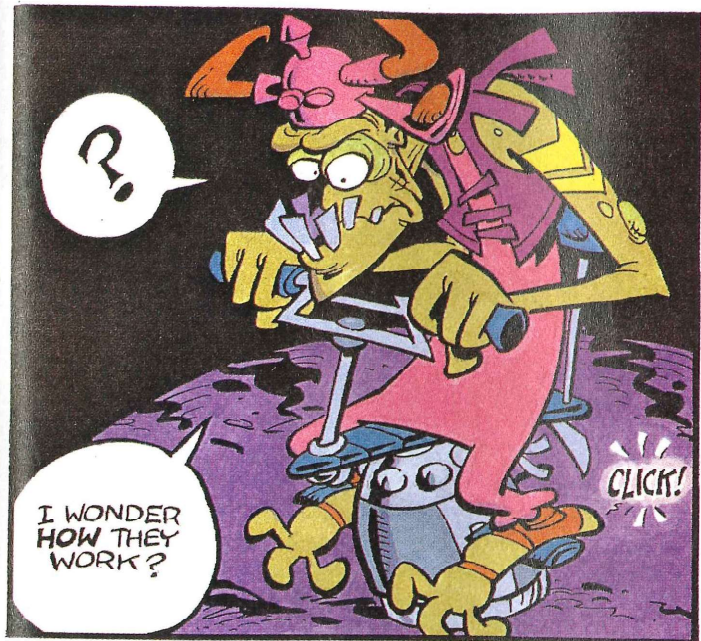
LET'S
TRY 'EM!



?

I WONDER
HOW THEY
WORK?

CLICK!



AAAAAH!



YOU
ALRIGHT
BOK?

POWER!!
...THE POWER
TO FLY... IT'S
OURS - HEH
HEH HEH!



WE'VE GOT TO
DE-ACTIVATE
THESE ROBOTS...

OOHH!

...THEN
EXPLAIN
ALL THIS
TO THE
OTHERS.



TO BE CONTINUED...



MEGAZONE

MegaZone Salutes our Competition winners!

We have heaps of winners this month, from both April and May's MegaZones. Without further ado, here they are...

Virtua Racing

Winner of a Mega Drive II and copy of *Virtua Racing*: Liam Jarman, Tully, QLD; Winners of *Virtua Racing* cartridge: Richard Brett, Sylvania, NSW; Amie Jenkinson, Happy Valley, SA; Daniel Harrop, Mandurah, WA; J Peat, Darwin, NT.

I do it upside-down in the wardrobe

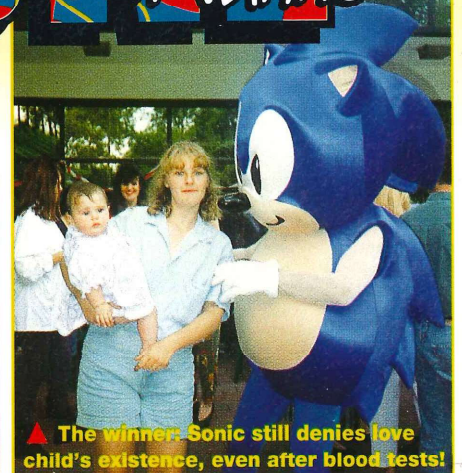
A high standard of entries, which wasn't surprising with a couple of Game Gears and games up for grabs.

Joel Porta from Edmonton, QLD, would play his game Gear "Way up high, in the sky, flying with birds, looking at nerds"; Tim Kneipp of Boggabilla, NSW, sent in this fabby cartoon. It makes you laugh, cry, has an underlying moral and a happy ending to boot. People's Choice-winning stuff!

Sonic's so cool I wish he was my brother

Pity there could only be one winner – we had heaps of funny entries, many unprintable: "How much for the little girl?"; "Bugger off, you fat @\$%!"; "Err excuse me, but your shorts are wedged right up your..."; "There's a surprise in my nappy!"; "Cor, it's hot in here!"

But there could only be one, and that is Anthony Olsen from Home Hill, QLD, with: "Sonic still denies love child's existence, even after blood tests!"



▲ The winner Sonic still denies love child's existence, even after blood tests!

MegaKings Megadraw

Caps, T-shirts, posters, double passes and basketballs go to: Grant Hollington, Pagewood, NSW; Hugh Holliday, Beechworth, VIC; Joey Santamaria, Preston, NSW.

MegaZone Lucky 13

April's Sonic chewing gum goes to Nick Tran, Carlingford, NSW. May's year's supply of Nestlé Crunch is going to make Adam Gorfine of Frankston, VIC, want to brush his teeth regularly.

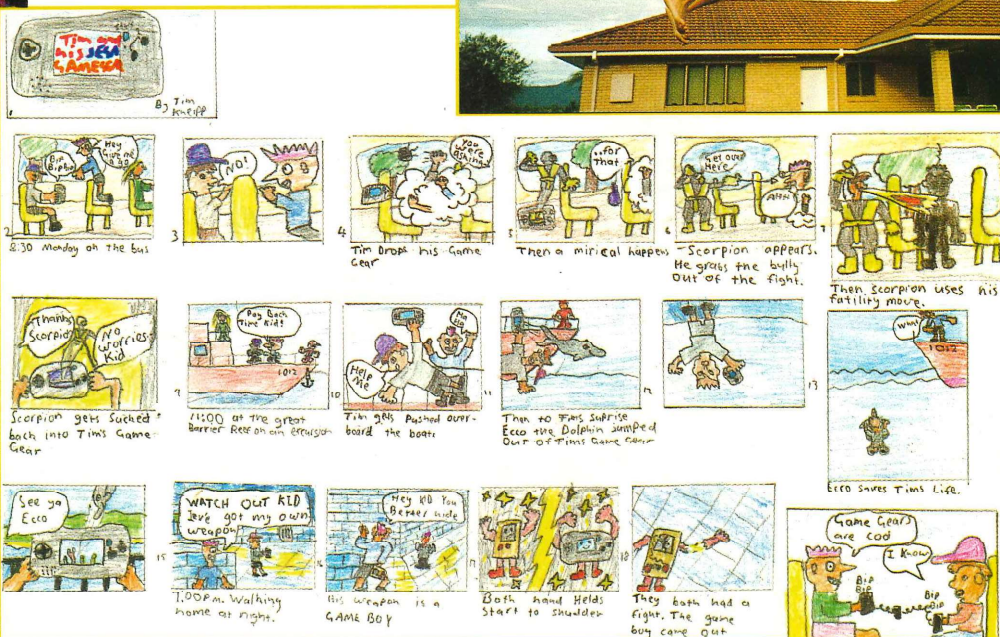
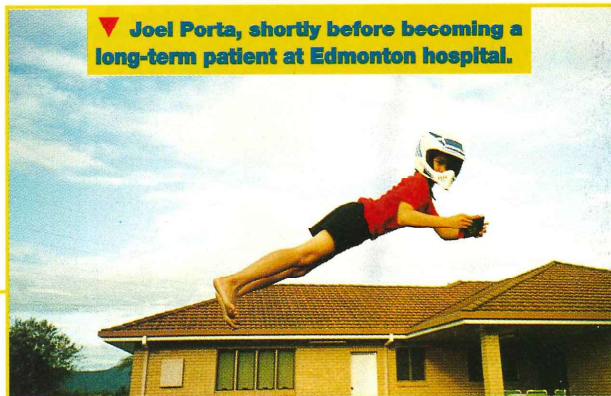
Sonic, You're My Tonic

Winners of Sonic stories from Troll Books are: Simon Clarke, Terranora, NSW; Adam Solomon, Bondi, NSW; Robin Hungerford, Springwood, NSW; Julian Buczek, Morley, WA; Michael Black, Telopea, NSW; Craig Hensley, Ulverstone, TAS; Gordon Markovic, Altona Bay, VIC; Luke Peterson, Mooroolbark, VIC; Joey Zaquirre, Lalor Park, NSW.

Speed's for weeds

Winners of T-shirts and caps from The Drug Offensive are: Trent Sealy, Runaway Bay, QLD; Ben Allard, Albany Creek, QLD; Mike Pretlove, Richmond, NSW; Adrian Chiarella, Greenwich, NSW; Miciah Anderson, Hilltop, NSW; Gabriel Callaghan, Stirling, WA; Nathan Widger, Adelaide, SA; Matthew Chalmers, Buderim, QLD; M Knight, Bundaberg, QLD; David Knox, Bombala, NSW.

Joel Porta, shortly before becoming a long-term patient at Edmonton hospital.



▲ Tim Kneipp's cartoon illustrates his Game Gear exploits. To cut a long story short: bully gives Tim bashing, but Tim's saved by *Mortal Kombat*'s Scorpion who incinerates bully; bully chucks Tim overboard but he's saved by Ecco the Dolphin; bully attacks Tim in dark alley with a Game Boy, but Tim's Game Gear comes out on top; bully decides there's only one thing for it and buys his own Game Gear and they become best pals.

SEGA
MEGA DRIVE



SEPTEMBER RELEASE

TASMANIAN
2

TM

SEGA

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1000%

MEGA

free!

poster
inside

win
Super Street



SEGA

magazine

ZONE

AUGUST 1994 \$4.95*

NZ \$6.95 (Inc. GST)

A muscular character with a red gauntlet is shown in a dynamic pose, with the gauntlet raised. The character's skin is a golden-brown color, and they are wearing a green garment. The background is a textured, yellowish-orange color with some splatters.

FIGHT!

Super

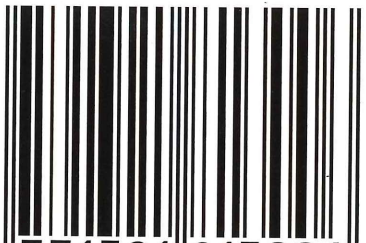
Fighter III

Busted!

**Eternal
Champions**

NBA Jam

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MegaDrive MasterSystem



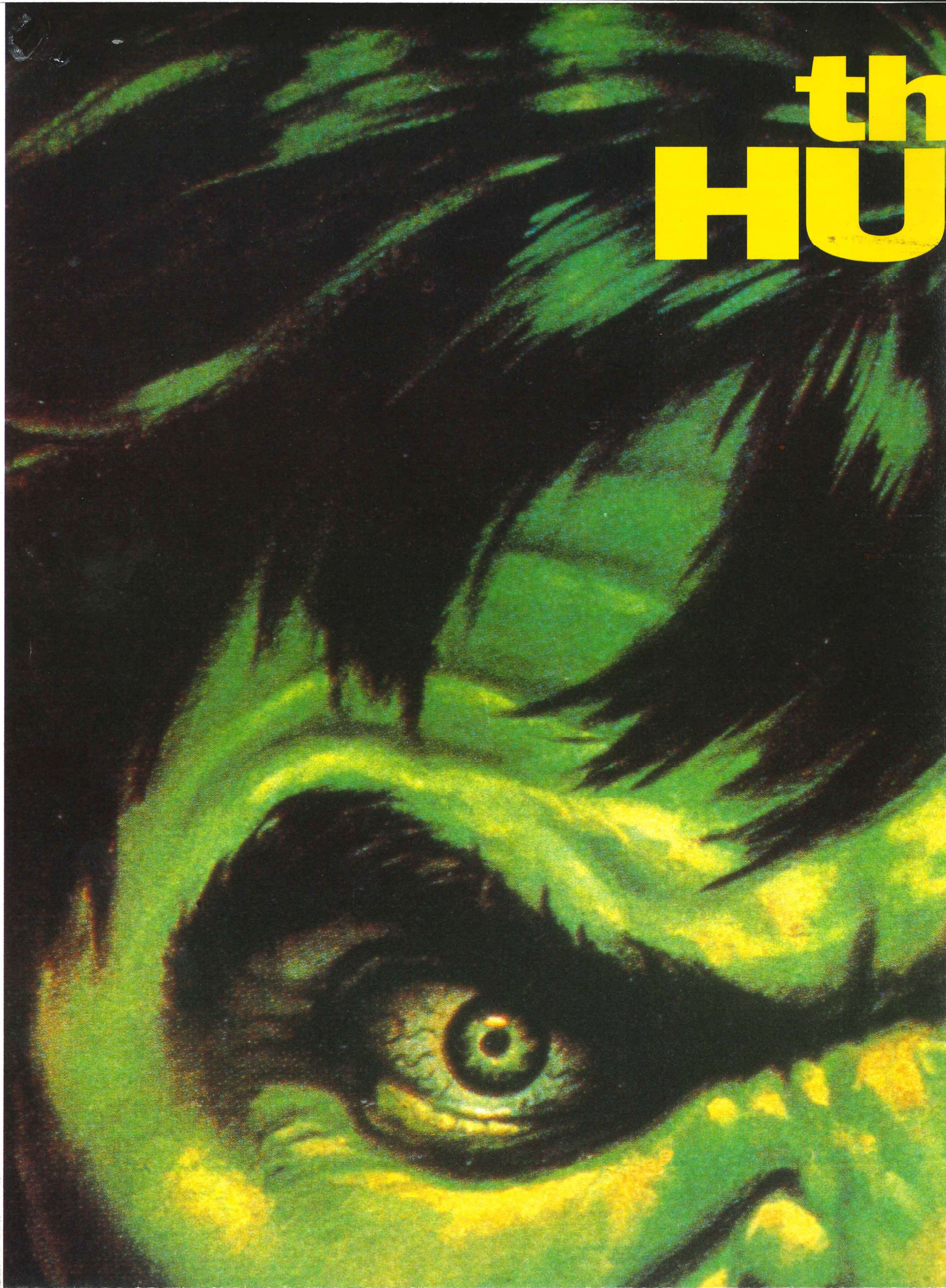
Street Fighter III

**Mortal
Kombat III**

**KILLER
CONSOLES
revealed!**

emGameGearMega-CD

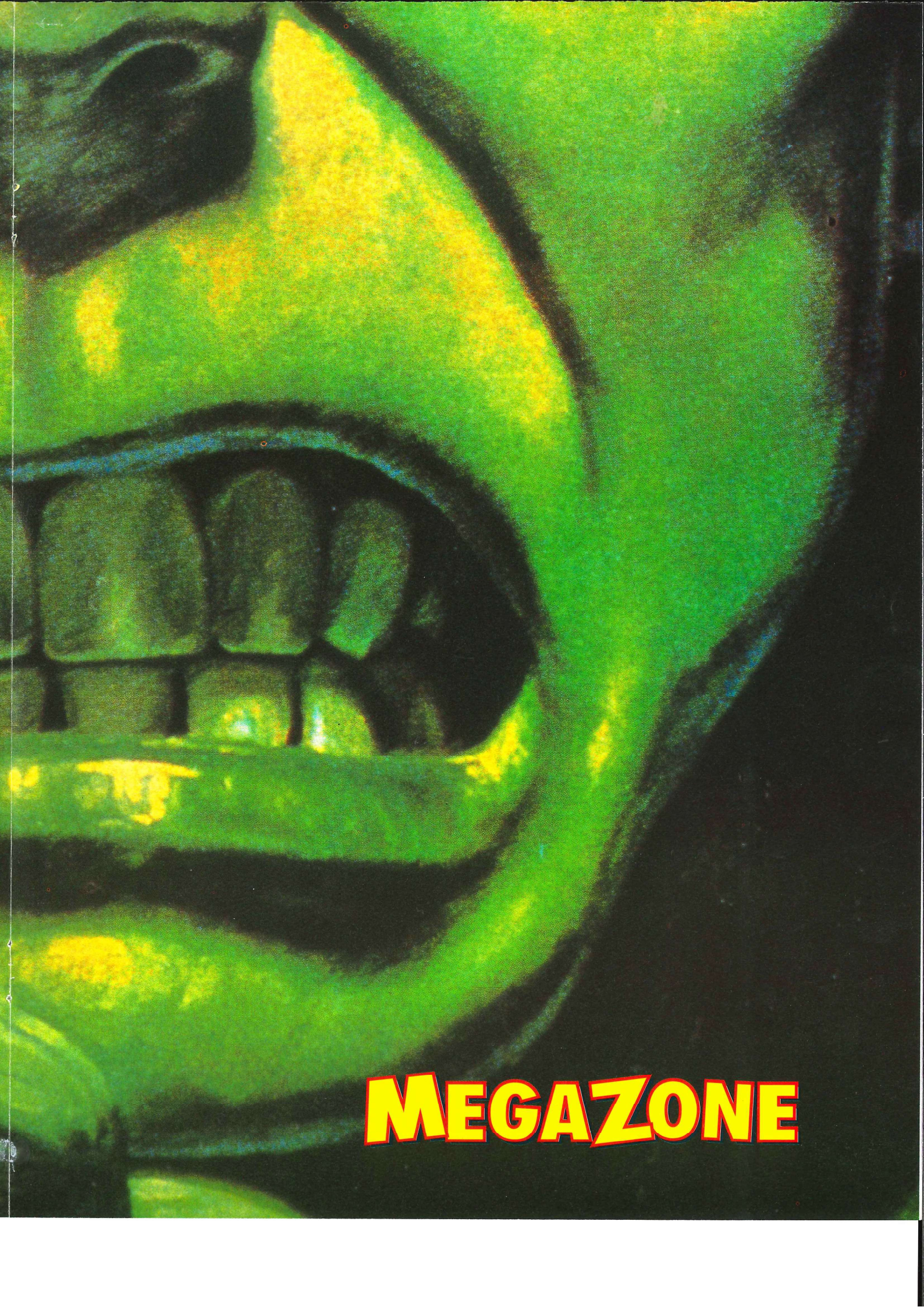
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MEGAZONE

SEGA
MEGA DRIVE



AUGUST RELEASE

SEGA